

COURSE DESCRIPTION

1. GENERAL

SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	AVA542	SEMESTER	5 th
COURSE TITLE	Multimedia Performance		
INDEPENDENT TEACHING ACTIVITIES		WEEKLY TEACHING HOURS	ECTS
		3	5
COURSE CATEGORY			
COURSE TYPE	Elective		
PREREQUISITES	-		
LANGUAGE OF TEACHING and EXAMINATIONS	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	YES (In English)		
URL	https://avarts.ionio.gr/en/studies/undergraduate/courses-descriptions/ava542/		
ECLASS			

2. TEACHING RESULTS

Teaching Results
<ul style="list-style-type: none"> • Developing critical skills and research methods for analysing and producing multimedia performances • Understanding the importance of interdisciplinary research in the field of performance • Familiarity with contemporary methods of creating multimedia performances • Investigation of questions, meanings and methodologies that arise during the creation of a multimedia performance • Production of original artistic works that encourage the interaction of live performance with digital art • Independent practical and theoretical work
General Skills
<ul style="list-style-type: none"> • Decision making • Autonomous work • Team work • Work in interdisciplinary environment • Production of new research ideas • Project design and management • Respect for diversity • Gender sensitivity • Freedom of thought

3. CONTENT

The module examines the relationship between performance and audiovisual media through theoretical and practical approaches. The development of technology and digital media has significantly influenced the arts, contemporary theatre, performance, video art, installation art and film. The interaction of audiovisual media with performance as well as the use of the Internet brought about significant changes in the structure, aesthetics, dramaturgy and practices of performance: influencing the action, the narrative, the character/persona, the performance space, and the experience of the audience. The production of new forms of performance led to new ways of working in relation to the body, text, sound, image, narrative, space and redefined the relationship between performance and audience. The investigation focuses on the ways in which technology becomes an integral part of performance, the questions that arise from the interaction of multimedia applications and live performance, and the dramatic strategies that emerge through the creative process producing new narrative structures of space and time.

- 1st Week** - Introduction to the basic principles, methods, terminologies and objectives of the module
- 2st Week** - Modes of experience: intimacy, presence, interaction, immersive performances and audiovisual environments
- 3rd Week** - Dramatic strategies in the creation of multimedia performances, analysis of examples
- 4th Week** - Intermediality and live action. Approaches to incorporating audiovisual media into live performance
- 5th Week** - Analysis of ideas and examples in the use of technology in performance. Generating questions for further research through practice
- 6th Week** - Practical workshop on combining live action with technology. Research and embodied experience
- 7th Week** - Approaches to topics, developing research methodologies and exploring resources.
- 8th Week** - Developing strategies for documenting, researching and analysing proposed themes in multimedia performance
- 9th Week** - Presentations of work-in-progress. Analysis of objectives, documenting observations and challenges, feedback
- 10th Week** - Producing material through practice and research. Research questions. Supervision and development of practical work
- 11th Week** - Producing a written description, artistic statement and video documentation of the process as part of the final project
- 12th Week** - Discussion and review of the topics presented. Analysis and further guidance of tasks
- 13th Week** - Presentation of multimedia performances in progress. Questions, directions, feedback

4. TEACHING AND LEARNING METHODS - EVALUATION

TEACHING METHOD									
USE OF INFORMATION AND COMMUNICATION TECHNOLOGIES	Audiovisual technologies, video, sensors, Internet								
TEACHING STRUCTURE	<table> <tr> <th>Activity</th><th>Semester Workload</th></tr> <tr> <td>Lectures</td><td>26</td></tr> <tr> <td>Lab Lectures</td><td>13</td></tr> <tr> <td>Course Total (ECTS: 5)</td><td>39</td></tr> </table>	Activity	Semester Workload	Lectures	26	Lab Lectures	13	Course Total (ECTS: 5)	39
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Course Total (ECTS: 5)	39								
EVALUATION OF STUDENTS	<ul style="list-style-type: none"> • Presentations of actions and theoretical approaches in relation to multimedia performance during semester • Presentation of a multimedia performance under the guidance of the tutor • Written work including description, analysis and methodology of the practical work 								

5. BIBLIOGRAPHY

- Auslander, Philip. *Liveness: Performance in a Mediatized Culture*. London and New York: Routledge, 2008 (2nd Edition).
- Bay-Cheng, Sarah, Chiel Kattenbelt, Andy Lavender and Robin Nelson, eds. *Mapping Intermediality in Performance*. Amsterdam: Amsterdam University Press, 2010.
- Blake, Bill. *Theatre & the Digital*. London and New York: Palgrave Macmillan, 2014.
- Causey, Matthew. *Theatre and Performance in Digital Culture: From Simulation to Embeddedness*. New York: Routledge, 2006.
- Kaye, Nick. *Multi-Media: Video – Installation – Performance*. Abingdon, Oxon and New York: Routledge, 2007.
- Klich Rosemary and Edward Scheer. *Multimedia Performance*. London and New York: Palgrave Macmillan, 2012.

Online sources

- Blast Theory <http://www.blasttheory.co.uk/>
- Complicite, <http://www.complicite.org/>
- Laurie Anderson <http://www.laurieanderson.com/>
- Robert Lepage/Ex Machina <http://lacaserne.net/index2.php/robertlepage/>
- The Wooster Group <http://thewoostergroup.org/blog/>