

# WHOLODANCE

## Whole-Body Interaction Learning for Dance Education

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### Deliverable 8.2

#### Updated dissemination materials

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**List of Contributors**

Name	Affiliation
Anna Rizzo	Lynkeus
Antonella Trezzani	Lynkeus

**List of reviewers**

Name	Affiliation

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## Introduction

This document is meant to constitute a collection of the most recent dissemination materials produced within the first half of the project (M1-M18), following the preliminary ones prepared at its inception (M1-M3) and reported in *Dissemination and exploitation strategy plan and preliminary materials* (D8.1). This deliverable is complementary with *Dissemination events* (D8.4), specifically dedicated to the dissemination events organised and/or attended by the Consortium members, the two together giving an overview of the entire dissemination activity carried out from M1 to M18.

## Dissemination material updates

From M4 on, dissemination materials have been regularly updated along with the dissemination and communication activities carried out within this period, particularly the dissemination events attended by project partners:

- the **project website** illustrates major activities of the first half of the project, and has been added with new highlights within the **EVENTS** section, including *details of each event* attended so far, while the **MEDIA** section has been enriched with the *new photos and videos* taken during the events, and the *first project newsletter*; also, the latest public reports have been uploaded in the **DELIVERABLES** section;
- the **social network (twitter, facebook and vimeo)** accounts have been regularly updated to promote dissemination initiatives and share the relevant photos and videos, and a project account has been created within the **ResearchGate** scientific network;
- New **scientific publications (abstracts, posters and conference proceedings)** has been published following the participation of consortium partners to relevant scientific events.

## Project Website

### EVENTS

The relevant website section has been enriched with new highlights in regard to the events attended within this last period, listed in the table here below.

Event Name	Date	Place
Gesture & Artificial Intelligence in Industry and Arts	5-9 June 2017	Thessaloniki, Greece
14 <sup>th</sup> Extended Semantic Web Conference	29 May-1 June 2017	Portoroz, Slovenia
Seminar on Digital tools and Cultural management	26 May 2017	Athens, Greece
Digital Learning – Participatory Meeting H2020 projects	27 March 2017	Luxembourg
Digital Echoes conference	10 March 2017	Coventry, United Kingdom
Consortium meeting in Coventry	24-25 January 2017	Coventry, United Kingdom
The first users' board session	6 December 2016	Milan, Italy

VR 020 Meetup (Virtual Reality Amsterdam)	1 December 2016	Amsterdam, The Netherlands
EuroVR 2016	22-24 November 2016	Athens, Greece
European Space 3 <sup>rd</sup> International Conference	21-22 November 2016	Berlin, Germany
Light Moves Film Festival and Symposium	4-6 November 2016	Limerick, United Kingdom
EUROMED 2016	31 October-5 November 2016	Cyprus
DANCE HE_Sustaining the Discipline	28-29 October 2016	Leeds, United Kingdom
Journée d'étude At NSH Paris Nord	27-28 October 2016	Paris, France
Researcher's Night 2016	27-30 September 2016	Athens, Greece
DRHA 2016 - Digital Research in the Humanities and Arts	4-7 September 2016	Brighton, United Kingdom
Wholodance Workshop	6-7 July 2016	Thessaloniki, Greece
MOCO 2016	5-7 July 2016	Thessaloniki, Greece
CID 44 <sup>th</sup> International World Congress on Dance Research	29 June-3 July	Athens, Greece
HCI and the Educational Technology Revolution - AVI 2016	7-10 June 2016	Bari, Italy
Eyesweb week	6-10 June 2016	Genoa, Italy
Giornata Internazionale della Danza	27-29 April 2016	Rome, Italy
Athens Science Festival	5-10 April 2016	Athens, Greece

Table 1. List of events attended since M4, and reported onto the website in the EVENT section

Figure 2. Preview of the EVENTS website section

Figure 2. Details section of each event.

## MEDIA

Along with the events, multimedia (*Photos, Audios, Videos*) has also been updated with the new materials produced during workshops and other public events, including photos taken by professional photographers during the events and Motion Capture Sessions, and 7 videos describing the 3 Motion Capture Sessions, the General meeting and the workshop in partnership with Moco 2016 in Thessaloniki.

