SENSORY RESPONSE SYSTEMS
Ryan Jordan

Overview:

• Performance works involving perception of the world via the body. Performances aim to fully absorb the audience and performer – eventually leading to ASC

• Bodily expression – sensors – gesture

• Expressions of emotions, etc. via movement, manipulation and augmentation of the body with technology
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Sensor costume:

- Large, flowing fabric engulfing performer
- Motors inside fabric controlled by sensors on performer’s body – move fabric
- Sensors on body control sound and light
- Sensors to resemble muscle tendons
- Attempting to alter form, space, and time perception
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Sound:

- Hausa cult of possession-trance, Nigeria
  - Hyperventilation (too much breath) + hypoventilation (too little breath)
  - Dancing
  - Suggestion – mental and spatial
  - Sensory overloading – visual and audible
  - Music – 120-200+ bpm. Drum, lute, rattle, voice
  - Visual – night time, kerosene lamp

- Tekkno
  - Repetitive beats and melodies
  - Fast tempo
  - Mirror ASC environment of Hausa

- Noise
  - Suggestion
  - Sensory overloading

- Hypnosis
  - Sensory focal point
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Lights/visuals:

• Stobe light
  - Sensory overstimulation

• Stereoscopic screens (3D)
  - Interaction with performer – aim to emerse audience