UpStage is a web-based venue for online performance; it is an open source server application that has been in development since 2003 thanks to support from the Smash Palace Fund. The second version of the software was developed with funding from the Community Partnership Fund of the New Zealand government’s Digital Strategy and released in June 2007. Online audiences anywhere in the world participate in live performance events by going to a web page, without having to download and install any additional software.

Moving Mountains

Playing with the metaphor of “moving mountains,” our cyberformance explores border crossing of disciplines, of physical spaces, of body, and identity. Our avatars encounter mountains as obstacles, stability, hope, ephemerally, divisions, distance, deep geological time, rhizomes, decentralization, and remapped and repurposed socio-political geological structures. Moving mountains sets into motion participation from sites where the live performance is broadcasted, including student centers at our different universities.

Two 20-minute live performances on:

7:00 pm, Dec. 11, EST
2:00 pm, Dec. 12, EST

The Moving Mountains performance will be appropriate for a pre/teen student audience members as well as adults.

Below is a brief synopsis of the three acts:

Act 1: INDIVIDUAL TRANSFORMATION: A few go into the mountain and come out differently.

Act 2: MOBILIZATION & COLLABORATION: Begins outside of mountain, avatars express fear of mountain (obstacle) and will live with it rather than risk change. One avatar begins to ask "what if" questions, others join, and eventually convince all to go into mountain. Some resist but most go in. Inside they see collaborations toward solving big issues, collaborations of scientists, artists, elected official, health professionals, teachers … They get involved and then return home going back to the outside of the mountain.

Act 3: RHIZOME: Having new experience, new perspectives, in seeing possibilities when working together the mountain changes piece by piece from a mountain to entanglement of bridges and paths with many intersections in which there are multiple ways to go—like a rhizome. All walk and greet and dialogue with each other on the bridge pathways.
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Settimio, Jacqueline
Shields, Kelsey
Strada, Paula
Szekeres, Beata
Wenklar, Jillian

Four teams create objects that visualize border crossing of disciplines, of physical spaces, of body, and identity.

Four teams create images (1024x1024 pixels largest) of border crossing to wrap as texture on the mountains.

These need to be completed on Dec. 4 by 8 pm.

A ED 322 create objects and texture wraps for mountains and attend as participating audience on Dec. 11 @ Penn State Isle in Second Life

Click on white box by mountain to transport to stage.