Distributed Performance in Live Coding

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Introduction

- I get a real buzz from live coding...
- But there's a lot to do, and only me to do it
- Feel like I have a lot of balls in the air
- What if I give some of those 'balls' to various members of the audience?

A Live Coding Performance

- Write code
- Modify parameters
 - define trajectories for the performance
- Modifying one function or parameter at a time

function 1

function 2

function 3

Distributed Performance

- This situation could do with some outsourcing!
- Delegate parametric manipulations to audience members
- Audience members send control data which can be integrated into the code by the live coder

Audience

Audience

Audience

Audience

function 1

function 2

function 3

function 4

function 5

function 6

What Do I Mean By 'Distributed Performance'

- The words 'distributed' and 'performance' are both burdened with multiple meanings
- In live coding, the evolution of parameters over time is an integral part of the performance
- By sharing this role amongst audience members, the role of 'performer' is distributed amongst all the participants

DP Opportunities

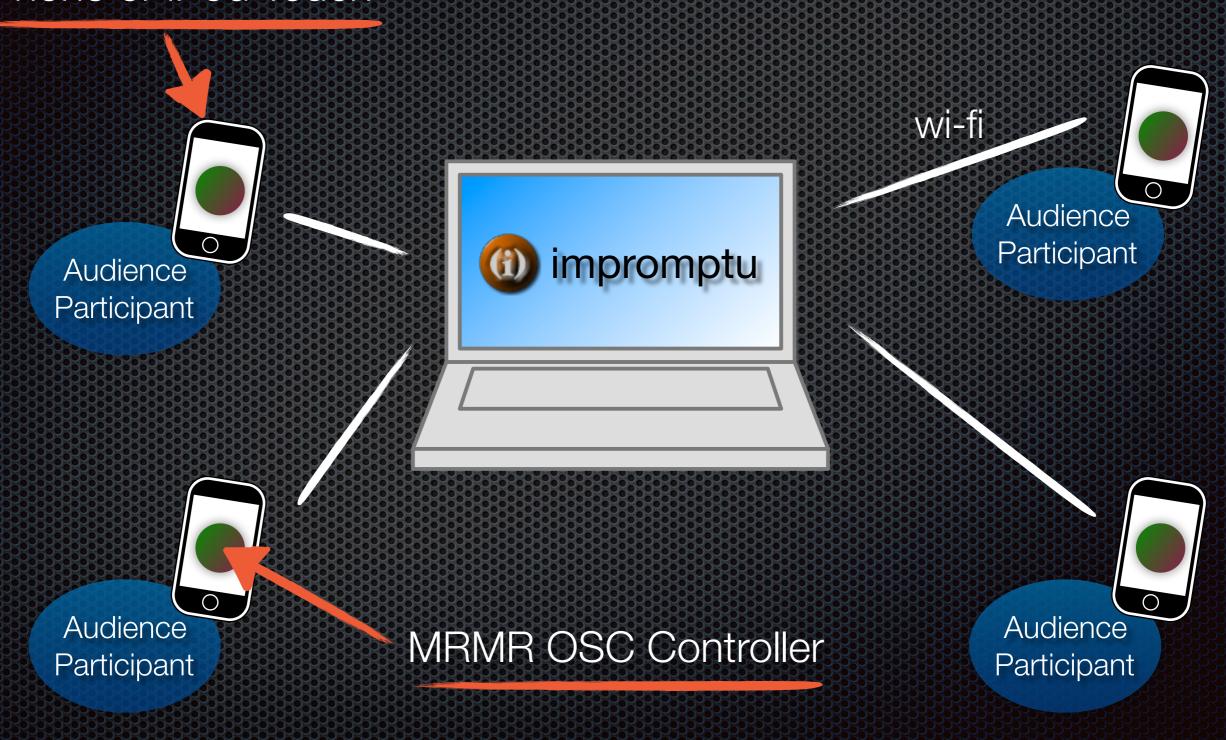
- New modality of performance in live coding
- Introduce novel musical material, to which the live coder must react
- Introducing a social dynamic between the audience participants

DP Conditions

- Live coding is already a cognitively demanding activity must be mindful of adding extra complexity
- Set up distributed performance infrastructure ahead of time
- Feedback (audio and visual) is crucial to ensure the participants know what they are influencing

My DP Setup

iPhone or iPod Touch

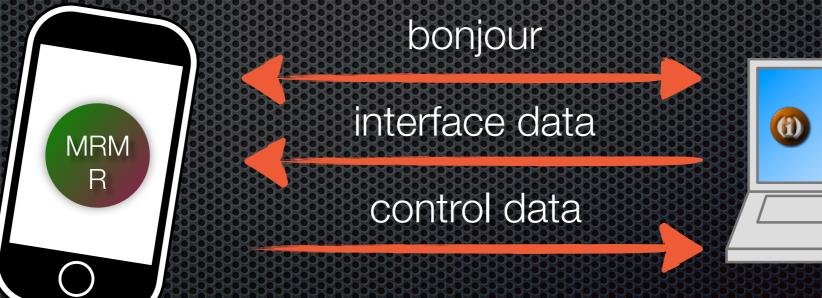


MRMR OSC Controller

- Open Source: mrmr.noisepages.com
- Free, available now from the App Store
- The goal: to turn the iPhone into a control device that's as flexible and dynamic as possible
- Device UI is configurable on-the-fly by the live coder using the MRMR Protocol
- Supports most of the affordances of the iPhone
 - on-screen buttons, sliders, plus the accelerometer

MRMR Setup

- Step 1: download free MRMR App
- Step 2: start MRMR App
- Step 3: enjoy!





