DEREE COLLEGE SYLLABUS FOR: DR 4455 DIGITAL PERFORMANCE	
(Fall 2021)	**UK LEVEL 6** **UK CREDITS 15** **US CREDITS: 3/0/3**
PREREQUISITES:	WP 1010 Introduction to Academic Writing WP 1111 Integrated Academic Writing and Ethics WP 1212 Academic Writing and Research CS 1070 Introduction to Information Systems **or** ITC 1070 Information Technology Fundamentals
CATALOG DESCRIPTION:	The practice of working with tools, techniques, and concepts behind the production of digital Performance. Application of digital media technologies including operating systems, hardware, software, and multimedia design. Iinvestigation of media interfaces and internet protocols between theatre, performance and digital arts.
RATIONALE:	Students investigate the dynamics and the process of creating a performance based on the complexity of human and digital technology relations. Students build knowledge and skills working with digital hardware and software. At the same time, they develop their creative sensibilities while designing works for performance. The course supports engagement with new modes of professional practice.
LEARNING OUTCOMES:	As a result of taking this course, the student should be able to: 1. Analyze the historical and theoretical frameworks of multimedia performance. 2. Develop knowledge about the theories, practices, and techniques of digital media design. 3. Discuss new media technologies and their impact on performance design. 4. Choose appropriate digital media hardware and software in relation to performance design. 5. Utilise key terminology and theory effectively.
METHOD OF TEACHING AND LEARNING:	In congruence with the teaching and learning strategy of the college, the following tools are used: ● Classes consist of lectures, group discussions, and practical workshops. ● Students will keep a journal of physical investigations. ● Screening of theatre and dance performances ● Visits, lectures, and artist-led workshops. ● Office hours: students are encouraged to make full use of the office hours of their instructor, where they can ask questions and go over lecture and reading material. ● Use of a Blackboard site, where instructors post lecture notes, assignment instructions, timely announcements, as well as additional resources.
ASSESSMENT:	Summative: First Assessment: Coursework portfolio — 40% Final Assessment: Final digital project — 60%

	Formative:

Formative:

Practical review sessions	0
Discussions	0
Presentation and analysis of projects	0

All formative assessments prepare students for assignments and projects.
First Assessment tests Learning Outcomes 1,2,5
Final Assessment tests Learning Outcomes 2,3,4

Students are required to resit failed assessments in this module.

INDICATIVE READING:

REQUIRED MATERIAL:

Masura Nadja. *Digital Theatre: The Making and Meaning of Live Mediated Performance*. (Palgrave Studies in Performance and Technology) Palgrave Macmillan, 2020.

Wynants Nele. *Media Archaeology and Intermedial Performance: Deep Time of the Theatre* (Avant-Gardes in Performance) Palgrave Macmillan; 2018.

RECOMMENDED READING:

Blake Bill. *Theatre and the Digital*. Red Globe Press, 2014.

Delbridge, M. *Motion Capture in Performance: An Introduction*. Palgrave Pivot, 2015.

Dixon, Steve. *Digital Performance: A History of New Media in Theatre, Dance, Performance Art, and Installation* (Leonardo Book Series). MIT Press, 2007.

Causey Matthew. *Theatre and Performance in Digital Culture: From Simulation to Embeddedness* (Routledge Advances in Theatre & Performance Studies). Routledge, 2007.

Chatzichristodoulou, Maria and Rachel Zerihan. *Intimacy Across Visceral and Digital Performance* (Palgrave Studies in Performance and Technology). Palgrave Macmillan, 2012.

Klich, Rosemary and Scheer, E. *Multimedia Performance*. Red Globe Press, 2011.

Maniello, Donato. *Augmented reality in public spaces, basic techniques for video mapping*. Le Penser Publisher, 2014.

Ohta, Yiuichi and Hideyuki Tamura. *Mixed Reality: Merging Real and Virtual Worlds*. Springer, 2014.

O'Dwyer, Neill. *Digital Scenography: 30 Years of Experimentation and Innovation in Performance and Interactive Media*. (Performance and Design). Methuen Drama, 2021.

Oliszewski, Alex and Fine,Daniel and Roth, Daniel.Digital Media, Projection Design, and Technology for Theatre. Routledge, 2018.

Weijdom, Jane. *Mixed Reality and the Theatre of the Future*. IETM Fresh Perspectives on Arts and New Technologies, 2016.

INDICATIVE MATERIAL: *(e.g. audiovisual, digital material, etc.)*	REQUIRED MATERIAL: RECOMMENDED MATERIAL:
COMMUNICATION REQUIREMENTS:	Use of proper English for written and oral assignments.
SOFTWARE REQUIREMENTS:	Adobe Suite
WWW RESOURCES:	http://www2.ku.edu/~ievr/machine/ http://archetypeinaction.com/index.php/en/focus-issues-62/62-human-rights/1403-miminorrevolutionizes-theatre http://4dart.com/en/ https://www.am-cb.net/en http://theatre.ku.edu/mark-reaney/ http://hamletvr.org/ http://thirdlifeserver.org/project.html https://www.blasttheory.co.uk/projects/karen/ http://pvicollective.com/ https://www.imdb.com/title/tt5503788/ http://www.processing.org/ http://www.fsf.org/
INDICATIVE CONTENT:	- Overview of digital media technologies - Application of digital media technologies including operating systems, hardware, software, and multimedia design - Media interfaces and internet protocols - Digital media production - Coding complexity in performance - Interactive performance - Web-based information in performance - Integrating elements into a project