**Participant 1:** When I first started, I was taken aback by the feedback that was coming in. I didn't realize that you could **[unintelligible 00:00:13]** the audio from outside of the headphones, was feeding back into it, so that was a bit strange. Following it was really cool. It was quite interesting. It was like being on a treasure map or something like that. Then I found a place where it said, find a group of people. I wasn't around a group of people. I had to do a mini run to the nearest crowd, and I guess what you were saying earlier, this is the first group to do it and it was a bit darker, so there were less people around.

When I followed the directions I felt like I was a part of the group, part of what was going on around me. I also felt invisible. I was holding a box in my hand and no one really bat an eyelid. I did have some people try to speak to me, but I had to say, "Sorry." Yes, no, it just took me places where were familiar but I'd viewed it in a different way, which I thought was really interesting **[unintelligible 00:01:28]** and also the way that the soundtrack that was on the device and then also when I was feeling around me it felt really very personal to what I was doing at the time. I think that added to the massive effect.

**Moderator:** Okay, cool. **[unintelligible 00:01:48]**

**Participant 2:** I really enjoyed it. I really, really liked it. I suppose the main criticism I have is it's not long enough. I wanted more and also each individual piece felt like it didn't give me time to find what it was asking me to find, but the bits that were there, there were some lovely bits of synchronicity. Things that fitted in and at times where I wasn't sure whether it was sounds outside or sounds on the soundtrack because it blended in so well and I already liked that not knowing. I went on Park Street in the end. The crowd scene, I didn't really-- I think I blended it in, but there weren't many people really and I ended up in Millennium Square, but I felt like I was blending in.

When I was going up Parks Street, it was what sounded like rain started talking about find the place that might **[unintelligible 00:03:08]** and as that came in that was I looked up at the sky. Just the last bits of light were fading and there was this huge black cloud-

**Moderator:** Nice.

**Participant 2:** -which was just-- How did you do that?

**Moderator:** Very expensive. I've got a better **[unintelligible 00:03:28]**

**Participant 2:** Things I think were actually were good for me. I've got big pockets so I could put the box in my pocket.

**Moderator:** Okay. That's actually going to be on a strap in the final run. You won't need to carry that around. This is something temporal.

**Participant 2:** No, that was really nice, getting hands free.

**Moderator:** It's good that that made a difference actually.

**Participant 2:** Yes, I felt like that was really nice and also for the blending in. I wasn't carrying a box as far as anyone else was concerned about. I went about doing a night pack ring binder, the whole ring **[unintelligible 00:04:13]** so that you can flip it over so you don't have to find your place.

**Moderator:** Yes, there's a few things around that, around the design of it that we're working on.

**Participant 2:** Minor.

**Moderator:** They are far big ones actually. They will change the experience quite a lot. Cool.

**Participant 3:** I had an evocative experience. I like the openness of the instructions. The strongest moment for me was actually on the way back, and it was passing by where I'd stood on a high place and it wasn't **[unintelligible 00:05:08]** it was just next to Millennium Square, but there's a stage there and I stood on the stage, just quietly enjoying standing there, but as I walked to return there, I was hearing the underwater background sound. That really worked for me. I then stood above that spot with my head out of the water and had this experience of that was very readable was me being underneath the water and then I was hearing the sounds and voices of people outside bars as though they were coming through the water, which that's how I read it.

Then when I got back to roughly where I stood among the crowd, actually, the crowds were more outside the bars, and I'd similarly struggled a little bit to find a really busy spot at night so I'd got onto the bridge and mostly I'd had runners coming by which has been quite interesting it makes it pretty true bounce, but it makes it interesting sound to hear the process, but it was quite, the voices were really reverberating, multiplying-- [crosstalk]

**Moderator:** Probably distorting, no. Is that the fish when they're all breaking in you found distorting, did you?

**Participant 3: [unintelligible 00:06:31]** distorting. Just felt very reverberating. They were been clearly quite processed at that point. That was really evocative and actually on the way out, the other thing that's happened was the same as you were describing of, there was a very nice moment where I ended up wanting to take my headphones off just to check because I'd moved past the big screen in Millennium Square and there was actually some singing and music coming from it. I was like, **[unintelligible 00:07:01]** I had to check, but the mixing there was not working really well.