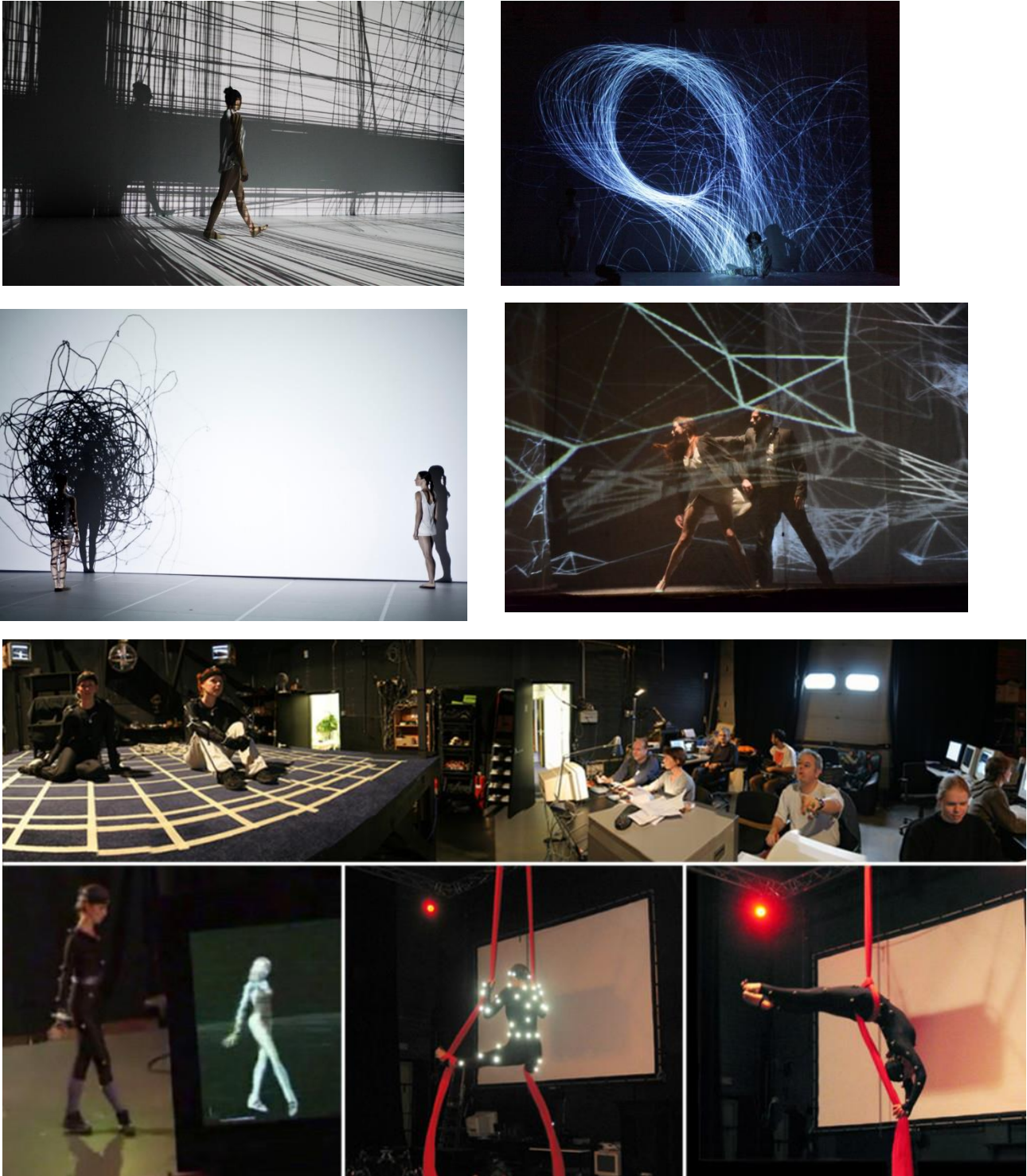
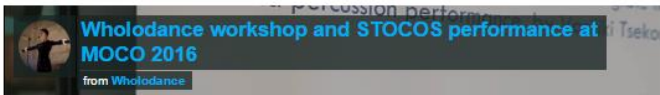


