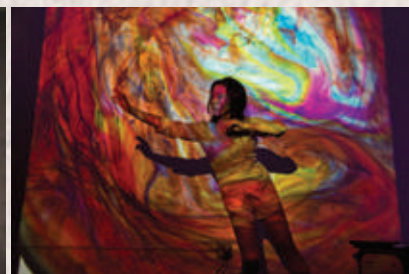


DATAPRINT





DATAPRINT is an immersive installation-type performance that blends theater, music, dance, and multimedia, and invites audiences to examine the impact of their online fingerprint, as well as question the ethics of data privacy.

The brain excels at pattern recognition, a skill that has enabled our species to protect itself, evolve, and thrive. We sift through large amounts of information in an instant to come to decisions about how to act, whether it is to save our life, or save a dollar on our next purchase.

In recent decades, with the advent of increasingly sophisticated computing technology, we have started to rely more and more on personal devices to help us make these decisions. Every day, with each click, tap, or swipe, we trade data for efficiency and convenience.



Data technology is developing at a skyrocketing rate, but policy and ethics conversations are struggling to catch up. DATAPRINT aims to spark dialogue about data privacy, about the ways in which our online behavior defines who we are, and about the implications of the new data world on society, and on democracy.

DATAPRINT & EDUCATION

Kaimera partnered with the Srishti Institute of Design and Technology in Bangalore, India, to develop the first draft of DATAPRINT. The Kaimera team trained fifteen undergraduate students over the course of a month. Together, they developed and performed the first iteration of DATAPRINT in the Cubbon Park Metro Station in the center of Bangalore.



FROM BANGALORE TO SAN FRANCISCO

DATAPRINT is being developed in Bangalore and San Francisco, and consists of two initiatives. The first, simply titled DATAPRINT, is an intimate performative experience in which audiences will be invited to immerse themselves in a data-driven fictional world. Part performance and part real-life game, this piece will cast audience members as lead characters in their experience of a not so dystopian future where data is the only form of currency and privacy comes at a cost. As each audience member evolves through their own DATAPRINT story and works to crack the game, they might feel trapped, or they might discover they in fact have agency over the data-driven world they have become a part of.

The second initiative, titled DATAPRINT: PUBLIC SPACES, is an exhibition-style piece to be presented in public spaces in Bangalore and San Francisco simultaneously. In this piece, passersby will have the opportunity to reflect on the impact of their online fingerprint through interactive multimedia installations that will collect, process, and distill real-time data generated in their public surroundings. Information will be shared between the two cities, so that data collected in Bangalore will influence the DATAPRINT installations in San Francisco and vice-versa. Spectators will have the option to deepen their interaction with the installations by using an app downloadable on their personal devices, which will also act as a library of educational resources about data privacy.

TIMELINE

July-Nov. 2016	Research and Planning
Nov.-Dec. 2016	Residency/Workshop Production I at Srishti Institute of Art, Design and Technology, Bangalore, India
January 2017	Residency at Montalvo Arts Center, Silicon Valley, USA
Fall 2017	Residency/Workshop Production II at Srishti
Spring 2018	Design & Tech Workshop, New York City, USA
Summer 2018	Final Workshop, Bay Area, USA
Fall 2018	Premiere of DATAPRINT Public Spaces, San Francisco, USA & Bangalore, India
Fall 2019	Premiere of DATAPRINT Experience, Bangalore, India

KAIMERA PRODUCTIONS

Kaimera Productions was born from the collaboration of Azeri-American theater-maker, director, curator and educator Simón Adinia Hanukai and French-American musician, theater-artist, photographer and policy specialist Jonathan Camuzeaux. The company's mission is to provide platforms for audiences to come together in dialogue and examine some of the hardest questions our global society faces, through performances created collaboratively by experts in and outside of the arts.

The DATAPRINT creative team includes Kaimera Productions Co-Artistic Directors **Jonathan Camuzeaux** and **Simón Adinia Hanukai**, video and lighting designer **David Bengali**, hacker and programmer **Chris Clapis**, choreographer **Nikki Hock**, and video game writer **David Kueltz**.

DATAPRINT is a Kaimera Productions project. Learn more about Kaimera Productions and the team behind DATAPRINT on our website: www.kaimeraproductions.com