In terms of criticisms, I suppose and things that didn't work for me, I felt particularly at the beginning, I didn't have enough time. At the beginning, I actually hadn't found my place before the-- Towards the end, it started to or there was a period in the middle when it started to work, but at the beginning, I didn't feel like it was really responding to where I took my decisions. It felt it was going on linear and actually, I haven't found my place to look for before we went on to the next thing. Then ironically, when I got back to the crowded place, actually, I was left because there's then the two chapters, was it eight, nine or ten. I was there for quite a long while just hearing music that at that point that you felt that there wasn't so much going on.

Then when I got asked to come back to find a place to observe where I'd started from I didn't have enough time to get there. I had a long while at the bridge and then that last instruction to come back and observe. I had almost no time to actually get to that point. It felt the timings weren't being that responsive and because they're quite open instructions in a way I want to be able to take the time that it takes me to find the place. Sometimes I was finding something really quickly and other times. I wasn't, I wanted to walk for a while.

I did have some feedback right at the start. Like sit underneath here, I got quite a lot of feedback, but I just turned it down.

**Participant 2:** I had some feedback as well which would have been I think around--

**Moderator:** Did you turn it back up afterwards?

**Participant 3:** Yes. Though it didn't come back.

**Moderator:** Okay, good.

[crosstalk]

**Moderator:** I've got a question about whether you felt you wanted to play with, to create sounds when it was processing things, whether you had a tendency.

**Participant 3:** I did a little bit of singing.

**Participant 1:** I just went to find while I was walking, there were a lot of people singing so I just deviated just towards there because it made quite a lot of sound which--

**Moderator:** To get to it, but not you making a sound, but to get closer to the sound?

**Participant 1:** Yes because I wanted to see how the outside effects while I was listening so I didn't make a sound myself.

I just went to where the sound was.

**Participant 3:** I did both so I was aware that it was fun to click my fingers and see what happened or to start an equity to come and stand next to a crowd having a chance to see what happened to them. In a way I feel like it might be quite nice to find a way.

[background noise]

I'm not sure everyone will know to do that so I just wonder if there's a way of encouraging people to play in that way.

**Moderator:** I don't. I'm torn between my partners like, don't get to do that. They were just making an instrument other than I'm torn at the moment. We'll see.

**Participant 2:** Yes. I didn't make sounds myself. I did like the fountains in Millennium Square or that the flame was really nice to walk.

**Moderator:** I think I want to find a way to encourage that more actually in a way, like, seeking out stuff.

**Participant 3:** I think you can probably do it without saying, go and play with the sound.

**Moderator:** Exactly because, I think people, if they want to play with the sound, they will just do it once they realize what's happening. The time thing, I think, you've all suffered from, you think and then especially doing **[unintelligible 00:11:12]**. The temporal competition of audio or do you think I already got better at this now, but this shit I knew it this morning when the systems were screwed up but did you have, apart from feeling rushed at the beginning, were there moments when you were conscious of feeling like the pace or the time near the other points shifting or feeling a sense of time passing differently in any way?

**Participant 2:** Yes. I found it. As I started to walk up Park Street, but everything slowed down, which was to like to put, it sounded like [crosstalk].

**Moderator:** That's since the beginning, so you were just asked to find somewhere higher?

**Participant 2:** No, that was after that. I think that was the passing time.

**Moderator:** Okay, so when the sound pulses on and off, it's like the microphone turned on and off.

**Participant 2:** Oh maybe. That's what they're like because actually, it's quite noisy, so I wasn't quite sure, but it felt like, as I started to walk up, it was almost replaying my footsteps and they slowed down and I wondered i2 that, because I've actually slowed down because I'm walking uphill or is it slowing down and I slowed down anyway because it felt nice to keep in step with it.

[silence]

[background noise]

**Participant 1:** I don't really have any very distinctive memories of time passing. I guess the only time I was made to feel that was the part where it asked me to, with each step I took, I thought about time passing but I noticed that I just, I don't know. I spent a lot of less time rushing and I just took in what was going on where I had to find a high-spot because I was pretty much near a bench and that marble bit. I stood up on it for a bit and because I felt unsure. I felt like [crosstalk].

**Moderator:** [crosstalk].

**Participant 1:** Yes. I guess that felt like time stopped for a bit because I would take that time to look around.

**Moderator:** Oh, okay. Because of also feeling exposed and speaking.

**Participant 3:** Yes.

**Moderator:** Okay.

**Participant 3:** Yes, I certainly had my moments feeling like, time had slowed, or I'd slowed or been slowed down by it and I was being more attentive. I had other moments when I was feeling rushed and like I was being hurried.