Figure 3. Photos of events and Motion Capture Sessions from the MEDIA section of the project website



Video



UPCOMING EVENTS

No events

WHOLODANCE KEYWORDS

3D Accelerometer Avatar Blending Engine Bodily Knowledge

Choreography Create

Choreographies Cultural

Heritage Cultural Resources

Dance Data Dance Libraries dance

teaching deliverables Easy-to-use

device Educational Games EMG Hologram

holograms Holographic Display Immersive

Projection System Kinect Markers Mobile

Games Motion Capture Motion Capture

Database Ontology Similarity Search

Vocabularies

Figure 4. Updates on the Video page of the MEDIA section of the website



Also, the first issue of the project *Newsletter* was released and published online at M13 (for PDF download and online reading through the issue plugin) as well as distributed during project events in print-version.

This first issue was meant to give some general updates about the attended events and workshops, as well as the advancements obtained by the end of the first year of activity, including capture-motion sessions outcomes, advancements in the tool implementation, and relevant prototypes, as well as the first impression about the project from a panel of experts of the field.

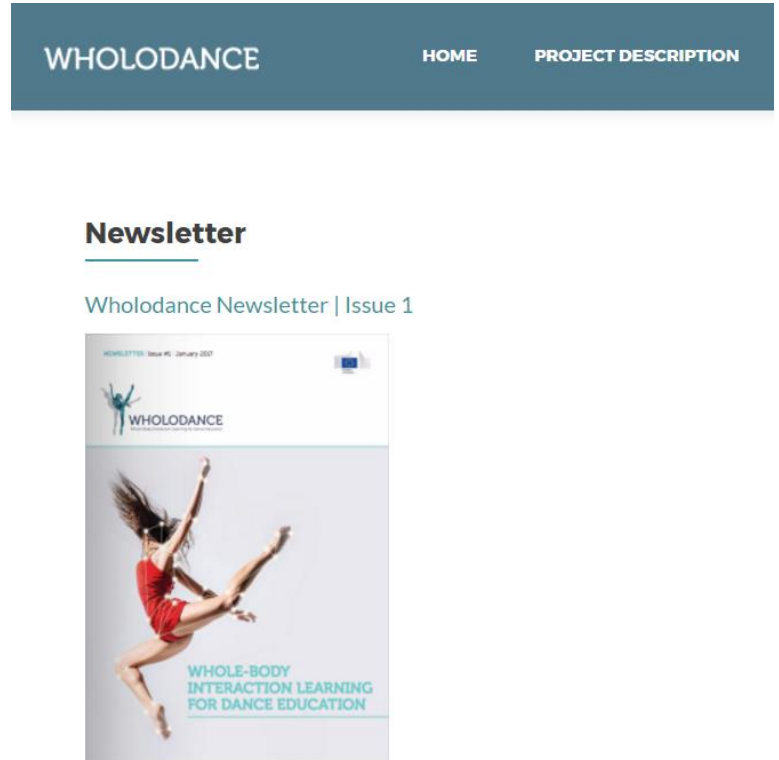


Figure 5. Preview of the newsletter page of the MEDIA section of the website

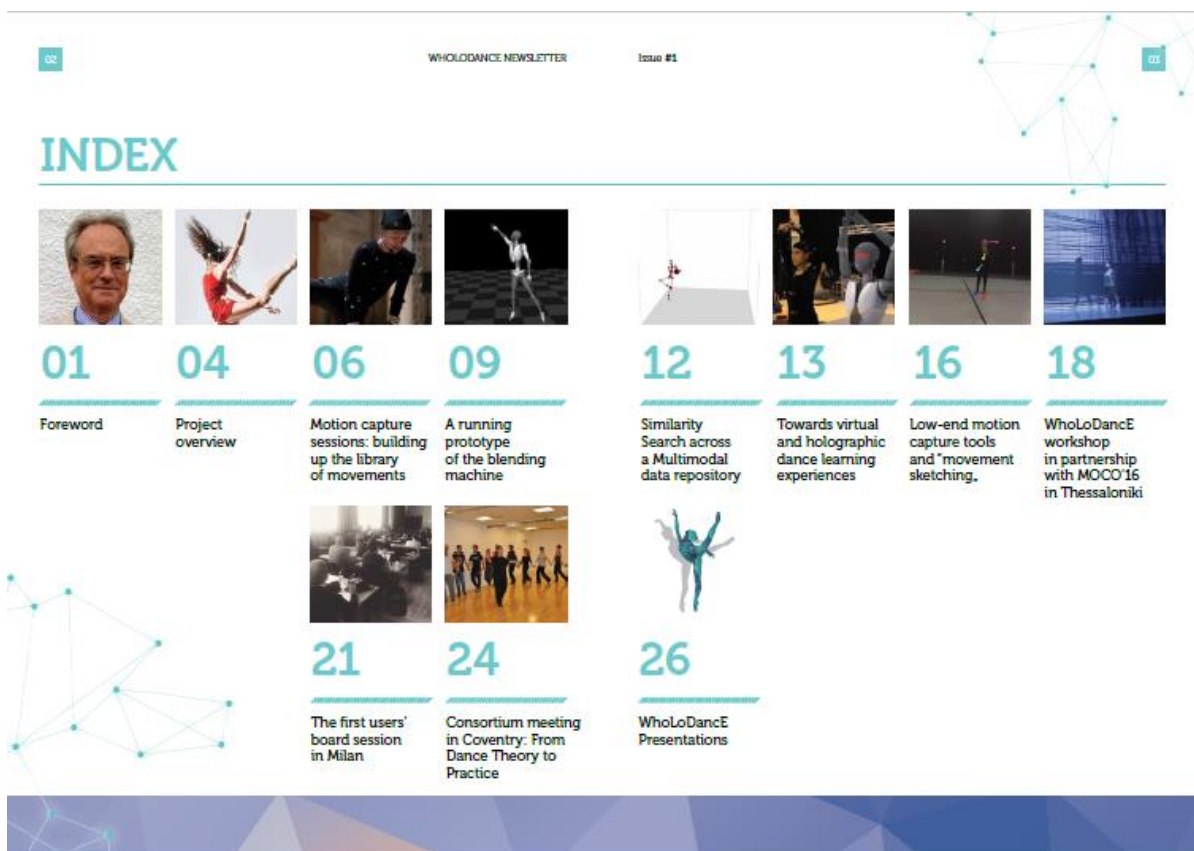


Figure 6. Newsletter Table of Contents

## DELIVERABLES

The website has been also updated with the latest public deliverables, to be downloaded in PDF version by anyone interested in the project outcomes.

