



DM2500

Telepresence Production
Närvaroproduktion på distans

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DM2500

Course requirements:

Project, 2.5 hp

Written home exam/course reflection, 5 hp



KTH Media Technology

We define Media Technology as:

”Technology and methods that support human communication over distances in space and time”



*”The basis for good communication
is trust, the basis for trust is the
sense of presence”*



Telepresence Production

”Tele” is a Greek prefix meaning "distant"



Telepresence Production

Presence Design

Spaces – Technology – Context



Ivar Johansson, "Allegory over the telephone"
Entrance, Lindstedtsvägen 5, KTH



The biggest challenge to developing telepresence is achieving that sense of “being there.”

Can telepresence be a true substitute for the real thing?

Will we be able to couple our artificial devices naturally and comfortably to work together with the sensory mechanisms of human organisms?

Marvin Minsky, 1980



What do people do at work? They go to meetings. How do we deal with meetings? What is it about sitting face to face that we need to capture? We need software that makes it possible to hold a meeting with distributed participants -- a meeting with interactivity and feeling, such that, in the future, people will prefer being telepresent.

Bill Gates, 1999

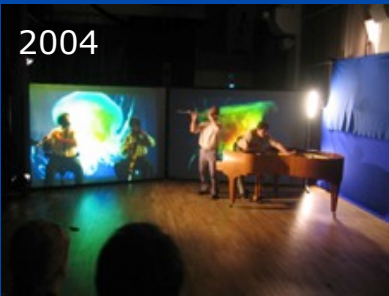


Telepresence

“to which degree one feels present in the mediated environment rather than in the immediate physical environment”

Steuer 1993

Presence Production Examples 1998-2013





Tools for presence production

Sensors:

- Cameras, microphones

Emitters:

- Displays, Projectors, Screens, Speakers

Manipulators:

- Mixers, Computers, Remote controls

Transmission devices:

- Codecs, networks, cables, adapters

Scenographic devices, physical space manipulation:

- Lights, props

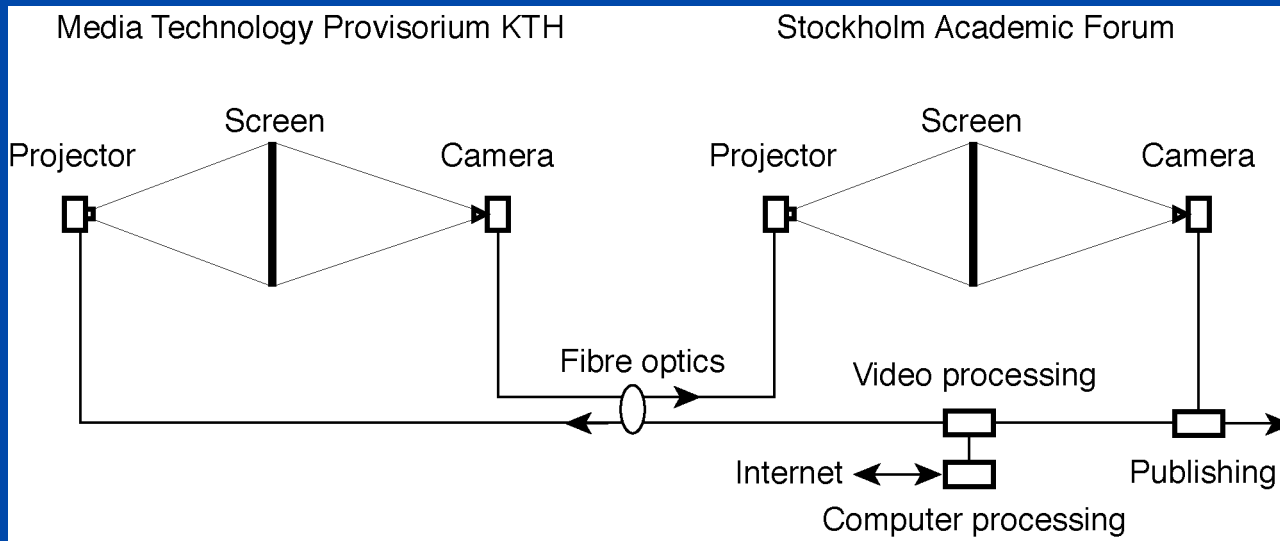
KTH Experimental Performance Space December 1999

Professor Larry Friedlander, Stanford University,
+ Alex Jonsson interacting on each side of the
screen in a continuous video loop.

