BUBBLE JAM
A CLOUD PERFORMANCE FROM AGE 12

Bubble Jam turns the internet into a chamber theatre. It is a game platform. Its servers connect test players via smartphones that they are supplied with. They follow the chat of developers who are located elsewhere, and respond to their directions and questions to create a perfect round of Bubble Jam. What should it be about? Nightmares? Friends that you've never seen real? About what "type" you are? Bubble Jam measures the responses and determines from them who should discuss what with whom. Questions are derived from poll results about how to proceed: Who is playing? And whom is being played with?

Contact:

Natascha Tertre

tertre@rimini-protokoll.de

+49 (0)30 - 2000506102

„An interactive experiment that invites the audience to act as members of a digital cloud that explores itself and the different dynamics of a group of people sharing ideas, descisions and information

DANIEL WETZEL

Interactive game theatre for an audience of 60 people.

Stage Dimensions: Open space or stage with at least 4.6m x 26m (W,L) or alternatively 9,0m x 13,0m
Visitors per show: 60 participants
Shows per day possible: up to 3, break of 2h between the shows needed for re-set
Duration: approx. 80 min, public talk following the shows
Special tec. requirements: FOH/operation room with at least 10m2 for operator, ideally directly next to the stage with a door which opens to the stage; 60 teenagers, target group age 12-16; we'll bring our own LAN network and a DHCP server
Rehearsal period: 2,5 days including 1 test run with test audience
Rimini Crew travelling: 2-5 persons (tbc depending on language / adaption situation)
Local crew needed: 4 technicians for setup, shows: 1 facilitator, 1 operator on language version