**How do you?**

**Document a narratives thematic & emotive structure, notation to structure and sequence, Define and record a mutual understanding of emotion and feeling**

**Document a narratives thematic & emotive structure, notation to structure and sequence;**

1. Action time line; one for narrative and technology

2. Emotive time line (corresponds to action time line); one for characters and audience

3. Reveal time line; one for narrative and audience

4. Story board of action time line

**Define and record a mutual understanding of emotion and feeling**

1. Emotive time line uses imagery to help document the feelings we are looking for

**Technology moving forward**

**The Guiding Principals and Yard Sticks for the Technology are;**

- They should be physiological, psychological and emotive.

- They should accent, compliment and guide. But never tell or define.

**The technological devices we will look to research and prototype are;**

1. Directional sound

2. Interactive and environmental projections

3. Interactive environmental lighting + sound

4. Device that has temperature, near field communications and heart monitoring

5. Robotic guides

6. Food, smells and chemicals

**Ones that will require outside help but we would like to continue looking at;**

1. Room modes/Eigen frequencies

**Some examples of how we see the above being used are;**

1.

- Deliver information/dialogue to particular parts of the audience

- Deliver information/dialogue to particular parts of the environment creating a sense of space and also contrast with silence or sounds in the rest of the space

2.

- Projections that follow the architectural features of the room, feel like they are in the space with you in a strange way e.g. Moving from the screen to the walls, inhabiting a space.

- Projections that react to your proximity e.g. turn to face you as move towards them then lean towards to kiss you as you get closer still

- Cognitive tricks e.g. symmetrical shapes darker than background

3.

- Lighting & sound that reveals scenes within the play in response to the audiences movement e.g. moving towards the card game, sound of attack fading to sound of the forest as you retreat.

4.

- A totem that is taken by the audience and that directs by getting hotter.

- That enable the environment or props to react to certain audience members presence.

- That monitors the heart beat so we can effect things like music, play it back to them, have previous audience members heart beats played back.

5.

- Insect size robots guided by infrared that when in the dark glow and move towards a point within the environment. e.g. a moment of calm within the forest

6.

- Baking, burnt hair and lilies e.g. correspond to three key action + emotive points in the piece

- Miracle fruit e.g. given to some audience members

- Chemical that effects touch e.g. a letter that when you pick it up