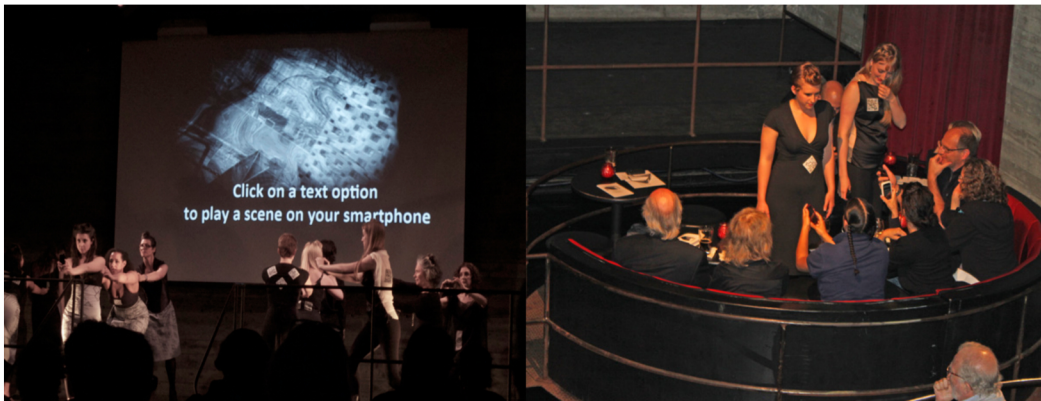


The Third Woman: Interactive Performance and Film-Game

- About
- Film
- Production
- Exhibition
- Game in New York
- Game in other venues
- Technology
- Artists
- Credits
- Fashion
- Performance



Model: Margarete Jahrmann/ Photos: ©Martin Rieser/©Michelle Stuart/©Margarete Jahrmann

Video of Interactive Performance and film-game at Galapagos Brooklyn

Images: Third Woman film game in New York
Left (Top): QR Costume **Down Under the Manhattan Bridge Overpass(DUMBO)**(Centre and Right) Posing at venue
Center (Left and right): Performance and Readings in Galapagos Arts venue, Brooklyn
Left (Bottom): Scanning in close up (Right): Performance at Galapagos

Third Woman Preloop at Galapagos

THE THIRD WOMAN INTERACTIVE PERFORMANCE & FILM~GAME GALAPAGOS ART SPACE DUMBO, NYC MAY 8, 2011 A Film~Game with QR Code Fashions New York Production Nina Yankowitz Director

OVERVIEW

The Third Woman film-game explores the theme of pervasive global threats of bio-engineered terrorism in the 21st Century. Participants interact with the film by voting on choices based on moral and emotional perspectives embedded in the film.

INTERACTIVE COSTUME PERFORMANCE

Performers, The Algorithmics, wear interactive costumes printed with QR-code images. They weave in algorithmic patterns across the stage, freezing in poses to trigger instructional visuals. Spilling off stage into the

THE EXPERIENCE

Models mingled with the audience to enable the scanning of QR codes on costumes. These released text options which allowed the previewing of multiple versions of the same scene on smartphones.

ACKNOWLEDGEMENTS:

Homage to Graham Greene Film clip "THE THIRD MAN" (Carol Reed 1949) by CANAL+IMAGE UK LTD FILM-GAME THANKS: Nita Tandon for the idea of "Vienna Underground" Anna Dumitriu for the idea of "Miazma" Eeva Kaipainen for "Virus-Art"

Nina Yankowitz with Pia Tikka, Martin Rieser, Mauri Kaipainen, Margarete Jahrmann, Rasmus Vuori
 Audio Mix by Dylan Marcus | Dance
 Direction by Nina Yankowitz with Abby Cassell
 Special Thanks to: Barry Holden and Intern Andriana Gilroy
 FilmClip: © Tikka & Rieser Actor Maria Järvenhelmi

