

	Mon 6 Feb. 2006		Tue 7 Feb. 2006		Wed 8 Feb. 2006		Thu 9 Feb. 2006		Fri 10 Feb. 2006		Sat 11 Feb. 2006
09:00 – 10:30	Welcome Research and developments at DIST-InfoMus Lab A.Camurri		The qualities of movement G.Volpe		Multimodal interfaces and interaction Camurri, Castellano, Volpe		Live Electronics and Music Theatre Productions A.Vidolin, N.Bernardini, R. Doati		Interactive technologies in dance and theatre at Monaco Dance Forum and at Multimedia Theatre in Bonn P. Baudelot and B. Lensch		Dance and interactive technology S. deLahunta
10:30 – 11:00	Break		Break		Break		Break		Break		Break
11:00 – 13:00	Introduction to the EyesWeb Open Platform P. Coletta		Introduction to the EyesWeb SDK P. Coletta	Experiments on dance G. Di Cicco	Developing an EyesWeb Block 2 P. Coletta	Developing a demo artistic setup (1) (analysis of movement, personal space)	Developing an EyesWeb Datatype 2 P. Coletta	Developing a demo artistic setup (3) (interactive sound design)	EyesWeb Programming: advanced features P. Coletta	Discussion and hands on the result	Concluding Panel: The future of interactive systems, Ongoing work and next releases of EyesWeb, discussion among participants
13:00 – 14:30	Lunch		Lunch		Lunch		Lunch		Lunch		
14:30 – 15:00	Presentation of projects by participants (1)		Presentation of projects by participants (2)		Scientific projects: Tangible Acoustic Interfaces, Sensory Supplementation, Evaluation of subjects C. Canepa, A. Massari G. Castellano, G. Varni		The sensitive chair and interactive scenery in the music theatre work “Un avatar del diavolo”, La Biennale Venezia 2005 R. Doati & C. Canepa		Experiences with EyesWeb in artistic productions at Ircam F.Bevilacqua		Matroneo
15:00 – 15:30	Discussion		Discussion								
15:30 – 16:00	Break		Break		Break		Break		Break		Foyer
16:00 – 18:00	Inside the EyesWeb Kernel P. Coletta	Basic techniques for low-level movement tracking B. Mazzarino, G. Volpe	Developing an EyesWeb Block 1 P. Coletta	Setting-up an interactive performance A. Camurri	Developing an EyesWeb Datatype 1 P. Coletta	Developing a demo artistic setup (2) (general space analysis)	(All) technical refinement of the demo artistic setup, possibly integrating new EyesWeb modules from the technical sessions.		(All) validation of the final demo artistic setup: interaction issues, test with subjects/users, etc.		Auditorium