Kids exploring a new world



”Communicative Spaces” October 2000 Between KTH and Stockholm Hall of Culture



”Communicative Spaces” October 2000 Between KTH and Stockholm Hall of Culture



Documentation from
”Communicative Spaces”
Stockholm

october 2000

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”Communicative Spaces” October 2000 Between KTH and Stockholm Hall of Culture

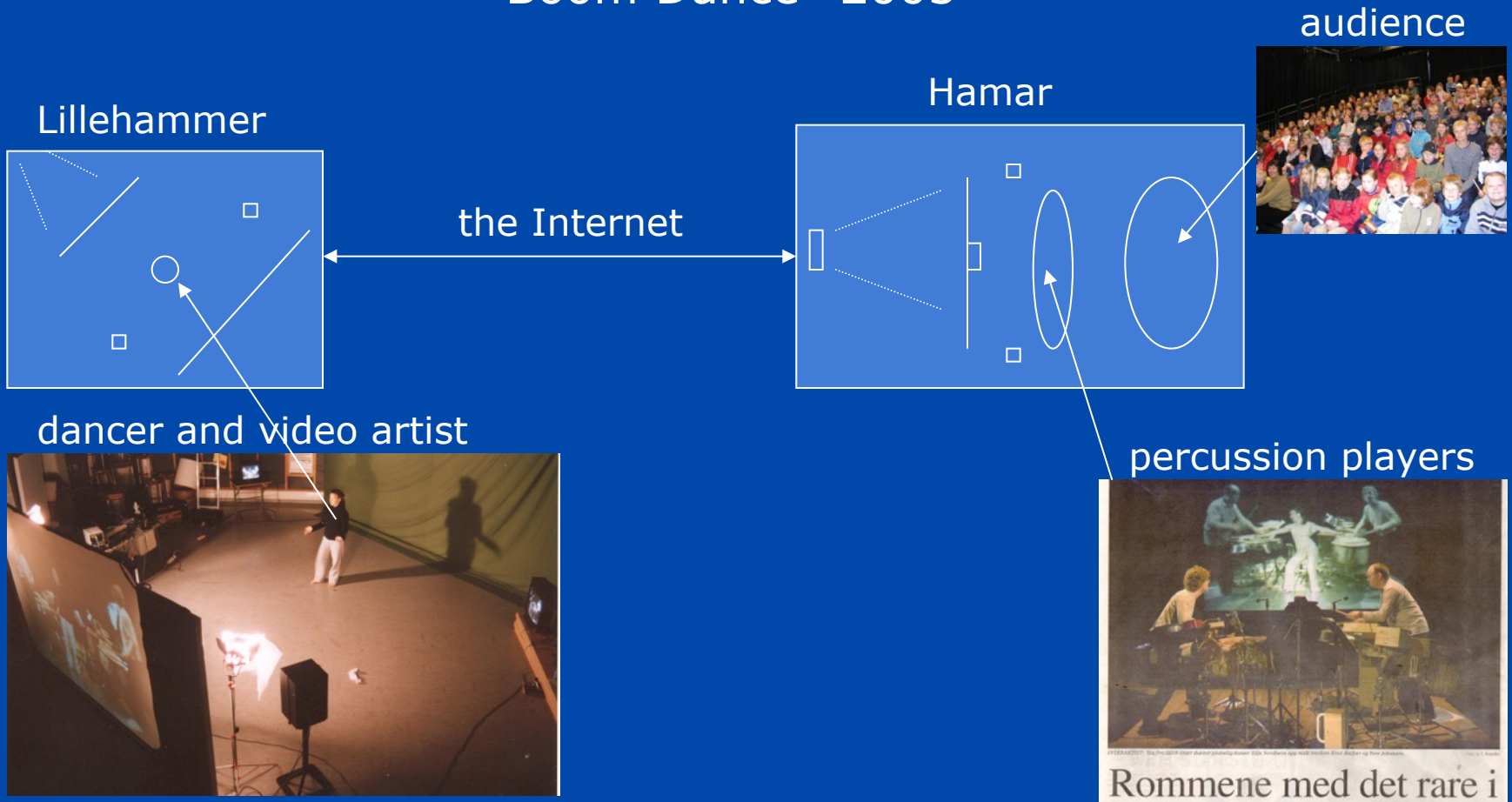


Experimenting with scales



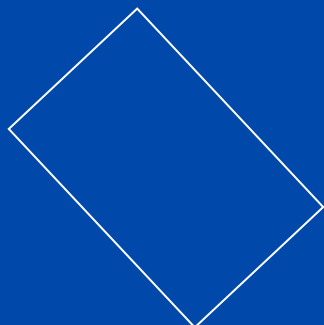
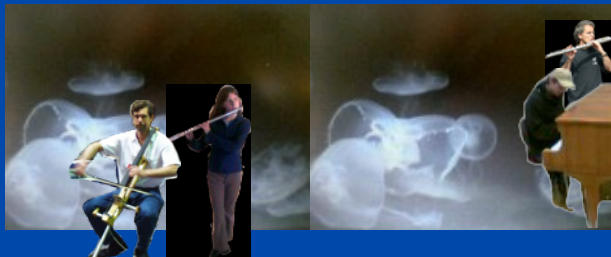
Several levels

