

TELLY SERVICE

An online Elder Clown service



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Twitter: @SUPERresearch
Facebook: Kurt Zarniko

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About Telly Service



Telly Service features virtual 'elder clowns' in situations especially designed to tickle your funny bones and make you feel good.

Telly Service is a form of free online interactive entertainment.

You can access it on iTunes using a smartphone, iPad or laptop or even on an internet-ready TV.

Telly Service can be played in your own home or with a wider social group.

You can explore Telly Service with your family and friends.

Short videos, sketches, photos, games and stories can be enjoyed via the

Telly Service. In the future we plan to offer visits, as well as live meetings online via Skype or Zoom.

Welcome

Activities

Meet one of the clowns via Skype
21 st August 2018, 3pm
[Register Here](#)

Watch a live sketch via Livestream
4 th September 2018, 2pm
[Register Here](#)

Telly Service on Tour
Date /Time
[Register Here](#)

Instructions

Telly Service introduces the Clown Hotel.

Enter your details at reception and then visit the rooms.

Start at the lift and select a floor to visit.

On each floor you can play different games, read script out loud,
and watch the clowns at work.

Can you help the clowns find the lost suitcase?

Reception



Kurt Zarniko - Hotel Manager



Vi - Bellboy

Kurt: Welcome to the hotel. I am the owner.

Vi: I am the Bellboy. Don't worry about your bags.

Kurt: We got them.

Instructions

Register here to begin the game.

Click on the reception desk bell to meet the reception staff. The bell will ring.

Click on the typewriter to enter your username and password.

Enter your contact information [HERE](#) to receive information about upcoming activities in the hotel.

Go to each floor and to see videos, archives, and play games.

Can you help the clowns find the lost suitcase?

If you know where it is let us know: r.talbot@salford.ac.uk

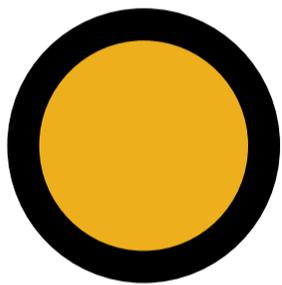
Take The Lift

Each button takes you to the online page for this floor.

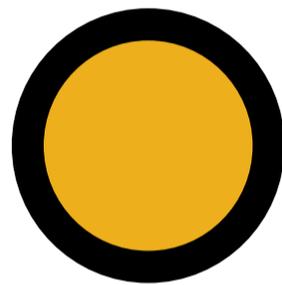
When you are there you will be able to select videos.

Some links take you to external websites and resources.

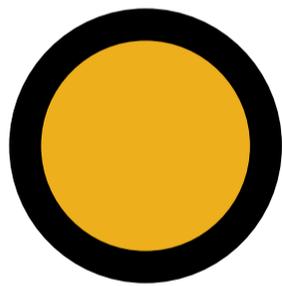
Click the lift button to visit a floor



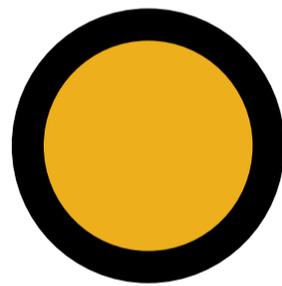
Bedroom



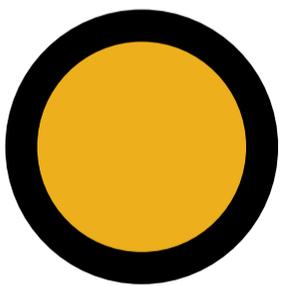
Laundry



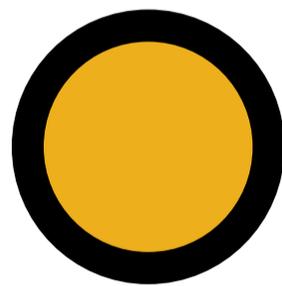
Ballroom



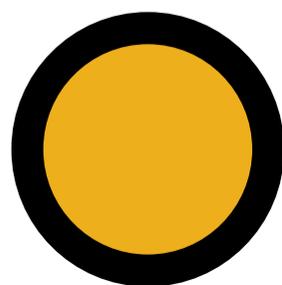
Cloakroom



Tearoom and Lounge



Parking



Reception (Home)

Bedroom



[Click HERE to see Vi's dream](#)

Where is the suitcase? Read the script together to find out.

Vi: **I can't see its dark**

Kurt: **I can't see its dark There's something here**

Jumps

Lights on

Vi: **No it was not**

Kurt: **There was something there. Where is it now?**

Vi: **Was it the bag?**

Kurt: **No it's not there any more**

Vi: **Can we see now or can we not?**

[Click HERE to see what is on the TV in your room](#)

Ballroom



Tonight's booking the Ballroom are Nina and Frederick, a Tribute Act to Nina and Frederick.

[Watch Nina and Frederick HERE](#)

Copy the hand gestures from the dance.
'Dance' with your partner

[Select your Music Track HERE](#)



[Watch Kurt and Vi dancing HERE](#)

Tearoom & Lounge



[Watch the video of the clowns in the Tearoom HERE](#)

Is the suitcase in the lounge?



[Watch Kurt and Vi looking for the suitcase HERE](#)

Script: transcript of The Lounge video
Click the link to see a Skype for a chat and a cuppa for two!
Book yours here: r.talbot@salford.ac.uk

The Laundry



[Is the suitcase in the Laundry? Click HERE](#)

A: We've lost the bag.

