

Experienceproject – Interactivity. A **totalevent** where interaction takes place between the:

1. **1. non-physical reality (= dreamworld)**
2. **2. physical reality**
3. **3. virtual reality**

By means of a **diversity of media, techniques**

and places, like video, animation, drawing, text, sound, internet (internet can both been seen as technique and/or place), localities etc. **Essential associations linking**

these 3 realities will be incited and insight be provided. By revealing existing and new associations between these 3 worlds it will be clear that these realities are an essential part of our perception and the way we live our lifes and shape our surroundings.

The factor time; as well in the meaning of the sequence, as in the meaning of synchronicity, won't have the main attention, time also won't be the matrix along which some planning is going to run; this project will deal only with events that occur inbetween these 3 realities, the meaning of these events and the associations that might follow.

For the time being we will call this (worktitle) **totalevent**, until a better name appears. The events mentioned in this proposal have to be looked upon as examples in the first place, having the potention to lead into further development. All this can only exist in 'the flow' of the project.

Maybe the word 'research' covers this proposal best; research to

provide insight into connection and meaning, it is also meant to cause 'experience' and give opportunity to be aware of the appearing experience at the utmost.

The imagery/sound/text caused by and/or during events appear inbetween man as 'ego' and men as 'dreaming/sleeping'; some are visualized outside ourselves (virtual and physical world), some still exist in the non-physical world.

(... please do experience here the static character of the ego against the dynamics of the mind). As participants in this project producer as well as user are invited to have the awareness and experience of the existing relation between common men being 'awake', the dreamstate and the means of nowadays technology.

In the flow of experiencing by means of a variety of media and called/ existing situations inbetween the 3 realities, **the**

mechanism of the story plays a crucial role; stories popup, are present for a while to disappear in what is remaining, the context of the bigger story – this itself being altered by the event – as a continuing movement. We people have the ability to experience moments in this flow as stills.

CONTENT the amount of a maximum of 6 A4 papers is – in this proposalphenomenon – the frame in which this event starts to take place. In other words: **the discription** (is not: description) **of the idea, the discoveries and happenings in more precize descriptions over and over again, organization in time and skills,**

selected location(s), available budget (this is content too, as it is part of the text appearing on these 6 papers.) **and the forthcoming results is the content itself** of this **TOTALEVENT**.

By boosting this here in this way, it concerns in its beginning very much a proposal of a construction, a blueprint of a dream; something is set in motion of which initiator, producer and user don't know exactly what the (final) result will be, but which we only can guess. An impuls fed by encounters and exchanges with third parties and of suspected significance in the actual development concerning the power of the human mind and soul, this proposal is carrying the promise to grow out into something intelligent, beautiful, unique; containing useful information.

To start with: significant of this process is already the fact that when there is written more on the 6 A4 sheets, the characters will end up being smaller and smaller, as it still needs to fit on the limited amount of papers. This movement can be perceived right now as time is passing by. Going from a rough structure to a more refined textstructure this story is going to contain more detailed information concerning the project - more flesh is growing on the bones by means of associations in different media. A network unfolds as a field that we can survey on one hand but in which we can also dive into. The status quo when being read right now is that: this, being the 6^e version of something that started as a rough idea, is now already written in a much smaller font compared to the 1^e version (=FIELDplan26.doc), preventing the text to role out on the 7^e page when being >14 pt. The succeeding versions are named after their fontsize and reveal something about the textstructure.

At this very moment it exists as a hardly described environment in which a lot of things are potentially happening, invisible now or unable to be perceived, but after being unfolded

surely revealing matters that will pull everybody's attention and urging to be researched and expressed.

To give as much insight as possible in the content of this proposal it is necessary to reveal as much as possible in **virtual reality**, by **explaining** and **illustrating**.

Explaining through language i.e.: description of what is going to happen, which examples will be put on the stage? What is emphasised? What on the other hand is pulling the attention, the process taking its course? Where does the energy flow best? Illustrating by image (for instance); ...passing by installations you are influenced by the shown matter and caused by these visualized thoughts you are brought into other atmospheres...

First of all the fascination in this matter is the motive. Items in the total eventfield will have the attention and relations with one or

more of the 3 realities will be made perceptible. Moving through **a diary**, not one that is connected to one person but one that reveals a piece of life might be a comparison: **lifebook**, a life in which everything happens in relation to men.

Imagine, you are sitting on a bench, **somewhere** and you are seeing **everything passing by**, as a motion picture - sitting on that very spot you have **your own thoughts** (... also related to that spot). On that moment your **own mirror of experience** (= non-physical world) is being influenced, **in the meanwhile** you are also playing a role in the same **whole**;

you are ánd watcher ánd you are getting –flep– some birdshit on your head, ... an example again ... The aim is to have this event perceived and to be given insight to in its wholeness **by**

means of all the available relations and associations. Giving expression to associations in non-physical reality too.

Everyone who is reading this **blueprint** (! ;-) of this

unfolding story is already involved at this very moment; you are a potential participant. Survey and insight will appear along the course of the process. Psychological mechanism and cultural backgrounds inbetween the participants and presented imagery/sounds/texts play an essential role in the 3 realities. In advance people and material cannot be structured to some format without losing their or its essence.

Awareness is the tool to get familiar with to experience the presence of people and the imagery/sounds/texts in the 3 realities and the associations that might follow.

PROCESS_{di}SCRIPTION (a description happens during the process or afterwards; discribe= to unfold by the use of text...) **explanation (literally ánd figurative at the**

same time; literally: the unfolding of the map of a processplan with all its events of major and minor importance – see

model: **'Related connections ->' installation, a survey of a process, a continuing mutulating installation of mindflow ...)**

Flow, a row of events, without beginning or end. Actually the

word 'field' is preferred, as flow refers too much to the shape of a line, an individual one. In a field different lines are floating, in fact there is no partition between a running line and the field. In the field peaks are expected, they will rise and merge in the existing context comparable to a volcano having an eruption and will then be quiet for a while. Limitation of this metaphor is that this is a location-bound phenomenon. The peaks or points of attention in the field of this project eventually exist in different moments and on different spots.

Unfortunately location and (location bound to) time need to be mentioned in this blueprint one way or the other, to gain grip on this wholeness as it has to be presented as a plan to be understood by anybody who is getting involved; without some blueprint this totalevent is bound to fail, it works as the first step to get communication on the whole thing started. Beside that expectation exists; the outside world (= everybody minus the ones being involved in this totalevent) expects a goal and plan to understand what needs to be started, considering the situation of the Development of interactive narrative content

event (...).

A contradiction seems to be confirmed as well while developing; can a plan of a process be written of which the course, based on experiences, is known to some extent, but of which also is known that it will take its own development at some point, left to be watched, written about, reported or photographed.

The role of initiator seems to be altered into the role of watcher

event (...); in the dynamics of the process participants can float from the center of the circle to the outside of the circle. Attempts to control the process will only be a drag on further developments. Some choice of control could be compared with an evolutionary step.

Watching this on a bigger scale one will see that every process is

unique; per event (smaller processes) **different people** will be involved. (Status quo: Leidi Haaiker – multimediadesigner, Wouter Bosman – online media professional, Vikas Harish – cultural consultant, Danielle van Diemen – creator)

They decide the colour, the kind and the quantity of the CONTENT. Different expressions of interaction inbetween the 3 realities will exist.

(Nusrat Fateh Ali Khan: Saaya Bhi Saath Jabh Chod Jaye -**When even your shadow leaves your side.**)

To be continued