

# TPL World Bridge

## Executive Summary

**GOALS** TPL World Bridge proposes a cross-cultural research and development project in interactive technology and arts performance. The project will develop new models for exchange across national and cultural boundaries, which will

- support artistic collaboration across cultures
- examine the process of collaboration itself, including effective coaching methods and techniques
- enable the acquisition of new skills by seasoned and novice performers.
- contribute to global consciousness amongst participants.

**SERVICES** Using telepresence technology to facilitate collaboration, TPL World Bridge Partners will bring mentors, coaches and performing artists from world cultures into communities that share the same (or a contrasting) heritage. Context for performance will be WEB-based and include viewer-activated documentary clips, images of performances, oral history and narrative on CDs.

**TECHNOLOGY/SITES** Utilizing recent and emerging network technology, we propose to link geographically disparate locations to facilitate “distributed collaboration”. We propose a hybrid tapestry of connectivity, which will allow Partners in various areas to connect with the best quality service available in their area and will facilitate a “bridge” into more sophisticated networking activity usually reserved for Universities and research institutions alone. A key element that we will bring to this tapestry is the notion of “multi-cast”, where online communication brings numerous parties into direct, real-time collaboration, compared to the standard “point to point” model where only two parties interact.

**OUTCOMES** TPL World Bridge cross-cultural exchanges using interactive technology will:

- help identify characteristics of effective creative collaboration among artists, technology professionals and community Partners.
- result in the development of productive learning, communication and collaborative strategies among participants and for the fields of culture and communication technology.
- test and demonstrate the usefulness and capacities of the TPL arts-based interactive coaching model for arts performance.
- contribute to greater understanding and tolerance of other communities.

**COMMUNITIES and END-USERS** are project Partners, immigrant and native-born artists and their communities and the larger “host” communities that contain them.

**PARTNERS** include performing artists, technology centers, arts/media institutions and organizations that specialize in arts education and training.