"Boom Dance" 2003



Connected Performance Spaces

Stanford



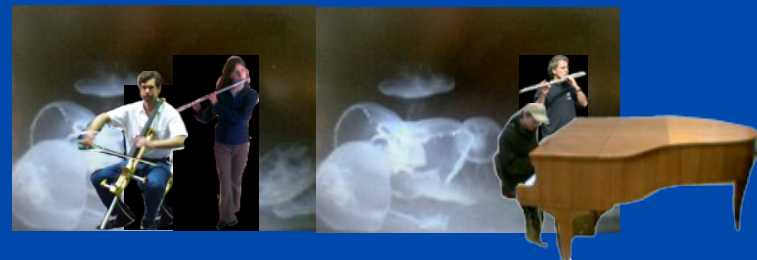
Projected remote audience



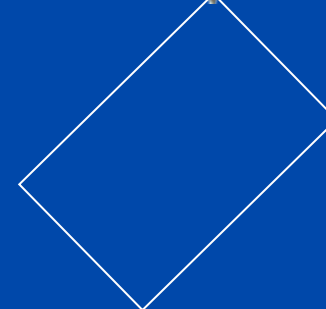
Local audience

Preparatory phase
Schematic scenography

KTH



Local audience



Projected remote audience

Communication hexagon



Communication corners



Leif Handberg

Prototyping



“Mediated sketching table”

Mediating Presence

Prototyping

"Open Window"



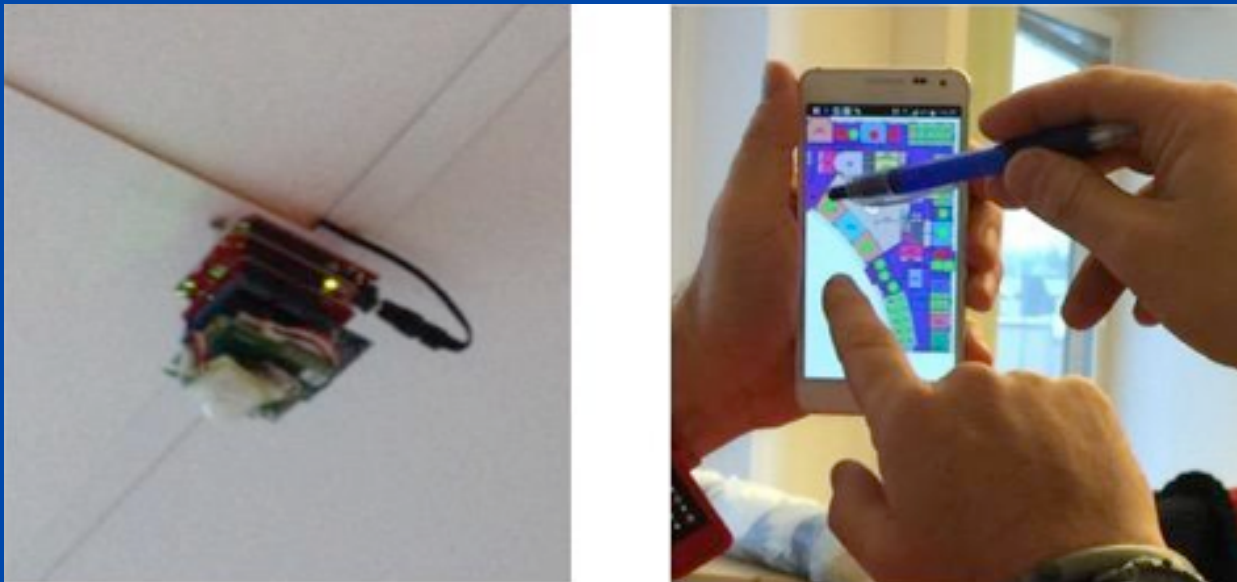
"Mediated sketching table"

Mediating Presence

Prototyping

Sensors and actuators

Communication between persons and buildings



Mediating Presence

Prototyping

Communication between persons and buildings

SoftWall



Design-driven presence research

