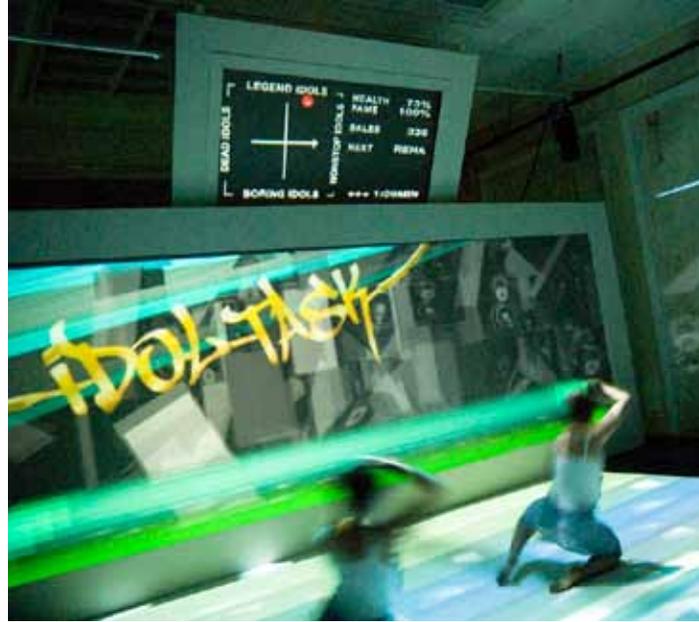




IDOL TASK – CELEBRITY SHOWCASE

AN INTERACTIVE DANCE PERFORMANCE GAME

“An actress is not a machine, but they treat you like a machine. A money machine.” (Marilyn Monroe)



THE PERFORMANCE

What if pop stars could be controlled with a dapper wave of the hand? What if the roles of celebrities could be changed by pushing a button? What if YOU could be consumer, manager, journalist, drug dealer and therapist, at the same time? What if this would not just happen on a flat screen, but in fact in an interactive walk-in room?

IDOL TASK asks YOU to play around with several haptic interfaces. Use them to determine life and career of two big wigs of virtual show business – the Idols. No matter what you do – it all influences the performance regarding to dance, visuals, music and sound effects.

Together as a group, YOU define the public presence and the popularity of the Idols. Together YOU decide about their state of health and, by this, how and if they will survive the pop circus.

THE INTERFACES

The Interfaces are arranged in the room in front of the Idols. At each one of them YOU have a certain function available. These functions are shortly explained as follows:

NEWS TICKER

Thanks to your journalistic talent, the Idols' life is documented simultaneously, their ups and downs are published and commented on instantly. Please choose your own and the public opinion about the Idols by just pushing a button.

MANAGER PRESSURE

It is a manager's job to put pressure on people and situations. Now, it is your job at this interface to find out, how much pressure and stress the Idols need and how much they can stand, after all.

SHOPPING

Consuming is the fundament of the pop system. For this, the system treats you with a credit card. Feel free to buy as many



Newsticker



Managerdruck



Musicstore



Terminkalender



records and merchandising products as you can virtually carry. It will make the Idols happy.

TIMETABLE

Stressful shows, extravagant award galas, life-sustaining rehab clinics and – again and again – in transit. Use the post-it note to choose where the Idols have to rush and what they should do next.

DOPING

Uppers, downers and food supplements is the Idols' daily bread. With the help of these substances, they cope with all their life situations. Help them and throw in the right mixture at the right moment.

ZEITGEIST CONTROLLER

Help the Idols to reinvent themselves again and again. By playing one of the provided CDs YOU can choose which zeitgeist the Idols are supposed to copy. Discover your dj skills and mix up the star you adore.



Doping



Zeitgeistregler

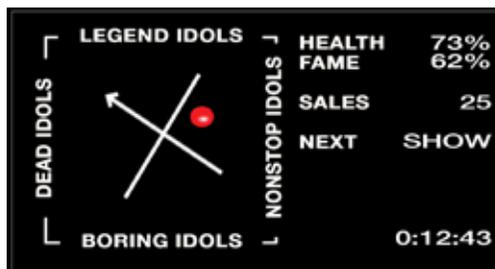


THE OBJECTIVE

Both the conclusion and the course of the play are open. The audience decides by using a terminal which one of four scenes will be played next. Every scene has its particular effect to vitality and popularity of the idols – endless shows are making the idols famous, but sick. Rehab on the other hand lets them recover, but popularity declines.

Every single interaction changes these values further. A special score board shows popularity and vitality in a Cartesian grid. Hence the current state and the trend of the idols life's can be watched. Another element on the score board is the countdown, counting down the remaining time of the play.

After the time is over the values for fame and health yield one of four conclusions. The idols can become legendary, they might die, they can fade into insignificance or turn to Everlasting Idols.



CREDITS

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more details
<http://t-m-a.de> <http://intolight.de> <http://kupferseite.de>

