

BLAST THEORY



RIDER SPOKE

Rider Spoke invites you to cycle through the streets of the city. Guided by an app, you search for a hiding place and record a short message there. And then you search for the hiding places of others.

To cycle alone, in the evening, with no particular destination offers a rare freedom. In Rider Spoke this is combined with an opportunity to think about the people in your life and to share them with strangers who you will never meet. Guided by Ju Row Farr's narration and a delicate score by Blanket, you can lose yourself for a while.

About the work

The interface for the app uses imagery drawn from Mexican votive painting, sailor tattoos and heraldry: swallows flutter across the screen to show available hiding places, prefab houses indicate places where others have hidden. Votive paintings express gratitude (or sometimes a request) to a saint. Tattoos and heraldry are both badges of identity; early tattoos were hard won symbols of belonging, often indicating an achievement for a sailor. Sometimes they showed how far you had sailed. Sometimes they were expressions of hope for a safe return from a voyage. This combination of styles reflects Rider Spoke's themes of travel, reflection, personal expression and hidden messages.

As you head out on your ride, the app alerts you to available hiding places. When you choose to answer one of the questions, you can find the perfect place to make your recording. Alone, in an out of the way spot you reflect on your life. Then your recording will stay in that spot for other riders to find later.

The other aspect of the work is to find the hiding places of others. When you search, the app will show you the nearest recordings and you can choose which ones to listen to. The recordings are only

available in this context: played to you, alone, in the place where they were recorded.

As you roll through the streets your focus is outward, looking for good places to hide, speculating about the hiding places of others, becoming completely immersed into this overlaid world as the voices of strangers draw you into a new and unknown place.

The streets may be familiar but you've given yourself up to the pleasure of being lost.

Rider Spoke was first shown at the Barbican in London in October 2007 and has subsequently been presented in Adelaide, Athens, Brighton, Bristol, Budapest, Cambridge, Copenhagen, Edinburgh, Falmouth, Kupio, Leeds, Linz, Liverpool, Madrid, Sydney and Terni.

Selected Press

"As soon as it was over, I wanted more. *Rider Spoke* was magical ..."
(Icon magazine, UK)

"A gloriously enlivening piece of theatre... it manages to embrace the remorseless rush of the city while insisting on the individual's ability to pierce it with quiet reflection." (Metro newspaper, UK)

"A highly original and exciting form of augmented travel... a delicate, almost intangible work [which] combines elements of trust and risk, irony and politics, confession and exposure, orientation and disorientation, everyday life and digital worlds." (Realtime magazine, Australia)

"An extreme confessional which turns London's spectacular and squalid alleys into a theatrical backdrop for your own memories"
(Time Out magazine, UK)

Tour Requirements

Size of company

Depending on audience capacity, either 2 or 3 on the road. 1 Performer/Technical, 1 Production Manager (1 Artist).

Scale of venue

As an outdoor site specific work, Rider Spoke requires a weather protected front of house and bike staging area for the public. Secure storage is also needed to store and charge equipment overnight.

Session times

Rider Spoke is for the twilight and evening times, and during darker winter times from late afternoon.

The first performance should start no earlier than 2 hours prior to complete sunset. The duration of Rider Spoke is 75 minutes. Audience capacity can be varied from 12 per hour to 20 per hour. Additional capacity can be quoted on request.

Site Visit

To reduce costs we can undertake a virtual site visit with your assistance, at least 6 weeks prior to the start of the show.

Equipment

Blast Theory provide all costume and equipment for the front of house and running of the show including phones, SIMs and data, chargers, bike mounts, earpieces and laptops. We have a front of house counter and free standing illuminated sign available on request. We can supply a limited number of helmets and lights to be loaned to audiences if required.

Suitable equipment for the bike staging area - such as bike racks - is agreed with the venue following a virtual site visit. In addition, we suggest that the host supplies a small number of bicycles for those members of the audience who do not have their own. Blast Theory can provide these at an additional hire and freight charge if needed.

Freight

To ship as standard: 1 equipment box.

To ship if requested: bicycles, 1 lightbox and 1 counter for front of house.

Working with local teams

Hosting the project requires a minimum of one volunteer to work alongside the Blast Theory team. Where bilingual skills and local knowledge are necessary for the presentation of the work, we would recommend working with local performers. We will discuss your requirements with you in detail to make sure the presentation works well for your local circumstances and audiences.

Language

This work is written and performed in English. Translations exist in Hungarian, Danish, Italian and German. Please discuss further bilingual and translation options with the company.

Taking part

Rider Spoke is suitable for people age 16 years and over – audience members should bring their own bikes to take part.

Artists' presentations and workshops

The artists are available to provide talks, presentations and workshops. Please discuss options with the company.

Production

Detailed technical specifications and insurance information are available on request.

Accessibility and Inclusion

Rider Spoke includes provision for wheelchair users and provides screen-reader and subtitle support for those with vision and hearing impairments

Previewing the work

A film of *Rider Spoke* can be viewed here:

<https://vimeo.com/2275985>

A full project description can be found here:

<https://www.blasttheory.co.uk/projects/rider-spoke/>

Contact

Dan Lamont, Company Manager

Tel: +44 (0)1273 413 455

Email: dan@blasttheory.co.uk

Blast Theory

Unit 5, 20 Wellington Road

Portslade

Brighton

BN41 1DN

Tel: +44 (0)1273 413 455

Skype: [blasttheory](#)

www.blasttheory.co.uk

Credits

Rider Spoke has been developed in collaboration with the Mixed Reality Lab at University of Nottingham, Sony Net Services and the Fraunhofer Institute as part of the European research project IPerG (Integrated Project on Pervasive Gaming). *Rider Spoke* is sponsored by Trek.