**Moderator:** Jim, are there any specific moments you remember?

**Participant 3: [inaudible 00:14:03]**.

[silence]

Particularly, maybe when I was stood on my highest spot, which was maybe because, I found that quite quickly so then I had some time to stop and observe. Actually, I found the idea of thinking about time passing as I walked, actually, quite hard to hold on to in a way. I had that in mind at the beginning and then I drifted from that because it's quite a complex concept maybe, to hold in mind as you walk.

**Moderator:** Also, you both had that extra information, like where did that sit in your experience of having the prompt and then stuff?

**Participant 3:** I didn't really know when to look at it. I didn't know when to turn so because, I had clear instructions for the numbered parts, I didn't then know when or if I was meant to go on or how much more there would be.

**Participant 1:** Yes. I didn't really. When I saw, I guess it was just **[inaudible 00:15:17]** to just stay upfront what I wanted to do, give me inspiration but I didn't really take time to look it into that so I didn't really see what was actually on a graph.

**Participant 3:** It's weird because the graph like that I found interesting how I responded to different things because, the graph I found too direct. It related much too closely to what was happening in the stand and the narrative at that point. Whereas, I read it to the quote from someone talking about, it was more of a evocative and poetic approach, because I was trying to figure out what was it. What was going on? What is this quote about, the one about the fliers? Okay and it felt a bit too diverse. It felt like what was this and how [crosstalk] this other information.

**Participant 2: [unintelligible 00:16:16]** at the moment.

**Participant 3:** I do merely think of but just the mood of it like, I've got a graph and I've got a quite **[unintelligible 00:18:22]** seem less consistent.

**Moderator:** Not to take up too much of your time and this is super useful and awesome, but I just want to finish quickly with, you said to me at some of these moments in the discussion actually, but I would, I guess, what your single most memorable moment was from your experience.

**Participant 1:** It was definitely finding my high place. That was a memorable moment, next to finding a group of people but I'd say the zoning.

**Moderator:** Do you remember what you were hearing in that [crosstalk]?

**Participant 1:** I don't really remember what I was hearing at the moment, I'm afraid. It just was the notion of doing it and just literally following instructions, which is weird. I don't know.

**Moderator:** Tom?

**Participant 2:** Certainly, the big black cloud was really nice but also coming back through Millennium Square, they were showing a time lapse of Bristol.

**Moderator:** Okay. It's perfect.

**Participant 2:** Which was, and it just fits so well with the soundtrack as well.

**Moderator:** Do you know what you were hearing at that point?

**Participant 2:** There was some piano, I think, in there and then Nick went on to ask me to go back and find a point I could observe.

**Participant 1:** Worst moment was the rushing I felt.

**Moderator:** At the beginning.

**Participant 1:** Yes, just because I didn't know what I was doing, panicked and was like, oh God. I felt like I had to follow it to the latter to get the fullest experience but that was a minor thing.

**Participant 2:** Yes. I think the same. At the beginning, I didn't find a place to pause which didn't worry me so much, but it was a whole.

**Moderator:** Frustrating.

**Participant 2:** Yes. It's still set the tone of it being rushed and I'm feeling like I didn't know how long each section was going to be, so I never knew how long I'd got to find somewhere or should I make and do it with what I've found or find somewhere better sometimes so I think, the feeling of feeling rushed and being rushed.

**Participant 3:** In a sense that's the same for me. I think the feeling either at the beginning when I felt hurried or that I didn't have very much time or that point towards the end when I felt I had too much time just because, I'd sense when I felt like it wasn't responding at the time I wanted to take with particular instructions was a bit frustrating. Not that it didn't support my experience, but it was a bit frustrating.

Maybe the only other thing I would say, this is not really about a moment that didn't work for me. It's more of a question about, at the moment there's quite a lot of layering of composed music and processed sound. What I'd quite like to experience as well, it's like a bit less of the composed music because, it feels to me that quite often, actually that, what's really exciting is the relationship between the text and the live processing and in a way. I'm really intrigued with what that's like without anything layered over it.

It feels maybe you could hold off for the music until right towards the **[inaudible 00:20:23]**. Introduce a theme at the beginning and then return at the end but actually, I feel like I'm quite satisfied exploring the world with the live process.

**Moderator:** Yes.

**[00:20:37] [END OF AUDIO]**