

RANDOM COLLECTIVE

# ABOUT REALITY



*Are we still humans or are we already transforming ourselves into modern cyborgs?*



*First experiments with the collective to test ideas, Munich, Germany*

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# INTRODUCTION



We are a mixed collective of researchers in the fields of fine arts, theatre, new media, performance, dance and information technology with a focus on digital structures, new forms of communication and perception, media awareness through the acceleration of information and technology based societies.

Dissonance, alienation and the examination of time and realities. We are living with and using technologies in anticipation of their speedy obsolescence. We interact with them while conscious that in the moment of their usage they already carry within them their own redundancy and replaceability. They are there, but not for long - they are already dissolving, not there anymore.

So far, we have created an open laboratory with the goal to research possible applications for virtual glasses to create awareness about environment and space. With a theoretical preproduction in the Academy of Fine Arts in Munich, we were invited to the Roundabout LX space in Lisbon, where we created a first set of practical experiments which we used to see how a public would interact with these glasses. In several stages, the audience could experience a dissonant shift between mixed realities. The exhibition was a success and we received interesting feedback from the public. Through these observations we developed our ideas further. Now we are searching intensely for new options to use our existing knowledge to develop this project further.

We hope that we have piqued your interest and we would be very glad if you would support our project by giving us the opportunity to continue our research in your location.

Patrik Thomas  
(representative)  
RANDOM COLLECTIVE

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*Overview of different experiment stages, Exhibition in Roundabout LX, Lisbon, Portugal*

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# WHAT WE ALREADY DID

## A

### RESEARCH IN MUNICH, GERMANY

The project starts with a theoretical research about the usage of technology, the cloud society and the result of those attempts at optimization and increased efficiency, as well as video game structures and their influence on our perception of reality and ability to deal with its constant acceleration. Further on we created prototypes of 'virtual glasses' offering various ways of distortion of reality - e.g. delay, mirrored image, top view.

## B

### EXPERIMENTAL LABORATORY IN RESIDENCY ROUNDABOUT LX, LISBOA, PORTUGAL

In Lisbon, confronted with the space itself, the Roundabout LX led us to create a set of different experimental stages based on conclusions of first practical tests in Munich, we further developed the concept from several perspectives. The majority of these perspectives constituted instruction-based movements in time and space, as well as an experience-based stage with theatrical elements.

Based on the feedback of an audience that had been pushed into an experience that we had grown accustomed to over the course of several weeks, we see additional potential in the development of this project.

A Google Drive with documentation images and videos: <https://goo.gl/6DqwPo>

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*Experimental Stage for orientation in Space, Roundabout LX, Lisbon, Portugal*



*Practical research experiments with mixed realities in Roundabout LX, Lisbon, Portugal*



*Experiment with Water / Salt in the Roundabout LX Residency, Lisbon, Portugal*



*Tutorial / introduction stage, Roundabout LX, Lisbon, Portugal*

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# FURTHER DEVELOPMENT

(WHAT WE WANT TO DO IN YOUR RESIDENCY)

## A

### A NARRATIVE STRUCTURE

We are looking forward to developing a narrative based performative play in your location that is putting the audience into the position of being a certain character in a more complex story.

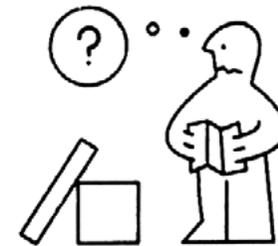
This narrative is using elements of films, theatre plays and computergames. A specific story will be developed by us beforehand using the available on-site elements. In the end this will be a mixed reality performance that is using a local issue as a starting point to develop a tale like story around.

The form of presentation can still remain in a open laboratory style.

## B

### A SELF DEVELOPMENT TOOLKIT

As a second conclusion of the research done in Roundabout LX, we want to create a development Toolkit, that includes an easy instruction manual on how to build a box for your own smart phone as well as some first tutorial videos that can help to understand the technical and creative possibilities. This toolkit package can be published as a physical instruction paper handout as well as on a website, encouraging people to experiment and develop further sets of experiments and to share these over the internet.



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# OUR REQUIREMENTS FOR A PERFECT RESIDENCY

## A STUDIO WITH ENOUGH SPACE TO EXPERIMENT

Any kind of environment with enough space for extended movement offers itself to the project.

## MINIMAL TECHNICAL EQUIPMENT

We have all the existing technical equipment for the virtual reality performance. Internet access and a printer would be helpful.

## AN INTERESTED AND OPEN-MINDED AUDIENCE WILLING TO EXPERIMENT

At this stage of the project we are highly reliant on a curious audience that is willing to experiment and to play around. We don't have a specific target audience. We experimented with children as well as the elderly. Both gave a lot of diverse input.

## EXPERTS IN ALL FIELDS THAT CAN HELP US IN DEVELOPING OUR IDEAS FURTHER

We are looking forward to having conversations with professionals that give inspiration and criticism to our ongoing research.

## AN INTERESTING ENVIRONMENT WITH A STRONG VARIETY OF NATURE & URBAN STRUCTURES

Because of our process oriented workflow, we are dependant on an interesting environment that gives us the possibilites to shoot different settings of urban and nature structures.

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# CONTACTS



## FURTHER READING

Our Google Drive Documentation: <https://goo.gl/6DqwPo>

### REFERENCE LINKS:

BOOK:

**Present Shock, Douglas Rushkoff**

FILM:

**Slavoj Zizek - "The Reality of the Virtual"**

TED CONFERENCES:

**The Quantified Self: How Wearable Sensors Expand Human Potential**

**Jane McGonigal: Gaming can make a better world**

**Kelly McGonigal: How to make stress your friend**

**Chris Milk: How virtual reality can create the ultimate empathy machine**



## CONTACT

### RANDOM COLLECTIVE:

Patrik Thomas (Representant)

[patrik@randomkino.org](mailto:patrik@randomkino.org)

+49 (0)178 853 88 44

+351 966 597 616

Schulstr. 48

80634 Munich

GERMANY

Praça das Novas Nações 2, 3ESQ

1170 Lisboa

PORTUGAL