

This document provides **practical recommendations for working with telepresence (live streaming) in long-distance collaborations**, based on a NET/TEN-funded creative exchange between **Pregones/Puerto Rican Traveling Theater** in The Bronx and **The Alaska Native Heritage Center** in Anchorage, with partners in technical support from **Art Bridge at Artspace Projects** in Minnesota. // For more detailed description of each of the suggestions please see the YouTube video *10 Rules of Thumb for Telepresence in Long-Distance Collabs* by visiting the following link: <https://youtu.be/qfuJkUA50Ew>

10 Rules of Thumb

1. Telepresence is not a substitute for in-person exchange. Include opportunities for the collaborating artists to meet face-to-face, in the same room, at one or more points during your project.
2. Define early on the role technology has in your project. The more clarity you have, the more you'll be able to fully explore the artistic potential of digital video technology. See enclosed image of a few guiding questions.
3. Allow the creative process to dictate the place technology occupies throughout the entire breath of the project, not the other way around. Build time for exploration, for play, for social engagement, and for reflection.
4. Have plenty of back-up footage to support and/or comment on the work. Record rehearsals, exchanges, site visits. The footage may come in handy if you encounter technical glitches during a live streaming event.
5. Your IT and Technical team must have a minimum of 3 members, dedicated SOLELY to telepresence matters: one in charge of each site/city, and the third one devoted solely to the live streaming between the two cities. See enclosed visual of the IT team that was required for our collaboration.
6. Map the connection routes for each site, and invest in basic software and hardware to support footage you capture with your recording devices. We used ATEM Blackmagic Software with an ATM switch, both of which worked really well. Also highly recommend getting an H.264 Encoder. See enclosed images and our IT equipment layout.
7. Make sure your lead IT person is fully familiar with the platform you plan to use and is up to date with the system's latest versions.
8. Use HowlRound's commons-based, peer-produced online network to live stream your event! It's a free and open platform for theatremakers worldwide, easy to link to and rebroadcast from other platforms: <https://howlround.com/happenings/performance-tale-two-tricksters-pregones-theater-bronx-new-york-city-and-alaska-native>
9. Projection background matters! Backgrounds are a part of your composition. Do not overlook them if your work includes scenes of dialogue between two different sites. See visuals enclosed.
10. There will be technical glitches. Count on them. Allow for multiple dress rehearsals. Be prepared to troubleshoot during live broadcast. Assign peers to be online and tell you how the sound and image qualities are coming thru. Stay calm. Have backup footage on standby — this is live television!

DEFINE ROLE OF TECHNOLOGY

- Is telepresence the centerpiece?
- Where will the final work live?
- Where will the audience be?
- What would you like technology to accomplish?
- Is it artistic language or a means for audience engagement?
- Is it all of the above?



A TALE OF 2 TRICKSTERS

Bronx Natives in the Alaskan Metropolis!