MRMR Interface Protocol

designates 'interface builder' mrmr protocol version

label

/mrmrlB /mrmrlB mrmr_clear_all 2 touch

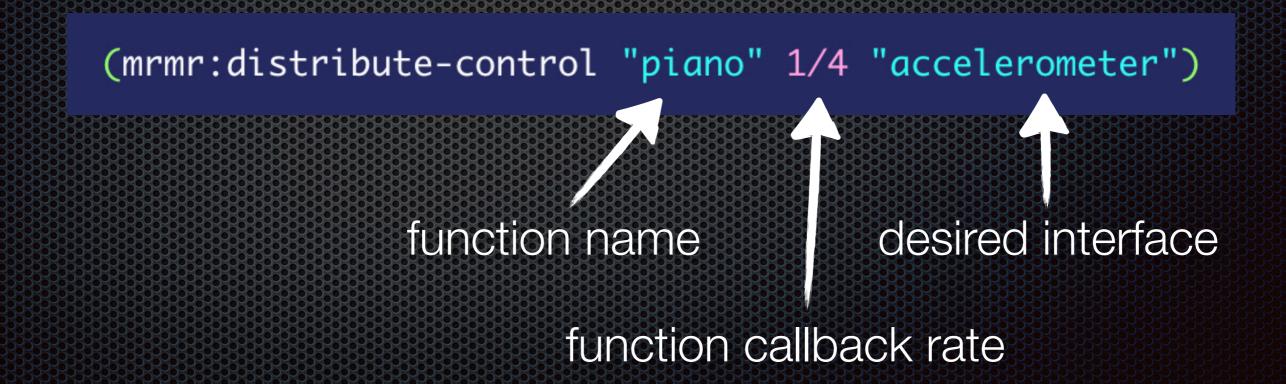
widget type

grid size/position



MRMR and Impromptu

- Developed a library to easily incorporate MRMR control data into impromptu
- To incorporate audience control:



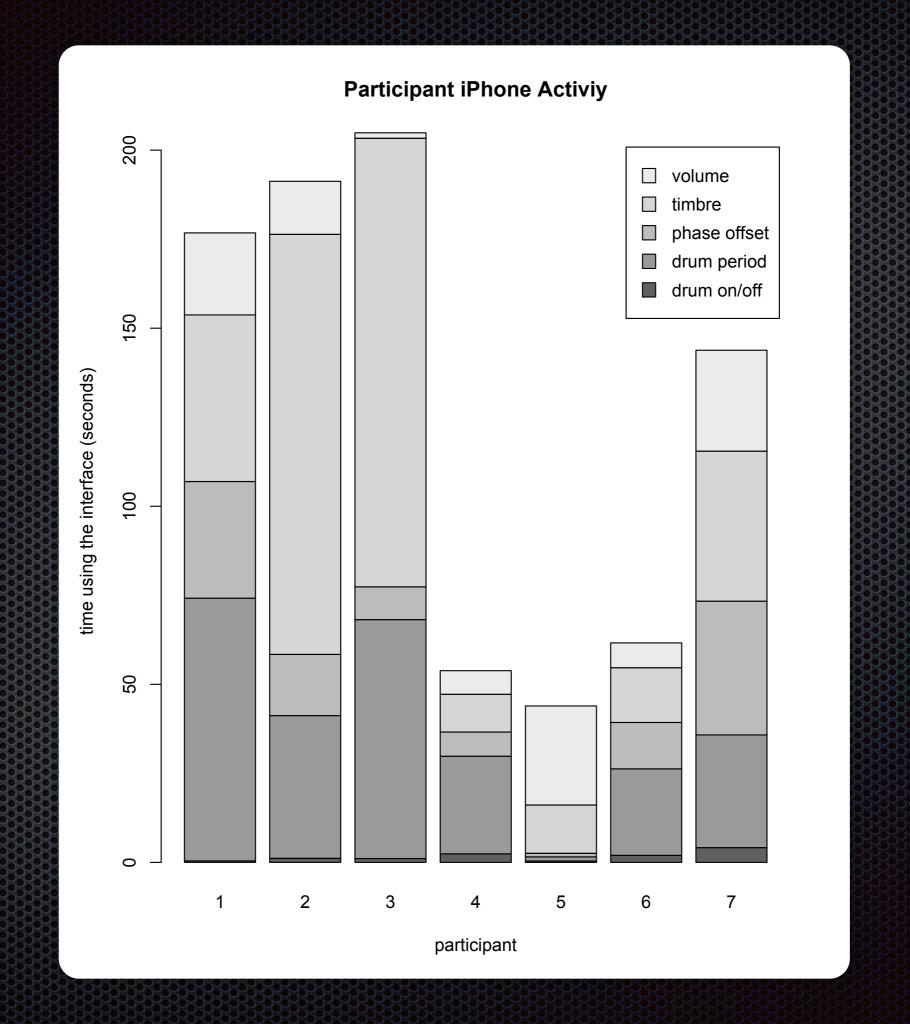
MRMR and Impromptu

iPhone control data accessed here

Demo

inMates Concert

- April 2009: initial test of the system
- 1 live coder, 7 audience performers
- Virtual 'drum circle'
- All interaction data was logged for analysis



inMates II

- Distributed live coding concert
- Tonight!
- See me today if you have an iPhone/iPod Touch and would like to participate

Future Work

- Continue to develop our DP system
 - MRMR App, Impromptu DP infrastructure
- Study the way audience performers utilise the control they are given
- Develop a mature aesthetic for DP
 - Infrastructure is in place, time to experiment

Conclusion

- Distributed Performance is a promising extension to current live coding practice
- DP allows audience members to engage with and participate in live coding in a way previously impossible
- For more information, see the conference paper
- To witness distributed performance in action, come to the concert tonight

Cheers Any questions? ben.swift@anu.edu.au