

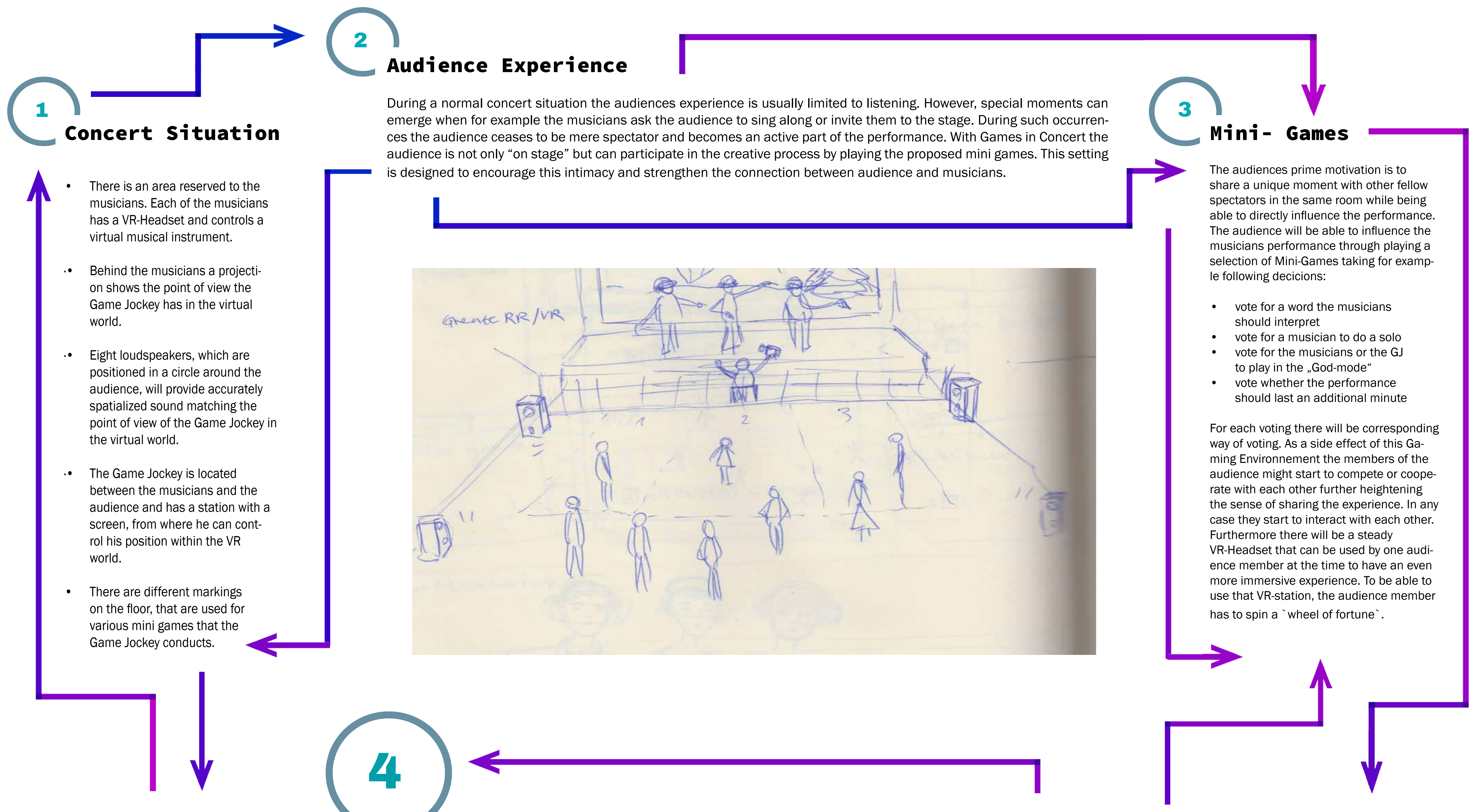
Games in Concert

Introduction

This project aims to explore the possible influence of game mechanics on collaborative music making in a virtual reality environment by blending the setting of a concert with elements known from game design. The musicians play on virtual instruments in a VR environment. They create and perform music that is represented through objects which visualize their musical content in real time. The position of these objects in the VR environment is displayed through surround sound for the public and binaural mix downs for each musician. A game jockey leads the way through this VR environment as a virtual player, while the public can listen and observe his movements on a screen. During the performance the public can play mini games to interact with the musicians through the game jockey.

Output

The research project Games in Concert explores the possibilities of a new concert format where collaborative music making and game design get intertwined. This might lead to a fresh view on the current relationship to new media and foster social interaction among musicians and designers. The final results will be put into a catalogue of guidelines, providing Collaborative Virtual Environment (CVE) developers, musicians and game designers with new insights regarding collaborative virtual environments.



Game Jockey (GJ)

The Game Jockey is the link between the two spaces. He has to have the overview as well over the events in the VR environment as over the events in the real space. Due to this role he will be placed on a pedestal in the middle of the room. He is on the one hand deciding what the audience is able to perceive on the „main stage“. He thereby acts as interpreter for the musicians

and has to be able to understand and convey the essence of the creative process and taking place to the audience. On the other hand he has the role of „game master“. He has to initiate and lead several Mini-Games which the audience plays, while interpreting its reactions and relaying them to the musicians so they can react adequately.

