

RESEARCHER: Alison Matthews / *The Ballad of Isosceles*

UOA: 35

Research Timeline

Date	Rationale of research activities and decisions undertaken
22-26 June 2015	Residency undertaken at Contact Theatre (Manchester) as part of Recon's Sensored Festival. Development of performance in terms of writing, scenography and lighting design.
27 June 2015	11 performances open to the public across a 7-hour time period.
26 Nov. 2015	Conversation with Contact Artistic Director Matt Fenton about the performance's development, introducing the idea of a 'shadow audience'.
6 December 2015	6 performances across 4 hours at Catalyst Arts's FIX15 Biennale of Live Performance (Belfast) <i>Catalyst Arts is delighted to welcome artist Ali Matthews to this edition of FIX15. As part of this year's biennial's reinterrogation of the artist-audience relationship and expectations within conventional canons of performance, Matthews recently commissioned new work 'The Ballad of Isosceles' developed at Manchester's Contact Theatre will take place in the theatre space, below deck on the Belfast Barge. The performances will be delivered in 30 minute sessions between 13:00 and 16:00 on Sunday 6th December and early booking is advised. For further details you can contact us at catalystarts@gmail.com, (0044)28 90 313 303 or the gallery and festival hub at 5 College Court, Belfast BT1 6BS.</i>
7 December 2015	Artist's Talk for FIX 15 Biennale (Belfast) alongside Getinthebackofthevan (UK)
25 Feb. 2016	Practices and Processes: A PaR Forum – work-in-progress sharing alongside Dr. Joanne Scott at Digital Performance Lab @ Media City UK (University of Salford), with talk-back afterwards.
27 March 2017	Photo shoot with Jason Kenny (Mercurial Creative Productions) for restaging certain spectatorial moments in B of I (see Item 5: Phase One Documentation).
September 2017	Phase One culminates with publication of Item 4: Phase One Output (Ballad of Isosceles Artist's Pages published in peer-reviewed journal

Performance Research) and Item 5: Phase One Documentation.

6 September 2018	<p>Presented at the Theatre and Performance Research Association's 2018 Practice Gallery (Aberystwyth University). I presented documentation from the previous photo shoot in analogue form alongside sections of rope used to tie previous audience members' hands, along with the prompting questions.</p> <p>I also presented a paper expanding on my Performance Research Artist Pages, which indicated the direction I hoped the research would go. I presented alongside Dr. Jacek Ludwig Scarso (London Metropolitan University) and Professor Scott Palmer (Leeds University).</p>
October 28 2018	<p>Strategic planning meeting with producer Leo Burtin, grant proposal writing for Arts Council England</p>
6 December 2018	<p>ACE grant received, planning for Phases Two and Three coments</p>
6 February 2019	<p>Invited to present a talk for Dr. Jacek Ludwig Scarso's students at the Sir John Cass School of Art & Architecture (London Metropolitan University).</p>
7-9 February 2019	<p>Lighting Residency with LX designer Marty Langthorne, focusing on how a bespoke lighting design can heighten feelings of proximity, distance, intimacy and alienation in <i>The Ballad of Isosceles</i>. See Item 6: Phase Two Output (New Lighting/Scenographic Design)</p>
23 February 2019	<p>9 performances of <i>The Ballad of Isosceles</i> with new lighting plan. See Item 7: Phase Two Documentation (Video of live performance at SLAP Festival, implementing new scenographic approach and lighting design in February 2019).</p> <p>A review of the piece can be found here: https://www.theguardian.com/stage/2019/feb/25/slap-festival-review-york-ecstasy-rage-intimate-confessions</p>
3-31 March 2019	<p>Residency at Somos Berlin (http://www.somos-arts.org) focusing on critical writing and reflection around light, scenography and the VR future of <i>Ballad of Isosceles</i>.</p>
15-17 April 2019	<p>Studio residency at the University of Salford with filmmaker Adam York Gregory, using video gaming/storyboarding techniques to storyboard an immersive film document (using VR/360 camera technology) of <i>Ballad of Isosceles</i> – see Item 9: Phase Three Documentation (VR film storyboard and shooting script).</p>

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- 3-5 June 2019 3 day studio residency with Adam York Gregory, Marty Langthorne, and ambisonic engineer/Salford colleague Luke Harrison, shooting the final VR film document of *Ballad of Isosceles*, culminating in **Item 8: Phase Three Output (*Ballad of Isosceles in VR: 360/VR film*)**.
- 5 June Audio interview with Gregory about his experience on the project, transcribed and included here in the portfolio.
- June-September 2019 Editing process including back-and-forth email conversations with Gregory and Harrison and written reflection on VR filming process, culminating in final edit in September 2019.
- November 6 2019 Interview with Harrison on sound recording and mixing process, leading to additional written reflection. Both interview transcripts available in **Item 10: Appendix**.
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