THE THIRD WOMAN GALAPAGOS INTRODUCTORY FILM
 Actor: Margarete Jahrmann
 Idea: Nina Yankowitz, Pia Tikka, and Margarete Jahrmann
 Direction: Pia Tikka & Martin Rieser
 Camera and editing: Martin Rieser

THIRD WOMAN FILM-GAME OPENING SEQUENCE
 Directed by Nina Yankowitz (USA)
 produced by Nina Yankowitz with Lucjan Gorczynski
 Funded by NY Art Projects LLC

GALAPAGOS INTERACTIVE PERFORMANCE:
 Director: Nina Yankowitz
 Choreographer: Nina Yankowitz with Abby Cassell
 Dancers The Algorithmics : Nana Koch, Marsha Perlmutter-Kalina, Kira Nyysola, Linden Moogen, Amanda White, Andriana Gilroy, Anna Sabio, Siena Scarritt, Taryn McGovern, Garnet Henderson, Sara Birnel, Abby Cassell

INTERACTIVE FASHION COSTUMES
 SemaCode Costumes & Fashion Design:
 Margarete Jahrmann
 Thanks to Wiener Riesenrad & www.ludic-society.net
 Acknowledgments
 Felix Vodnyansky

SOUNDSCAPES
 Created by: Dylan Marcus

An interactive Mobile Video Game using sensing (via QR codes) on phones capable of using barcode reading software. Text options are sent after scanning. Choosing one causes film materials to be sent to participants' mobile phones and also casts a communal votes for a large screen selection.

Photographing a QR barcode on a costume automatically downloads a text and when selected, a video clip presents thematic content by progressively revealing the chosen layers of a multipath contemporary film drama.

audience, the performers invite people to play the film-game and create new versions of the film determined by communal voting.

Participants playing the game become part of The Third Woman Interactive Performance.

The Third Woman interactive Performance & film-game was held at Galapagos Arts venue in Dumbo Brooklyn New York on 8th May 2011

The coherence of the experience depends on a user successfully choosing from the texts delivered to their smartphone. There are nine options possible at each choice point. Choosing one allows a user to review a version of a film scene on their smartphone.

The main screen counts down during the scanning process and morphs a QR code image into a film-related image and displays the texts as they are selected by the audience

The selection of a text automatically cast an audience vote for the most popular scene version to be played on a larger cinema screen in the venue.

In such a way the audience constructed the choice of scenes which are shown as a completed film at the session end.

FILM-GAME PRODUCTION SUPPORTED BY:
 Aalto University, Research group aivo AALTO, Helsinki, Finland
 Aalto University, Department of Media, Medialaboratory, Helsinki, Finland
 Arts Council of Finland AVEK / The Promotion Centre for Audiovisual Culture, Finland
 Bath University Computer Science, UK
 NY Art Projects LLC Södertörn University, Department of Media Technology, Sweden
 University of Applied Arts, Vienna, Austria

FILM-GAME PRODUCTION: OBLMOVIES OY in association with IOCT / FUSE MEDIA/ De Montfort University, UK © 2009
 Further information:
www.thirdwoman.com
www.nyartprojects.com

GALAPAGOS FILM-
GAME

IMPLEMENTATION:

Design: Rasmus
Vuori, Martin Rieser,
Pia Tikka, Nina
Yankowitz

Game concept:
Martin Rieser & Pia
Tikka

Implementation of
film-game and
system architecture:

Rasmus Vuori
Consultation of
game-narrative:
Mauri Kaipainen

FILM-GAME VOICES:

Marie: Essi Hellén
Gerda: Pauliina
Ståhlberg
Doctor: Mauri
Kaipainen

FILM-GAME

PRODUCTION:

Direction, Production,
Screenplay: Pia Tikka
& Martin Rieser

Co-screenwriter and
dramaturgic
consultation: Eeva
Tikka

Film editing & Color
grading: Samu
Kuukka

Sound design and
Mixing: Pelle
Venetjoki

Sound recording
(voices): Dimitri Paile