**Deliverables**

### Submitted Public Deliverables

Click on the name to view the related deliverable and/or download it in pdf format:

- D1.1 State of the Art Survey
- D1.2 Interviews Report
- D1.3 Workshop Report
- D1.5 Data Acquisition Plan
- D2.1 Recruitment Protocol and Informed Consent Form
- D2.2 Outcome of the pipeline development
- D2.3 Outcome of the capture process
- D2.4 Trimmed linear database of curated data sequences
- D2.8 Multi-sensor Integration Report
- D3.6 First report on software platform and libraries

**UPCOMING EVENTS**

No events

**WHOLODANCE KEYWORDS**

3D Accelerometer Avatar Blending Engine  
Bodily Knowledge

Choreography Create

Choreographies Cultural

Heritage Cultural Resources

Dance Data Dance Libraries dance

teaching deliverables Easy-to-use

device Educational Games EMG Hologram  
holograms Holographic Display Immersive  
Projection System Kinect Markers Mobile  
Games Motion Capture Motion Capture  
Database Ontology Similarity Search  
Vocabularies

Figure 7. Preview of the Deliverable section

## Social Network

In this last period, the project social networks have been widely exploited to spread around the project events and media, in order to engage further attention within the dance-dedicated community and maintain interest and expectetaions about the project outcomes.

### TWITTER

The twitter account has been used to update followers about the project attended events and relative media content.



Figure 8. Preview of the twitter account page.

## FACEBOOK

The facebook page has also been enriched with photos and videos, and regularly posts on the project events.

