

Bodies in Play Residency

“Towards Mutual Benefit” Workshop, Designing Interactive Systems 2023

Context

“Bodies in Play: Inclusive Co-Creation for Wearable Technology and Virtual Reality” (BiP) is a three-year research-creation partnership between OCAD University and Dames Making Games (DMG) that brings together academic, cultural and community practitioners to co-create knowledge towards more inclusive, innovative design practices. As feminist, black and queer discourses have repeatedly emphasized, bodies matter, but have frustratingly been deprioritized in technology development and discourse. To address this, we need a more substantive focus on embodied experience, particularly within interaction design. How do approaches from wearable technology create novel contexts for embodied play? In what ways does extended reality play require re-consideration of player bodies? How might marginalized people use these technologies to envision alternative forms of playful interactions which better reflect their embodied experience?

BiP scaffolds meaningful equity in the creative technology space, through participatory, feminist research-creation in embodied interfaces. **It will do this in part through a Residency program**, bridging creative, technical and conceptual work in wearable technology and extended reality (XR).

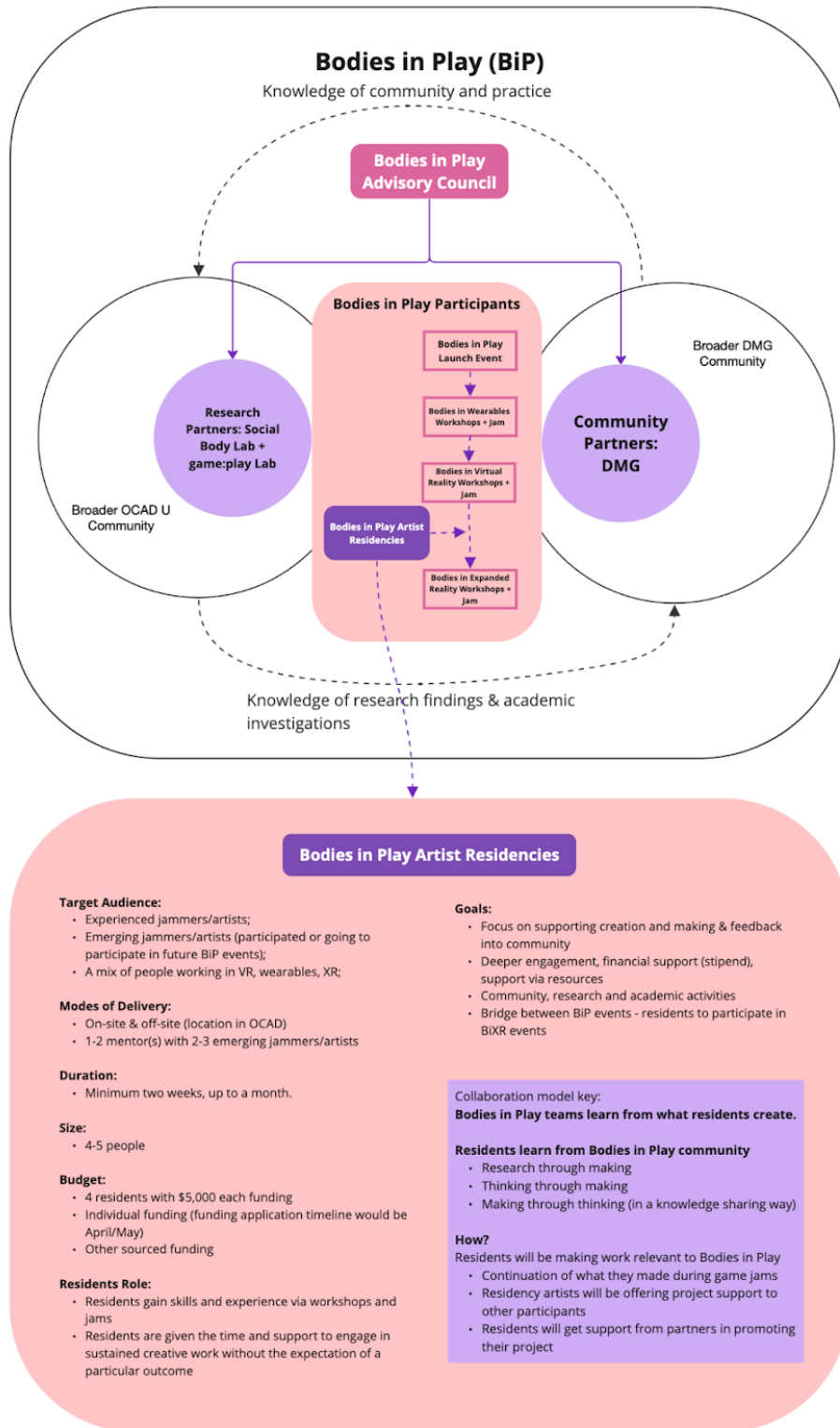
Collaboration Model

As we are still in the development phase for the residencies, our questions/identified gaps include (but are not limited to):

1. What are the expected outcomes for the residents? Is the expectation that residents produce an art or design work? A game specifically? Give a talk about their exploration? Engage in presenting their work as research, for example, collaborating on papers or participating in conferences? And do any or all of these potential outcomes align with our values and provide mutual benefit?
2. Does the residency integrate substantively and fulsomely with the other project components?
3. How will the residency support the sustainability of continued research and practice, bolstered through our emerging network?

