

# PROGRAMME

**9.15-9.45** Arrival and coffee, with registration for breakout sessions.

MORNING: "NOW" - How people are turning traditional arts into digital pieces.

#### 9.45 "ONBOARDING"

An introductory session to introduce some simple technical definitions and what to expect from the day. We'll hear about some of the established digital tools and platforms that attendees may already be using, and share examples from teams and organisations who have achieved great success and what we can learn from them.

Rob Lindsay, The Space.

#### 10:15 STREAMING FOR ONLINE AUDIENCES

Hear case studies that demonstrate the varied spectrum of approaches to live streaming, from multi-camera streams of live theatre shows, to candid moments captured behind the scenes on mobile phones and other short form materials.

Lisle Turner of Open Sky Theatre Amrit Singh (Mr ASingh) to discuss hand-held streaming through Tiktok and other platforms.

#### 11:00 BREAKOUT SESSION I

Grab a coffee and head for one of the breakout sessions where speakers will be taking a deeper dive into particular topics, and answering any questions that you have.

Amrit Singh to further discuss the popularity of short-form content and marketing Elle Adams, Rural Media, to discuss working with young artists as part of *New Creatives Midlands*.

Tom Rogers of Birmingham Royal Ballet to discuss their photogrammetry work with set elements from The Nutcracker.

# 12:00 180 VIDEO and 360 VIDEO.

A chance to explore the specifics of each format, for both screen and headset. We'll discuss which subjects work most effectively when audiences are free to look around, alongside the opportunities and restrictions of the medium.

Maddie McVeigh to show and discuss Rural Media's *As Above, So Below.* Harmeet Chagger-Khan with other examples

# 12.45 Lunch

AFTERNOON "NEXT" - How people are using new digital tools to create 'digital first' work.

# 1.30 DIGITAL FIRST

We begin by examining the idea of 'Digital First' - projects that originate as digital experiences, rather than analogue art that is turned into something digital or delivered digitally.

Rob Lindsay, The Space.

# 1.45 THE POTENTIAL SIMPLICITY OF VIRTUAL-REALITY

In this session, we'll discuss Virtual Reality, and how it can be used by arts organisations to create new experiences for audiences, combining new and emerging technology with strong storytelling principles.

Paul Long from Metro Boulot Dodo. Harmeet Chagger-Khan from The Space

#### 2:30 BREAKOUT SEASON II

Another opportunity to take a deeper dive into specific digital topics.

Paul Long to further discuss current projects and challenges Harmeet Chagger-Khan to discuss how to approach first-time VR projects Elle Adams to discuss working with young artists as part of *New Creatives*.

## 3.15 AI AND BIG DATA

Finally, we'll hear about where things may be heading with AI and data, and how developments, including ChatGPT are influencing the arts and ways in which engagement with audiences is changing.

Dan Luton

# 3:45 ROUND-TABLE DISCUSSION AND Q&A

In this panel discussion, we'll explore what the rise of technology means for promoters, performers and artists, the sustainability of work that relies on specific software, and the risks of technology that over-promises.

Harmeet Chagger-Khan, The Space Nick Millington, Rural Media Company Paul Sutton, C&T Theatre Dan Luton

#### 4:30 CLOSE

With a chance to linger and ask more questions.