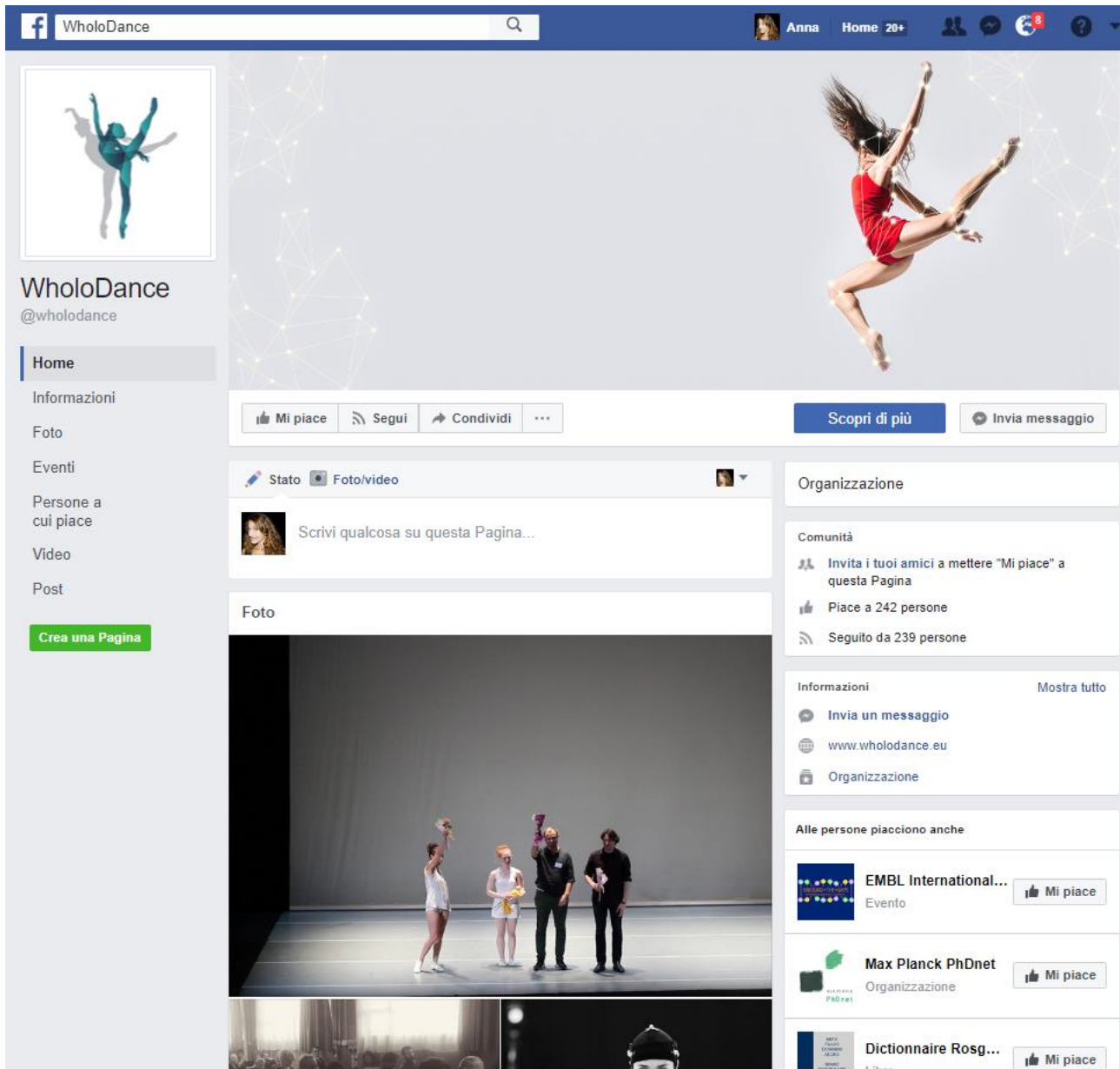


Figure 9. Preview of the project facebook account

VIMEO

The vimeo account has been updated with new incoming videos from events and workshops, beside interviews and other dissemination materials, to foster the interest of the dance-dedicated community. Up to date, there are 40 videos on the account, distributed among 3 different channels (*About Wholodance, Interviews, Other works by Wholodance partners*).

