Using Theatre Tech to Address Attention Issues in Blended Environments for Collaboration

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SMART Technologies

etymology: etymon (true meaning) + -ology (speak)
Collaboration & Learning

learn: lore (follow)  teach: deixis (point out)
Flow & Blended Environments

flow: float  
blend: blind (make cloudy)
We think blended environments can help collaboration for learning.

But, there will be challenges...
Engagement

bore·dom: bore (poke through slowly) + -dom (state)  stimul·ate: stick (pierce)
Attention

distract: dis- (apart) + tract (drag)  
attention: ad- (towards) + tone (stretch)
Challenge vs. Skill

ability: habit (take hold)  anxiety: anguish (painfully constricted)
Theatrical Arts & Sciences

theatre: theory (observe) + -tron (place)  act: agitate (draw forth)
What technologies used in theatre to manipulate audience attention could work in blended environments?
Architecture

**Environment**: en- (around) + veer (change direction) + -ment (action results)
Sets & Props

de·sign: de- (out) + sign (mark)  
property: pro- (for) + private (peculiar to oneself)
Lighting & Camera Angles

focus: foyer (hearth)  problem: pro- (forward) + ballistics (throw to hit)
Score & Effects

technology: texture (give shape) + -ology (speak)
Script & Performance

**narrative:** gnosis (knowing)  
**story:** history (vision)
What are general principles for designing for flow in user experiences?

What specific principles apply to blended environments?