2027 NTT Arts NOVA
Application Guidelines for the Workshop
"Between Worlds: XR Performance Lab"

As part of the 2027 NTT Arts NOVA programme featuring the mixed-reality dance performance *No Reality Now*, the National Taichung Theater (NTT) is pleased to announce an open call for the workshop **"Between Worlds: XR Performance Lab"**. Led by the esteemed creative professionals of *No Reality Now*, this workshop invites performing arts practitioners and creative technologists to explore how extended reality (XR), motion capture, game engines, and other digital technologies can expand the possibilities of live performance.

Throughout the workshop, participating teams will receive guidance and consultation based on their concepts and development needs. This workshop aims to help teams refine their project proposals and explore how digital technologies can transform production processes and practices in the performing arts.

NTT encourages artists, designers, technologists, producers, performing arts professionals and beyond who are interested in exploring new forms of live performance within the intersection of physical and virtual worlds, to team up to apply.

Workshop Information

The workshop spans XR technology and methodology, collaborative project development, proposal refinement, and a public pitch session.

- **Dates:** 19-21 March 2027
- **Venue:** National Taichung Theater, Taiwan
- **Programme Agenda:**

Day 1 | 19 March	Day 2 | 20 March	Day 3 | 21 March
Introduction to XR and Hybrid Performance • Introduction to XR and performing arts • Motion capture technologies and their applications in contemporary dance • New approaches to dramaturgy for augmented performance • Hybrid stage management: ergonomics, production logistics, and live operations • Design principles and storytelling for immersive experiences	**Creative Development and Project Refinement** • XR and performing arts co-creation methodologies • User journey and audience experience design • Integrating motion capture and real-time technologies • Group work and project consultation	**Ideation, Pitching, and Exchange** • Group work and mentoring • Public pitch session at an International Forum hosted by NTT • Feedback from mentors and peers • Wrap-up and exchange

**NTT reserves the right to adjust the programme agenda based on the final workshop arrangements and needs of the participating teams.*

Workshop Instructors / Facilitators

Marie Point, Managing Director of Dark Euphoria
Producer passionate about the intersections between art and technology; Marie Point leads Dark Euphoria, developing immersive, interactive and digital art experiences. Named one of France's "100 Women of Culture," she has been championing innovative artistic projects for over 15 years.

Charles Ayats, Creative Director
Artist-author, director and interactive experience designer, he is drawn to artistic projects centered on mediation - meaningful, innovative and socially engaged.

Vincent Dupont, Choreographer
Vincent Dupont was trained as an actor. His first encounters with dance were with the choreographers Thierry Thieû Niang and Georges Appaix. He then participated in creations by Boris Charmatz. Other collaborations were in cinema projects, notably with Claire Denis. In 2001, he created his first choreographic work: *Jachères improvisations* inspired by a photograph of an installation by visual artist Stan Douglas, which explores reality by working with concepts of proximity and distance, both visual and auditory. Since then, Vincent Dupont has been forging his own artistic path whilst continuing to collaborate with other artists. His creations pose themselves as experiments, questions addressed to the spectator's perception.

Thibaut Le Garrec, Network Engineer and Technical Manager
Thibaut Le Garrec is the technical manager for *No Reality Now* and runs the show's networking infrastructure. As a network engineer who moved into live performances, he is drawn to many different fields and to find ways to make them work together.

Anastasiia Ternova, Motion Capture Specialist
Staging director, researcher and motion capture specialist, she is the XR-operator for *No Reality Now*. Exploring integration of motion capture in theatre since 2017.

Who Can Apply

- This workshop will select up to five Taiwan-based creative teams, consisting of 2 to 4 members per team.
- Team members are welcome from theatre, dance, performance, creative technology, interactive design, digital arts, scenography, production, and beyond. Interdisciplinary teams bringing together members with different backgrounds and practices are particularly encouraged to apply.

Eligibility and Requirements

Applicant teams must meet the following requirements:

- Each team must consist of two to four members.
- All team members must have basic English communication skills.
- At least half of the team members must participate in all the workshop sessions.
- All team members must attend the public pitch session on 21 March.
- Proposed projects must explore the integration of art, technology, and live performance, with a focus on theatre and/or dance.
- New creative concepts and projects already in development are both welcome.

Participation in the workshop is free of charge. However, to ensure full participation, selected teams are required to pay a refundable deposit of **NT$ 3,000**. The deposit will be fully refunded after the team has fulfilled the participation requirements stated above. In the event of cancellation or incomplete attendance, the deposit may not be refunded, except in cases of force majeure or other circumstances approved by NTT.

Application Materials

Please prepare a project proposal **in English**, with no more than two A4 pages.
The proposal should include:

1. Project title
2. A short description of the concept and project's current stage of development (500 words max)
3. Type(s) of arts technology incorporated
4. How the proposed technologies could improve/expand the creative and production possibilities, such as storytelling, audience engagement, or production design
5. Technical and production requirements, including anticipated equipment, technical expertise, and staffing/personnel plan, etc.
6. Potential challenges or questions the team hope to address in the workshop
7. Production timeline, if applicable
8. Appendix: names, roles, and brief biographies of all team members. This appendix is excluded from the two-page limit.

How to Apply and Application Timeline

Please submit the application as a single PDF file via ACCUPASS **by 18:00 (GMT+8) on 1 February 2027**. The selected teams will be informed on 22 February 2027.

Notes

- Please provide correct contact information, including your name, email address, and phone number via ACCUPASS, so as to proceed with further communication and notification.
- Photography and video recording will take place during the workshop. By participating, attendees consent to NTT's use of the resulting photographs and recordings for event documentation, promotional purposes, and other non-commercial uses.

- NTT reserves the right to adjust the workshop arrangements and update the information as necessary.

Contact

For any inquiries regarding the workshop, please contact:
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