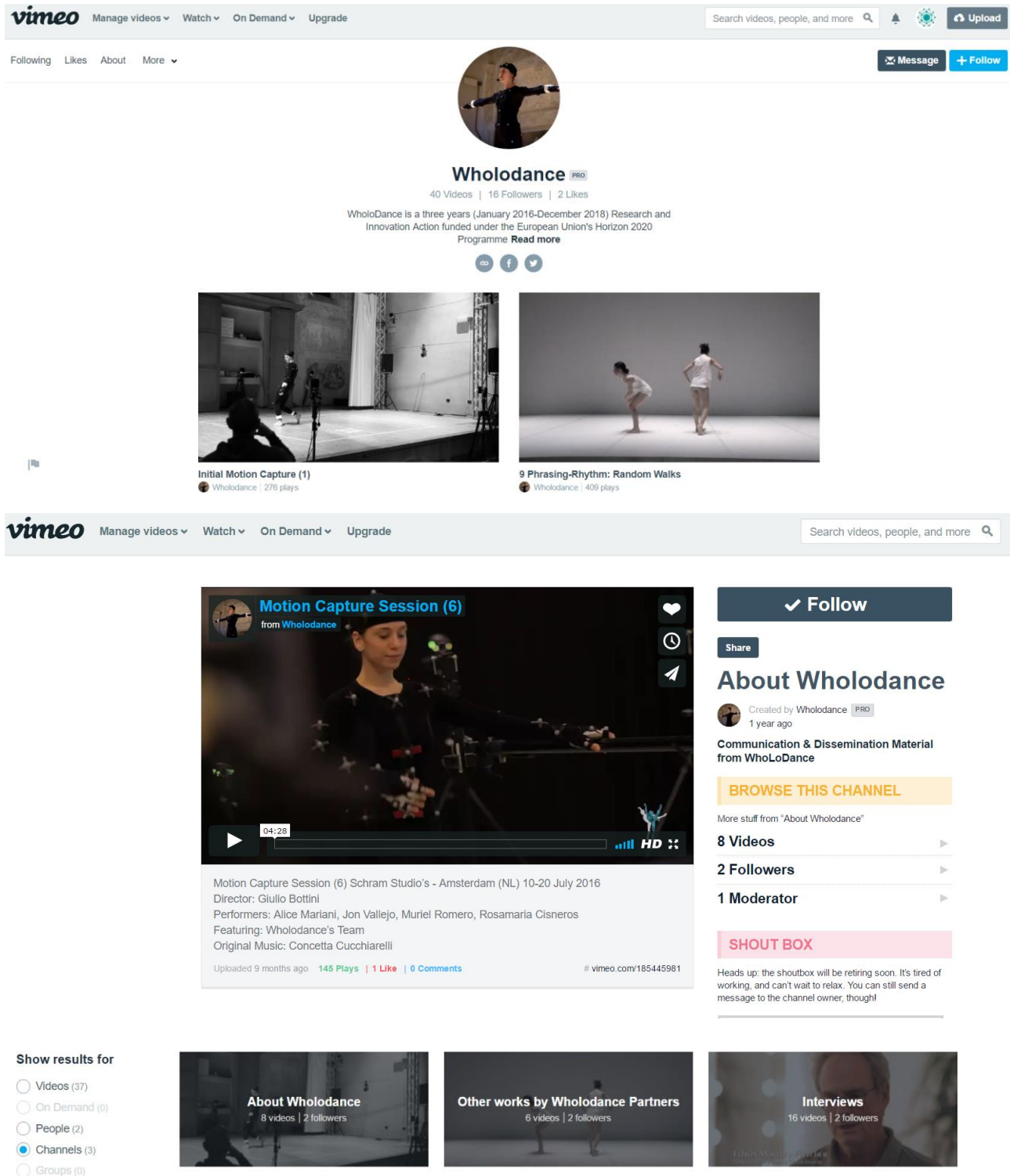


Figure 10. Different previews of the project vimeo channel.

