	Question1:	Question 2:	Question 3:	Question 4:	Question 5:		Question 6:	Question 7:
Week	How might theatre-makers co-opt the virtual space of Zoom to create a synchronous immersive and participatory theatrical experience that allows the audience to remain at home?	How can the private interaction spaces on Zoom (such as chat and breakout rooms) be utilized to subvert and augment the viewing experience of a theatrical Zoom performance?	What possibilities for audience engagement or participation occur when participants (such as housemates or family) are able to share physical space while still engaging with the larger audience in virtual space?	How might an encounter at the intersection of virtual and physical space create a perspective shift or disorientation for an audience participant?	What possibilities for community building in an audience through a virtual immersive performance exist in a live, synchronous space (such as Zoom) versus an asynchronous form of performance (such as Marco Polo)?		Can immersively experiencing another person's (avatar's) perspective of their space impact an audience guide's understanding of the avatar's lived experience? Can it create empathy or compassion in the audience guide? If so, how can it impact the audience's guide's interactions with others and the world outside of the theatrical experience?	How might asynchronous virtual experience create continued engagement with a theatre for social justice event?
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