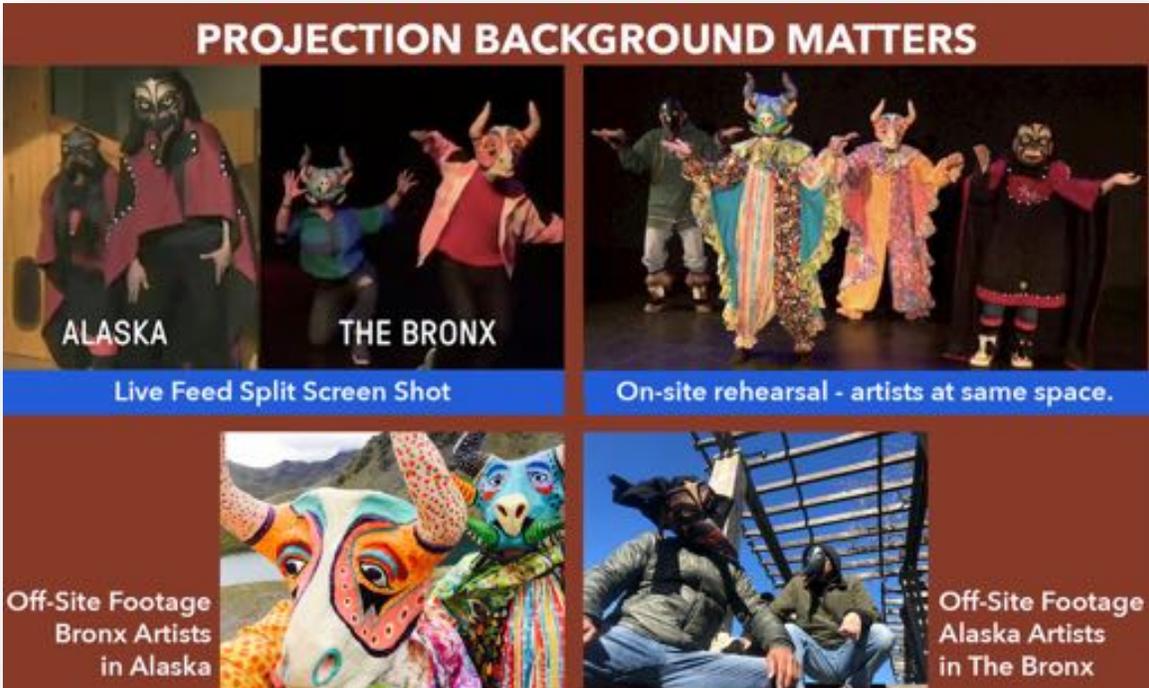
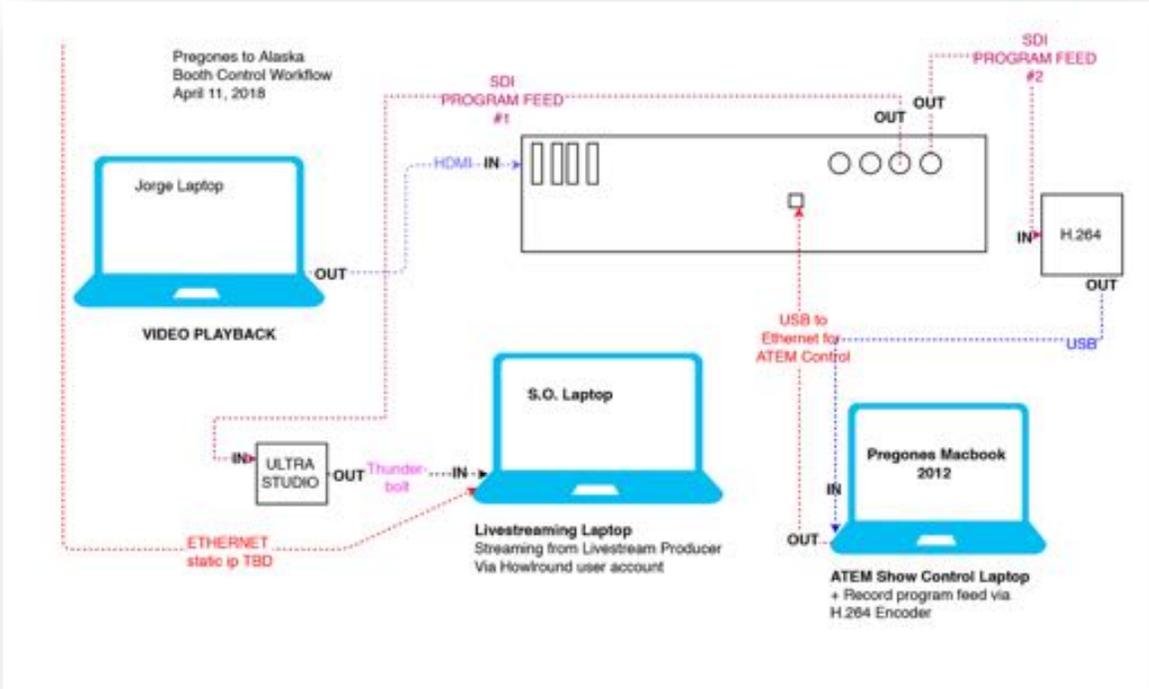


BRONX:

3 Camera operators
1 Sound Technician
1 Light Board Operator
1 Video & Projections Op
1 Live Feed Editor
1 Director

ALASKA:

2 Camera operators
1 Sound Technician
1 Light Board Operator
1 Live Feed & Projections Artist





**H.264
Pro-Recorder**
(not to scale)

ATEM Black Magic Software



Additional resources:

1. LINK to video of team interviews: <https://youtu.be/-6bO357k0IY>
2. LINK to Trickster movement research exploration: <https://youtu.be/gY8E9HfeTt0>
3. LINK to ARTBRIDGE Final Video: <https://vimeo.com/273576986>