**Devising Interactive or Audience-Centric Performance: A 2 Day Workshop with fanSHEN and Play:Vienna**

**Friday 1 - Saturday 2 December 2017**

fanSHEN and Play:Vienna both make playful art with an audience centric approach. Sometimes what we make looks like an installation or a game and sometimes it looks like theatre. Sometimes it takes place in a theatre and sometimes it happens somewhere else. Sometimes it makes extensive use of new technologies and sometimes it doesn’t; it all depends on the topic and circumstances. In this free practical workshop both companies will share the processes they use to make audience centric experiences and interactive performances. Over the course of two days you will learn to create an experience that tells a story focused on the dramaturgical position of the audience member/participant/player.

Day 1 will focus on iterative design processes in performance practice. You will learn and apply the devising methods of both companies which combine theatre processes and dramaturgies with methods from games design. You will work in groups to begin to create your own mini performance game.

Day 2 will focus on testing, re-iterating, adapting and honing the piece based on the insights you receive from peers and the workshop leaders, culminating in a try-out at the end of the day.

The workshop will be co-facilitated by Phillipp Ehmann and Clara Hirschmanner from Play:Vienna and Dan Barnard and Rachel Briscoe from fanSHEN.

To apply to participate please email Petra.FREIMUND@bmeia.gv.at with your CV and 200 words on why you wish to take part in the workshop by DATE. We will confirm whether or not you have a place via email by DATE. The workshop will take place at the Austrian Cultural Forum in South Kensington, London.

**Short version:**

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**fanSHEN** create theatre, live events and interactive experiences. Founded in 2007 by Dan Barnard and Rachel Briscoe, they are based in Newcastle and work all over the UK. anSHEN works with an eclectic mashup of influences; Aristotle sits alongside neuroscience sits alongside trashy 90s TV shows in our work. We want both anarchic chaos and intellectual rigour. Sometimes what we make looks like theatre, sometimes it looks like a game or installation. Sometimes there are actors; sometimes there aren't. Recent projects include *Invisible Treasure* (Ovalhouse), *Lists for the End of the World* (Summerhall), *Disaster Party* (national tour) and *Out of Sight* (Live, Newcastle). https://www.fanshen.org.uk/

**Play:Vienna** is Austria's first initiative for playful art, focusing on public spaces and citizen engagement. The artist collective's work has been curated worldwide in over ten countries. They regularly teach urban hacking and disruptive performance methods at national & international institutions and run a mentoring scheme for playful arts in Vienna.

http://playvienna.com