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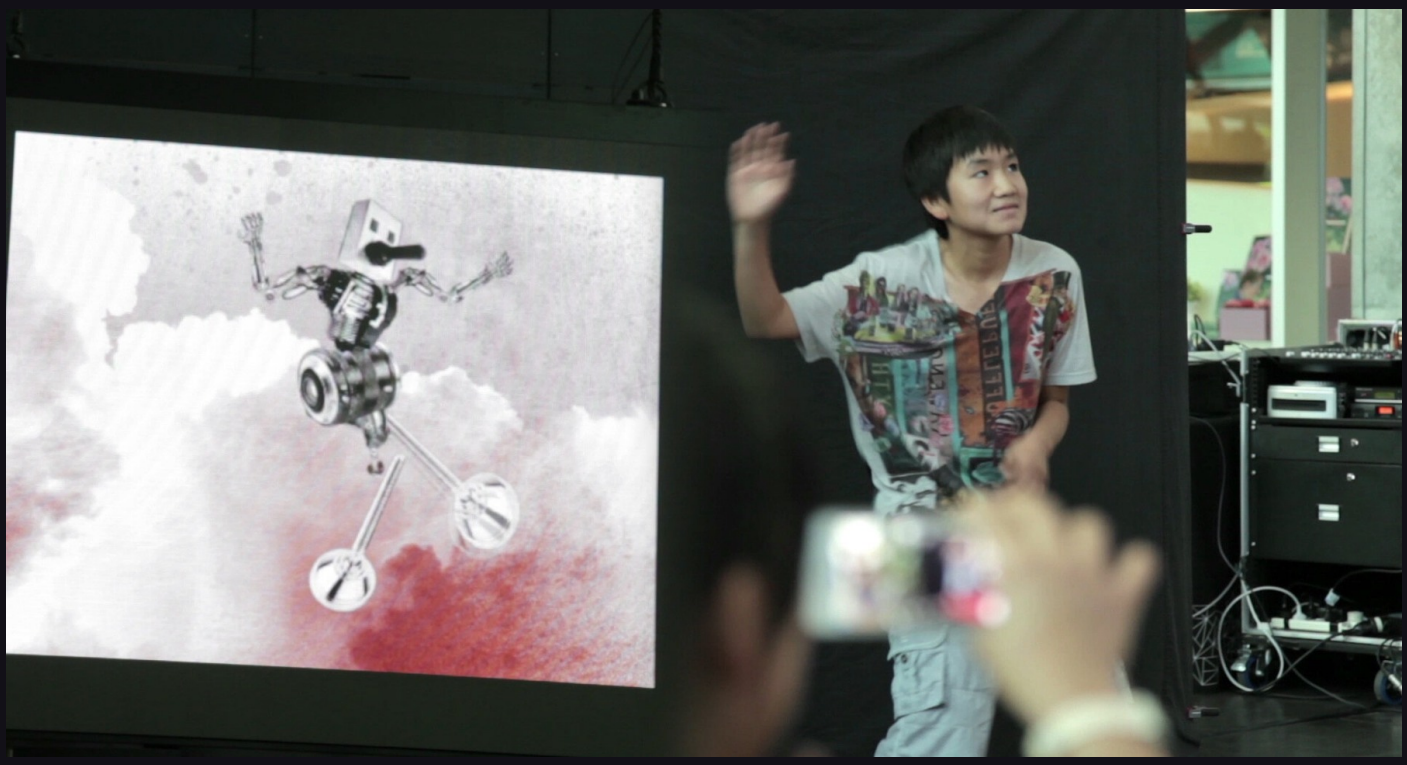
ELECTRIC PUPPET

Young people animate their own ideas



Electric Puppet imagery from Georgie Pinn's event portfolio. Presentation dates vary by edition.

An interactive character-making experience that moves from digital collage to live animation through the participant's own body.

THE PUBLIC OPPORTUNITY

Electric Puppet gives families a direct role as makers. Federation Square commissioned the original format, and QUT's 2017 Robotronica programme documents a drop-in presentation where visitors designed and animated digital robots.

THE EXPERIENCE

Participants assemble a character from a library of body-part images, then move to animate it through real-time tracking. Personalisation creates a recognisable connection between the person, the character and the public screen.

WHAT IS DOCUMENTED

QUT's Robotronica programme documents the interaction and drop-in format. Wonderment Walk also records a commissioned 2014 adaptation involving John Olsen's Frogs sculpture. Different versions are kept distinct rather than assigned a single launch year.

Source: QUT Robotronica 2017 programme; Wonderment Walk launch record; artist event portfolio.

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PUBLIC VALUE AND NEXT APPLICATION

Outcomes to pursue and measure in a future commission

OWNERSHIP THROUGH MAKING

Participants decide what their character looks like and how it moves. This offers an accessible starting point for creative expression and a practical way for youth programmes to include participant-authored imagery.

LEARNING THROUGH PHYSICAL PLAY

The visible link between movement and animation lets people explore digital systems through action. A future programme could assess creative confidence and understanding through short tasks and participant reflection.

NATURE INTERPRETATION WITH PRECEDENT

Wonderment Walk's Frogs adaptation brought an existing sculpture into an interactive digital experience. The organiser describes a connection with environmental awareness, providing a precedent for future local-species storytelling.

MAKE A CHARACTER AND BECOME IT

The interaction combines authorship and performance: create the image, then discover how your own movement changes it. A shared screen lets families and other visitors witness the result.

A PRACTICAL NEXT APPLICATION

A council library, museum or festival could pair character creation with a family-friendly early-evening showcase. A nature edition could focus on local wildlife, with ecological guidance and permissions for any existing artworks or cultural stories.

HOW TO EVALUATE A FUTURE COMMISSION

Participation	Record characters completed, repeat engagement and access needs across sessions.
Creative learning	Use a simple making task and participant reflection to assess expression and understanding.
Environmental curiosity	For a nature edition, test recall of one locally relevant species or conservation idea.

A USEFUL COMMISSIONING STEP

Choose the age group and balance between drop-in play and facilitated learning. Test tracking, seated interaction and screen visibility. Agree supervision, participant-image permissions and any third-party artwork rights.

Evidence: QUT Robotronica 2017 programme; Wonderment Walk launch record; artist event portfolio. Full source notes accompany this collection.