

Augmented Embodiment

A Performance Workshop for Stroke Survivors

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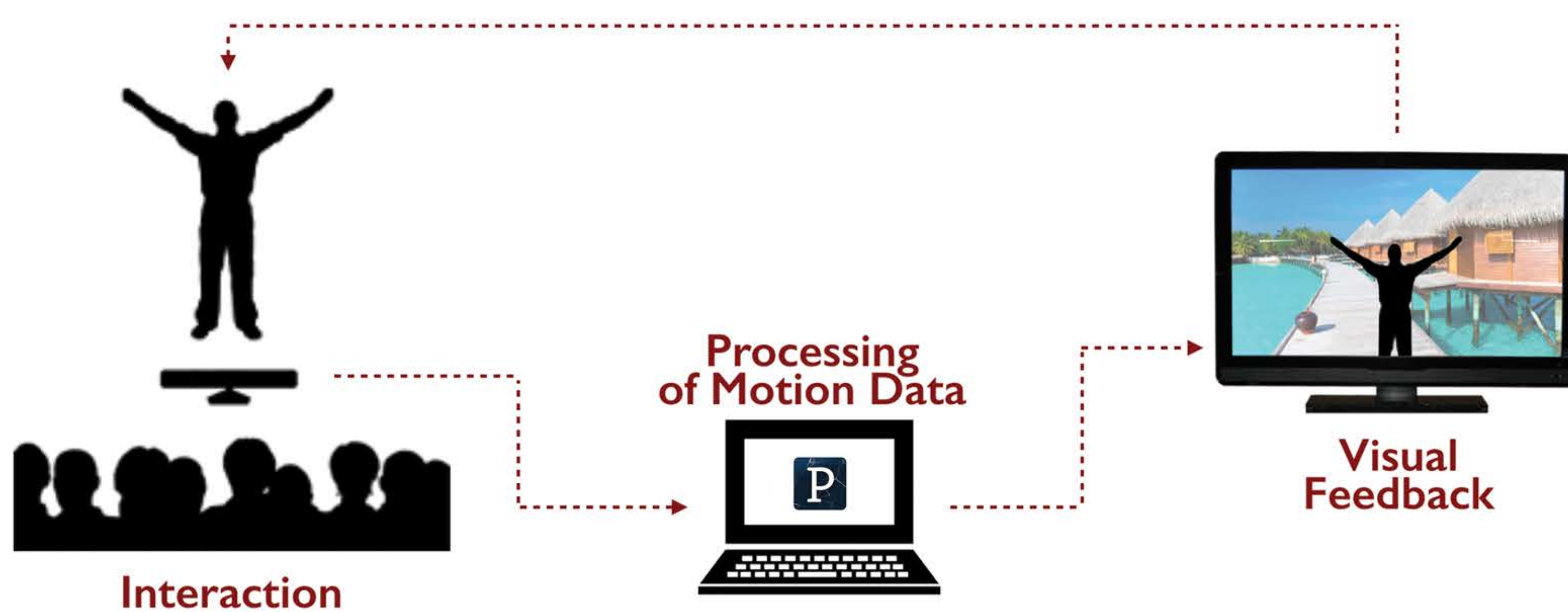
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Green Screening Workshop

We build on a collective performance workshop format created by **Split Britches**, designed to encourage Stroke Survivors to use **embodied imagination** to envisage and enact imaginative fantasies of *things they have always wanted to do*.

The workshop is a one-day session that lasts up to 2 hours, and it is offered to Stroke Survivors groups. It is directed by a **Workshop Leader** and a **Tech Operator**.

The original workshop used **Chroma-key techniques** and offered a static interaction with the scenographic tools.



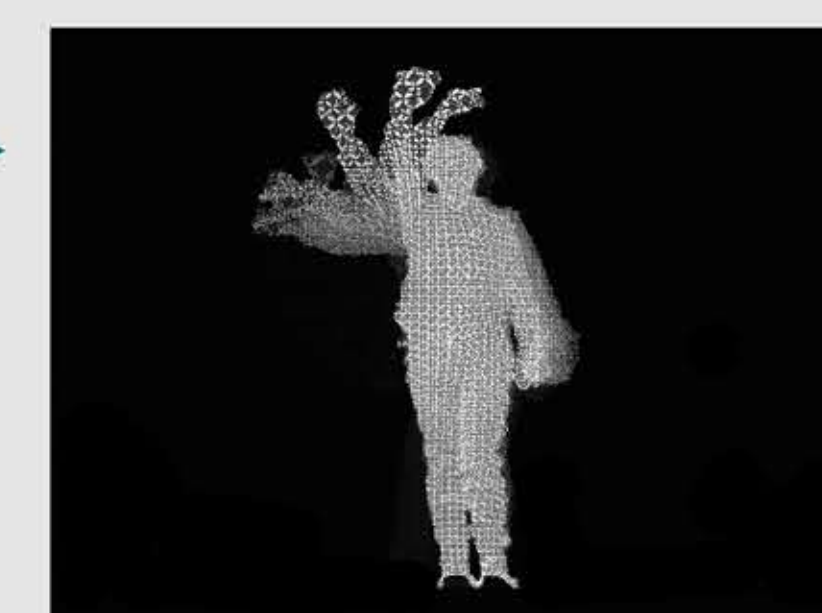
Interactive Digital Scenography

We use **live Motion Capture** to provide real-time interactive, embodied visualizations that enhance the performance of fantasy scenes for a copresent audience.

Interactive Scenes (IS)



Empowering Silhouettes
Used for warming-up techniques.



Embodied Movement
Used in the creation of embodied fantasies.



Fantasy World
Used to include a background image to the fantasy.

Methods

Two workshops with *Life after Stroke* groups were conducted using **qualitative methods**:

- Participant Observation by filming the workshops.
- Group semi-structured interview in a follow-up session with an independent assessor to gather data about their experience.
- Questionnaire to the *Life After Stroke* Group coordinators.

Results

The workshop's new narrative and the implementation of the Interactive Digital Scenography enabled the following results:

Embodied Imagination

- Stimulates high levels of physical movement.
- Boosts active embodiment of fantasies.
- Achievement of a rich repertoire of improvised movements.

Enaction & Interaction

- Enaction of abstract physical gestures to communicate complex ideas.
- Interaction with improvised props to further the fantasy storyline.

Shared experience & Audience Engagement

- Participants' engaged enthusiastically as performers and as audience.
- Shared experience is a critical part of the process.

Aims

- To promote embodied enactment of participant's fantasy worlds.
- To explore the value of *abstract* representations of body movements when encouraging imaginative exploration.
- To support group interaction, which includes audience members as participants.
- To provide a practical, mobile system that can be easily deployed in the performance therapy community.

Conclusions

- A **performance-based approach to expressive movement** supported by **motion capture** presents a significant potential for helping stroke survivors.
- **Interactive, embodied performance** plays a critical role in the effectiveness of this process.
- Participants found the workshop physically and mentally engaging.
- Participants benefited from the workshop's **narrative** and **Interactive Digital Scenography** to enact and share fantasy scenes of new possible worlds for their lives.
- Participants increased **active imagination**, and **fantasy development** by sharing the experience with their peers.