

## **Creators of Given Worlds**

### ***Actor, spectator and co-created meaning in participatory and immersive performances***

#### **Abstract 13. 12. 2014**

This research concluding at a Doctor of Arts (Theatre) degree aims to expand acting technique to correspond to the needs of performances activating spectators in new ways.

Performances activating audience in new ways have become commonplace internationally. This has given rise to a need for the actor to be able to work in new kinds of performance contexts in addition to the traditional proscenium arch setting. The research answers to the need to map out the acting methods used especially in participatory and immersive performances. By immersive I mean in this context performances where the viewer is situated at the center of the performance, but not necessarily as an active agent.

Participatory and immersive performances give the audience a new kind of sense of meaning. They open a way for the audience to participate in the process of creating meaning in a work of art in a corporeal, intimate and personal way. In the context of this research this is seen to also have meaning on the societal level. By creating new varieties of interaction participatory performances create new means of relating to each other in a polyphonic society. They may open more meaningful ways of relating in a society which at the moment enables passivity and neglect.

The research is accomplished by combining current research and current methods to researcher's own artistic practice, f.e. by opening up traditional actor's scene study for the spectators to participate in. The research has a critical view on acting and questions its habitual practice. At the same time it maps out, conceptualizes and creates suggestions for new theory and practice for acting. The research consists of three artistic parts and a reflective part in the form of a participatory multimedia thesis that will be published in English in the internet.