

Jan 13 th Wed class

1936 building by bucky <http://www.casamanana.org/about/history/> <http://www.casamanana.org/about/history/>
App for next salon : <https://airtable.com/shr2kGmleMoDn3aM1>

Submit videos only as mp4

Stills in Jpeg

3d object 10 MG or smaller

Music as Mp3 only

Find a 3d image to have as a portal

Part two: Languageing around shared experiences about the future's potential with Seth Bunting and Damian, Nico and Roxie.

CLASS NOTES! In case you want to use them to collaborate note taking

<https://docs.google.com/document/d/1fxG2YuF-beXdmZ93e9C27eIR7ydViXjoPN-T2HBDsm0/edit?usp=sharing>

Ontological Design - Design for human experiences to change behaviors.

The more coherent we are as a group, the more impact we can have.

To bring people into better behaviors, based on connections

need to rebuild trust, which happens through shared experiences, this allows people to grasp onto concepts much easier.

Land-based helps

Suspended integration - let it set in and digest and work with on going

Standard for language in the film industry helps others be able to move around within the industry from company to company

Experiential Industry - moving story telling from 2-d to being part of it.

(Seth is at Wildwood in Topanga Canyon. — amazing gathering space for communities

Cohesive transformational experiences

Create intimate conversation spaces

Contract and Expand - people go into pocket places to expand their sense of what just happened in a directed "contract" experience then "expand" depth of it in smaller settings.

Private settings allow for more ability to create intimate spaces,

Can create online intimate spaces also.

The Great Transition - 4-story future experience Nico helped build in San Francisco.

Permanent installations allow people to return and experience again and again. Build a repeatable program. To re-engineer experiences and therefore behaviors

Integrating set design

Roxi - End of You, beginning of Us - Dome exhibit after Planet Home that taught about living systems and Nature being given rights of Personhood.

From Heros Journey to Kindred Quest - we are stronger on an path together!

Festival, etc - how to transport people to "somewhere else"

Question around how to make experiences available to all - not price prohibitive.

How to bring in more diversity? Empower creators of diversity to be part of creating the creation process. IT si greatly lacking now. Diversify our own circles then will also diversify our creative connections. IF it lacks diversity, it isn't truly transformative!!!!!!

Digital experiences:

Evo - participatory media network for interaction and collaboration. Gaming and other open web experiences she is working on. Could create a "Bucky Dome" with all our projects.

Discovering and Framing of the experience group exercise.

Entice, Enter, Explore, Engage, Exit, Extend

Presence was built to Entice people.

Entrance is key for setting "rules and principles" to set stage for experience to set frame.

Explore get grounded in new world.

Moment of Engagement is the core of experience. Different levels of participation. People's participation may be differently depending on their level of comfort. The more Agency you give to the participants the more engaged they will be, but the more control you give to them.

Exit - how are they leaving the place feeling

Extend - what happens after - the changes in behavior . Integration. Suspended disbelief and integration.

Group Exercise :

20 minutes to create a 3 to 6 minute experience

Need to make someone cry, laugh, brainz, etc automatically

Sound of whales, space, water, color, smell, touch, taste, music older than 1969, recipe, Bucky quote, The short story The Egg, the word Renaissance to make goose bumps on people.!

Go deep and create emotions!

From Evo If you'd like to be immersed in the Crystal Seas, you are welcome to be embodied here at <https://hubs.mozilla.com/H5fpRhL/ancestorsdance/>