Media Lab Europe
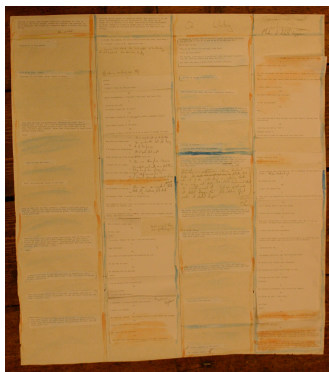The European Research Partner of the MIT Media Lab

Adaptive Speech Interfaces
Bringing language and gesture together to help umans interact with complex systems.

Erin Panttaja

Simultaneous Theatre

Conflict is a pair of plays: *On Waiting*, and *Make it Didn't Happen*, inspired by the iCom, a project by Stefan Agamanolis in the Human Connectedness group.

Conflict is a play for two spaces. It is intended to be performed simultaneously in two different performance spaces by different casts. In each space, the audience experiences a complete story, though they may choose to view the other side at another time. Each performance space will include a window, video and audio, into the other space to be used generally and at particular noted points in the scripts.

Production of Conflict at theDublin Finge Festival's Thread Workshop, with OonaghKearney, Thomas Conway, and Ailis Ni Riain. (Also John Breen. Directed by Vallejo Gantner and Jeff Gormley.)

Conflict is a one-act play. The eventual goal of this project is to explore the storytelling possibilities of allowing actors to interact, live, with performers in other locations, and to allow playwrights to explore new ways to show multiple sides of a story.
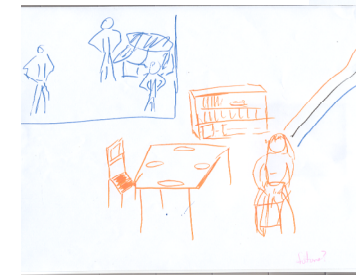

The play is written as two independent plays, each with its own script. The two plays are then aligned side-by-side to provide timing data, and levels of interaction (sound level and clarity of the video picture) are noted in colour.

Media Lab Europe
European Research Partner of MIT Media Lab

FRINGE ESB Dublin Fringe Festival