

Copy of Episode 3 - Milton

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00:00

Welcome to Curtain Call, a podcast from a school for the contemporary arts at Simon Fraser University. My name is Andrea and I'll be your host. In this podcast, I'll be talking to several alumni in regards to their experience at SFU. Some projects they've been working on and important conversations that we have been having amongst the arts lately. In today's episode, I will be talking to Milton Milton is a digital media artist, game designer and Performance Creator based in Vancouver, Canada, his research based practice in twines, publicly available data, interactive digital media and gainful performance to create speculative visions in Canada articulations of social capital. His work challenges standard performance traditions, including duration, linearity and repeatability. Milton holds a BFA in theater performance in psychology from Simon Fraser University, he has creative works for and performed in various international festivals and venues including the push international Performing Arts. He's currently co artistic director of Hong Kong exile and artistic associate with theater conspiracy, a key archivist with video cam, and one of the CO creators behind the cultural capital, the performing arts economy trading card game and a sessional, instructor for Simon Fraser University School for the Contemporary Arts. Welcome to this podcast. And thank you so much for agreeing to come on and have a little chat with me about what have you been up to you and your experience at SFU. If you want to say a few things about yourself.



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So my name is Milton pronouns he him. And I am an alumni of Simon Fraser, University of the theatre performance program. I graduated from the school in 2012. With a degree a dual degree in psychology and theatre performance,



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what made you choose as a few what was attractive about the SFU theater program that just made you decide to come here?



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heard, it's very on the mind, so I wouldn't be surprised as workshops and partnerships come in and just always asking, like how How are we doing this with in like good relations and, and also understanding the system. And maybe to take a step back into the the thing about games, I was just mentioning, the thing I really appreciate about learning about using games and teaching games as a kind of mode of performances, because it kind of really teaches us systems understanding. And as we talk about decolonizing, I wonder sometimes how much understanding we have of the kind of colonization project that has been going on and how it's leaked into different facets of how we not only exist within the world, but how we perceive the world? And, yeah, I hope that there are ways that we can understand things through of pen

going to try and replace the live version of something. But in our case, we're just trying to create one we

shouldn't have multiple things that you're learning. And if I had the chance to go back, I would have started doing more new media, and like especially projection and Interactive Digital Media Design earlier, because I think that it just teaches you a lot about your other practice. And they kind of bounce off each other and really productive ways. And then in that negative approach that we were talking about, I think it offers you a space to really reconsider, like, well, what is the space in between as we consider interdisciplinary practice. And so that could look like whatever it is, but I hope that and I often ask any students that I'm teaching, to bring in your own interests, and mine particularly were video games anatomy, and I brought a lot of those kind of compositional elements into my theatrical practice, and then it kind of transformed my theatrical practice entirely. So yeah, those are kind of two things at once, which is bring in what you're interested in. And don't worry about it being art art will find itself and then the other thing being multiclass and breaq ten olie tioransf r