Five Elements of Living Treasure is an HCI Composition and Interactive Performance for Immersive Multimedia, presented with multiple large-format screens and surround sound. This research has two focus areas: apply immersive techniques to convey intimacy of performers' actions in large concert venues; apply emerging digital methods to convey a relationship between processes and materiality of music and ceramics.

The interactive content explores the extreme slow art, ceramic making, using a computational lens and performance action to unveil a deep narrative of craft labour and its epic process. An analogy emerges through the intense time-critical performance dynamics between in-situ labour on stage and its subject contents, inviting audiences to reflect through heightened sensorial engagement.

This work generated these R&D impacts: 1) benchmarking and reengineering experimental web technology from Google Chrome for a complex dynamic query; 2) benchmarking and engineering maximum retrieval schema for diverse media types - 2D images, video, sounds, and IoT messages. Including IoT messages as a type of media is one of the original and futuristic contributions of this work. 3) deploying an array of audio loudspeakers as IoT devices to pass performance signals to designated speakers for 3D sound imaging; 4) novel interface design and prototype built for real-time multimedia performance that is respectful for human cognitive capacity for a complex task; 5) integrating multimedia information systems with semantic computing strategy for thematically organizing and retrieving diverse media from a database, which is in effect a methodology with a futuristic vision for emerging narrative structure; most importantly 6) heightening digital tangibility through visual and sound processing for representing materiality of ceramic arts through computational and digital signal processing.