B: You lost the bag.

A: I didn't lose it but I don't know where it is

Sits on the suitcase

B: I don't know where it is. Help! Help!

A: Where is the guest?

B: Are you there?

[Click HERE and tell the Chamber Maid how to fold a bedsheet](#)

Read the script together.

You can arrange a Skype call to help. Send your request to: r.talbot@salford.ac.uk

The Cloakroom

The Bell Boys are looking after the suitcases.



[Click HERE to watch the Bellboys looking after your cases in the Cloakroom](#)

'The Hat Snap Game'

[Listen HERE! How to play Hat Snap](#)

A: **Black hat**
B: **Black hat**
A: **Brown hat**
B: **Brown hat**
A: **Beret**
B: **Beret**
A: **White hat?**
B: **I haven't got the white hat!**
A: **Ok. Ready?**
B: **1-2-3**
You: **No**
B: **1-2-3**
You: **SNAP!**

Instructions:
In the cloakroom you can play the Hat Snap game.

[Watch Kurt play it HERE with Teddy Love, a Bellboy](#)

Parking



Passenger: **Use your indicator! That's it. She's not - she's not good. She can't tell her left from her right.**

Driver: **Is? Is that right?**

Passenger: **No that's. No that's left.**

Driver: **Left, left.**

Passenger: **Right - don't go right, go left. No no left Kelly left.**

Driver: **Left.**

Passenger: **Left. No no right no left no that no the other way. No the other way that's it go on.**

Driver: **The other way.**

Passenger: **Stop!**

Instructions:

Watch the clowns try to park a car for a customer.

Arrange a Skype or Zoom call to put yourself in the car. Email r.talbot@salford.ac.uk

Go for a drive with one of the clowns. Or watch them drive – you can be the 'back seat driver'.

[Watch the clowns try to park a car for a customer](#)

Administration

Modelling Interactive Clown Practices for Virtual Game Design Applications in Dementia Care.

This is a pilot project and we need your feedback to help us to continue developing and improving the service.

Join us in one of our clowning discussions, learn something about clowning or new technology, and help develop the latest creative research ideas.

The Telly Service is a pilot idea as part of a practice-research project Modelling Interactive Clown Practices for Virtual Game Design Applications in Dementia Care. It takes place through research and development laboratories in the School of Arts & Media at the University of Salford.

The laboratories are led by Dr Richard Talbot, a researcher specialising in immersive performance and clowning, working with Dr Claire Dormann, a specialist in Digital Media and Ludic Gerontechnology, as well as specialist in dementia care, professional performers and video artists.

If you would like to find out more about the project and if you want to get involved please contact

Dr Richard Talbot: 07899 872215 or r.talbot@salford.ac.uk

Project website: <https://rtalbot9.wixsite.com/ludicresearch>

Credits

Performers

Richard Talbot, Ella Harris, Ian Cameron

Co-devisors

Lucy Amsden, Kelly Hughes, Barnaby King, Sarah Lockwood, Harry Maunsell, Joy Nolan-Evans, Leo Nolan-Evans, Christopher Molineux, Alice Robinson, Jo Scott, Ashley Shorrocks, Carran Waterfield.

Video artists

Katie Arathoon, Georgiana Gethiu, Connoll Pavey,

Graphic Design

Val Evans, Alice Hemmings

Biographies

Richard Talbot

Dr Richard Talbot is Senior Lecturer in Performance in the School of Arts & Media. He has performed as the playful clownish alter ego Kurt Zarniko for over 10 years. As co-Artistic Director of Triangle Theatre he created touring productions including Looking for the Tallyman (1998), På Genhør Med Nina og Frederik (2003), films Tribute (dir. Debbie Isitt, 2003) and immersive museum interpretation productions, winning the Museum & Heritage Education award in 2005 - see Jackson, T. & Kidd, J. (2011) Performing Heritage, Manchester: MUP.

He has collaborated with Ridiculusmus on several productions over the last 10 years, performing in The Eradication of Schizophrenia in Western Lapland (2015). He has published articles on Ridiculusmus' comic devising process in Performance Research Journal Vol. 22, Issue 6 (2018) 'Under The Influence', in Studies in Theatre & Performance, Vol. 24, Issue 2 (2014) and Comedy Studies, Vol. 5, Issue1 (2014) and an introduction to Ridiculusmus' playscript Give Me Your Love (2016) published by Oberon. He has written a chapter on immersive theatre in Frieze, J. (2017) Reframing Immersive Theatre: The Politics and Pragmatics of Participatory Performance. London: Palgrave.

Biographies

Claire Dormann

Dr Claire Dormann has a background in Psycho-Sociology and Computer Science.

Shen then studied Human-Computer Interaction (HCI) and Multimedia Design. Part of her research has been dedicated to exploring new technology, especially novel forms of play and learning, to support life-long learning. She has more than ten years experience investigating and designing serious games, as well as, tools for game design. She is a leading expert in digital games and humour.

Before moving to Liverpool, her research was dedicated to social change games, and digital games for Public Health, focusing on dementia care.

She just joined LSTM and is now a Senior Research Associate. Besides games, her interests reached from User Experience and Usability to Computer-mediated Persuasion and Behaviour Change, as well as, Digital Clowning, Affective Design and Interactive Storytelling.

Legal Notes

Your data will be stored in accordance with the Data Protection Act 1998 and General Data Protection Regulations 2018

The research project conforms to the ethical research governance processes of the University of Salford.