COURSE DESCRIPTION

1. GENERAL

SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	AVA542	**SEMESTER**	5th
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

- 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

- 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	Activity Semester Workload Lectures 26 Lab Lectures 13 **Course Total** (ECTS: 5) **39**
EVALUATION OF STUDENTS	- 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/