

Three participation options

An overview for planning a presentation or educational meeting. We agree duration, equipment and team responsibilities for your event.

01

MindShow installation

The main stand configuration uses successive individual sessions. Other visitors can observe; stage and VJ versions are scoped separately.

Space [Archive]. The archival rider specifies an area from 6 m². Actual layout and queueing are agreed with the venue.

Session duration [To confirm]. Duration depends on the mode: a short demonstration or a session with a personal narrative. We agree timing and participant changeover for each presentation.

Visitor flow [Archive]. The events overview gives 15-20 people per hour. This is an archival configuration estimate, not a promise for every venue.

Operation [Per brief]. Operator shifts, hygiene breaks, long-running operation and result delivery are agreed in the brief.

02

Paradox of Success game

One game station has two simultaneous participants. Individual duels or a tournament sequence are possible; the audience is counted separately.

Participants [Archive]. Two players per station; audience size depends on the venue.

Game round [Archive]. The archival specification gives 90 seconds. Briefing and participant changeover require additional time.

Throughput [Archive]. The archival reference is 5-8 pairs per 30 minutes at one station, including the facilitation cycle.

Space [Archive]. The overview specifies an area from 9 m²; layout and audience flow need confirmation.

03

Talk or workshop

A talk supports observation from the audience and voluntary participation in a demonstration. A workshop includes discussion and participant work; group size does not mean that everyone is measured simultaneously.

Talk [To confirm]. Duration depends on the topic and lecture version; we agree it to fit the event programme.

Workshop [Archive]. The baseline scenario is 1.5-3 hours for a group of 10-30 people. We adapt the practical activities to the audience.

Setup [Archive]. The archival talk rider gives around 30 minutes. Setup and access to the venue need confirmation.

Laboratory / series [Per brief]. We agree the topic, audience age, number of sessions, equipment and intended outcome during preparation.

Team and infrastructure

Measured participants, audience size and throughput are different parameters. Staffing, shifts and operating duration are agreed in the proposal.

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- Artistic method, neural interfaces, laptop and authored software as scoped
- Configuration of its own system, operators and facilitation as proposed
- Documentation and agreed rider

VENUE / ORGANISER

- Space, screen/projector, AV, power and furniture as required by the rider
- Local production, access, accommodation and visitor flow
- Agreed team and infrastructure operating conditions

CONFIGURATION REQUIREMENTS

MindShow installation. Screen/TV and HDMI; the archival rider specifies 65" or larger; Table, chair, power and agreed area; Sound and queue coordination as scoped.

Paradox of Success game. Screen or projector, HDMI and agreed sound; Table, two chairs, power and game area; Audience-flow coordination.

Talk or workshop. Screen/projector, HDMI and power; Microphones and sound for the stage configuration; Furniture, group accommodation and setup access.

FOR AN INITIAL INQUIRY

- Question, format or artistic concept
- Dates, city, space and venue plan
- Audience, participation and expected flow
- Team, infrastructure and operating duration
- Budget framework, required documents and recording permissions

Full parameters and current conditions:

<https://odadream.art/en/works/>

<https://odadream.art/en/education/>

<https://odadream.art/en/cooperation/>