

TPL World Bridge

Executive Summary

GOALS TPL World Bridge proposes a cross-cultural research and development project in interactive technology and arts performance. The project will develop new models for exchange across national and cultural boundaries, which will

- support artistic collaboration across cultures
- examine the process of collaboration itself, including effective coaching methods and techniques
- enable the acquisition of new skills by seasoned and novice performers.
- contribute to global consciousness amongst participants.

SERVICES Using telepresence technology to facilitate collaboration, TPL World Bridge Partners will bring mentors, coaches and performing artists from world cultures into communities that share the same (or a contrasting) heritage. Context for performance will be WEB-based and include viewer-activated documentary clips, images of performances, oral history and narrative on CDs.

TECHNOLOGY/SITES Utilizing recent and emerging network technology, we propose to link geographically disparate locations to facilitate “distributed collaboration”. We propose a hybrid tapestry of connectivity, which will allow Partners in various areas to connect with the best quality service available in their area and will facilitate a “bridge” into more sophisticated networking activity usually reserved for Universities and research institutions alone. A key element that we will bring to this tapestry is the notion of “multi-cast”, where online communication brings numerous parties into direct, real-time collaboration, compared to the standard “point to point” model where only two parties interact.

OUTCOMES TPL World Bridge cross-cultural exchanges using interactive technology will:

- help identify characteristics of effective creative collaboration among artists, technology professionals and community Partners.
- result in the development of productive learning, communication and collaborative strategies among participants and for the fields of culture and communication technology.
- test and demonstrate the usefulness and capacities of the TPL arts-based interactive coaching model for arts performance.
- contribute to greater understanding and tolerance of other communities.

COMMUNITIES and END-USERS are project Partners, immigrant and native-born artists and their communities and the larger “host” communities that contain them.

PARTNERS include performing artists, technology centers, arts/media institutions and organizations that specialize in arts education and training.