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Bodies in Play collaboration model diagram

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Personality Statement

Groups

- **DMG (formerly Dames Making Games)** is a not-for-profit arts organization that creates space for queer and gender-marginalized creators to make, play, change, and critique games within a cultural context.
- **OCAD University** is an art and design school located in Toronto, Canada that includes graduate programs and research labs focused on both emerging technologies and social justice issues.
- **game:play Lab** is a research group that builds collaborative game research projects towards equitable outcomes to support community expansion.
- **Social Body Lab** is a research and development team dedicated to exploring body-centric technologies in the social context, specifically via creative and critical inquiries in the areas of wearable technology and electronic textiles.

Team Members

Potential Workshop Participants

- **Becks Levick** - Program Director at DMG, Recovering Academic, Cat herder, sometimes Artist and most of the time Organizer. I care deeply about approaching games making through a collaborative intersectional framework of practice and will talk at length about the negative impact of the profit driven AAA pipeline on the industry if you let me.
- **Cindy Poremba** - BiP collaborator, gamemaker, and scholar. Although I've worked in the digital art space as a creator and curator, I've actually never led nor participated in a residency, except this year where I am participating in one, and organizing two. I'm interested in finding ways to empower more creators to envision what expressive technology can be and can do. I am also curious about ways residencies can inform research diffractively, rather than through pre-determined inputs and outputs.
- **Ellie Huang** - Interactive arts/tech designer and researcher. Residency coordinator, dot connector, human observer, supporter. Background trained as an artist, now passionate about designing for future human-tech interaction and behavior patterns.
- **Kate Hartman** - BIP collaborator, professor. I work as an artist and researcher but am not formally trained in either area so I often feel I occupy an outsider status while simultaneously benefitting from a Professor title, tenure, associated funding opportunities. Having only had the opportunity to participate in art residencies organized by companies/corporations, I'm interested in creating a residency that is less outcome-driven and more focused on supporting emerging creative practitioners, especially those from underrepresented groups, in new areas of exploration.
- **Corinne Crichlow** - Game enthusiast and volunteer, work in the gaming space and am interested in transforming how games are made and informing, equipping new developers with the tools and information to create new experience

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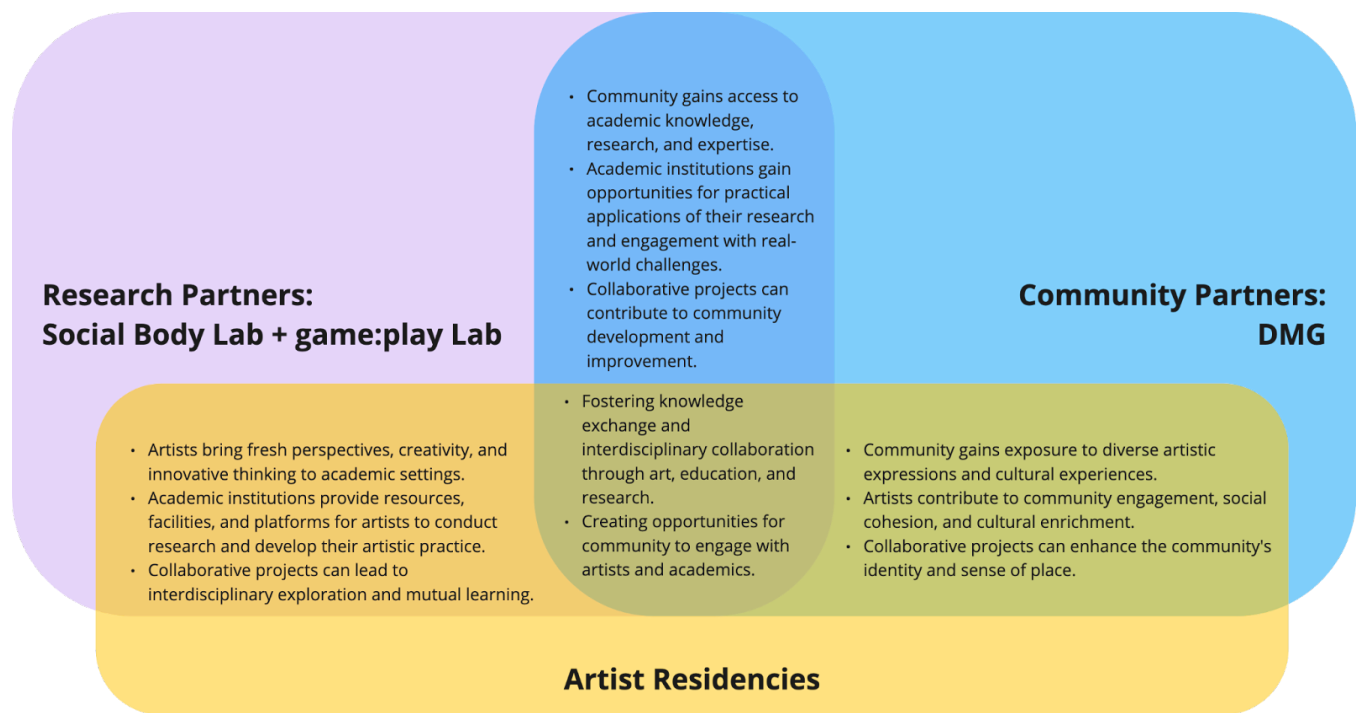
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Additional

- **Julien Balbontin** - I am a DMG Outreach Coordinator, an illustrator, designer, art director, and good friend. I'm enthusiastic about getting peoples' projects/research seen, the participants being heard/seen and shared on appropriate platforms
- **Emma Westecott** - BiP collaborator, professor and feminist game studies scholar at OCAD researching the potential of game sketching and game jams as tools for expressive and experimental game and play making towards design justice, anti-oppression and equity-seeking goals.

Mutual Benefit Diagram

This diagram attempts to demonstrate the intended relationship between the research partners, community partners, and artist residencies in the Bodies in Play project.



Bodies in Play Mutual Benefit Diagram