## RESEARCHGATE

Recently, a project page has been also created within ResearchGate, a researchers-dedicated community, where researchers involved in the project (or simply interested in the project outcomes) can become “followers” of the project receiving updates on its new publications and outcomes.

The screenshot displays the ResearchGate project page for 'WhoLoDancE - Whole-Body Interaction Learning for Dance Education'. At the top, there are navigation links for Home, Questions, and Jobs, along with a search bar and utility icons. The project status is 'Active project' with 'Updates quarterly'. The project title is 'WhoLoDancE -Whole-Body Interaction Learning for Dance Education'. The lead researcher is Katerina El Raheb, with other collaborators Yannis Ioannidis and Augusto Sarti. The goal is described as a three-year EU H2020 funded project aimed at developing and applying breakthrough technologies to Dance Learning. The project dates are from 1 January 2016 to 31 December 2018. On the right, there are statistics: 0 updates, 0 recommendations, 11 followers, and 49 reads. Below the project details, there are tabs for Project log, References (1), and Questions. The 'Project log' section shows a recent activity by Katerina El Raheb on May 12, where she added a research item. At the bottom right, there are buttons for 'Ask a question', 'Share', and a dropdown menu.

Figure 11. Preview of the ResearchGate project page

See all > 11 Reads  
See all > 1 Citation

Recommend Request full-text

## WhoLoDancE: Towards a methodology for selecting Motion Capture Data across different Dance Learning Practice

Conference Paper · July 2016  
DOI: 10.1145/2948910.2948912  
Conference: the 3rd International Symposium

The screenshot shows the author list for the article. The authors are listed in a grid: 1st Antonio Camurri, 2nd Augusto Sarti, 3rd Stefano Di Pietro, and Last Muriel Romero. There is a '+9' button next to Stefano Di Pietro, indicating that there are 9 more authors. Below the author list, there is a 'Show more authors' link.

### Abstract

In this paper we present the objectives and preliminary work of WhoLoDancE a Research and Innovation Action funded under the European Union's Horizon 2020 programme, aiming at using new technologies for capturing and analyzing dance movement to facilitate whole-body interaction learning experiences for a variety of dance genres. Dance is a diverse and heterogeneous practice and WhoLoDancE will develop a protocol for the... [+](#)

Figure 12. Newly-published project article inserted in the project references on the ResearchGate project page.

## Publications

Publications within the last period include a paper and two poster sessions and relevant publication in the conference proceedings.

Type of publication	Authors	Title	Journal	Publication date
Poster presentation, publication in the proceedings	K. El Raheb, V. Katifori, Y. Ioannidis, A. Camurri, E.K. Cisneros, O. Even-Zohar,,R. Gibson, A. Markatzi, J-M. Matos, P. Palacio, S. Di Pietro, M. Romero, A. Sarti, V. Viro, S. Whatley	<i>WhoLoDancE project: Towards virtual and holographic dance learning experiences</i>	EuroVR 2016	December 2016
Poster presentation, publication in the proceedings	A. Camurri, K. El Raheb, O. Even-Zohar, Y. Ioannidis, A. Markatzi, J-M. Matos, E. Morley-Fletcher, P. Palacio, M. Romero, A. Sarti, S. Di Pietro, V. Viro, S. Whatley,	<i>WholoDance: Towards a methodology for selecting Motion Capture Data across different Dance Learning Practices</i>	MOCO'Proceedings of the 3rd International Symposium on Movement and Computing, Thessaloniki, GA, Greece	July 2016
Paper	K.El Raheb, A. Katifori, Y. Ioannidis, ,	<i>HCI challenges in Dance Education</i>	EAI Endorsed Transactions on Ambient Systems	June 2016

Table 2. List of the project scientific publications produced so far

## Conclusions

Within the first half of the project, the Consortium has implemented a wide dissemination strategy which has mainly relied on the organisation/participation to a wide number of relevant events in the field. Accordingly, the dissemination materials implemented at the beginning of the project, with particular regard to the website and social networks, have been further developed and regularly filled with new contents and updates, in order to keep the attention and possibly enlarge its wide community of stakeholders. Besides, the participation to scientific conferences, and contextual presentation of posters and publications in conference proceedings has contributed to promote the project within the academic community.