

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: THEA 311		Number of Credits: 4 Course credit policy (105)																	
Course Full Title: Digital Performance																			
Course Short Title (if title exceeds 30 characters):																			
Faculty: Faculty of Humanities		Department (or program if no department): Theatre																	
Calendar Description: Digital Performance explores the relationships between the performative body, space, interactivity, and digital technologies in contemporary performance practice. Students will explore the notion of the virtual and mediated body as the foundation of digital performance practice.																			
Prerequisites (or NONE):		One of the following: THEA 211, THEA 215, (THEA 112 and THEA 250), or 15 university-level credits from a combination of FILM, MACS, MEDA, or VA courses.																	
Corequisites (if applicable, or NONE):																			
Pre/corequisites (if applicable, or NONE):																			
Equivalent Courses (cannot be taken for additional credit) Former course code/number: Cross-listed with: Equivalent course(s): <i>Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.</i>		Transfer Credit Transfer credit already exists: <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No Transfer credit requested (OREg to submit to BCCAT): <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: <input type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see bctransferguide.ca .																	
Total Hours: 80 Typical structure of instructional hours: <table border="1"> <tr> <td>Lecture hours</td> <td>15</td> </tr> <tr> <td>Seminars/tutorials/workshops</td> <td>30</td> </tr> <tr> <td>Laboratory hours</td> <td></td> </tr> <tr> <td>Field experience hours</td> <td></td> </tr> <tr> <td>Experiential (practicum, internship, etc.)</td> <td></td> </tr> <tr> <td>Online learning activities</td> <td></td> </tr> <tr> <td>Other contact hours: Studio</td> <td>35</td> </tr> <tr> <td>Total</td> <td>80</td> </tr> </table>		Lecture hours	15	Seminars/tutorials/workshops	30	Laboratory hours		Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours: Studio	35	Total	80	Special Topics Will the course be offered with different topics? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If yes, different lettered courses may be taken for credit: <input type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit <i>Note: The specific topic will be recorded when offered.</i>	
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Total	80																		
		Maximum enrolment (for information only): 24 Expected frequency of course offerings (every semester, annually, every other year, etc.): every other year																	
Department / Program Head or Director: Heather Davis-Fisch		Date approved: November 2016																	
Faculty Council approval		Date approved: December 2016																	
Campus-Wide Consultation (CWC)		Date of posting: February 17, 2017																	
Dean/Associate VP: Jacqueline Nolte		Date approved: December 2016																	
Undergraduate Education Committee (UEC) approval		Date of meeting: March 24, 2017																	

Learning Outcomes

Upon successful completion of this course, students will be able to:

- Explain the similarities and differences between live and digitally mediated acting
- Adapt stage acting concepts and techniques for digital performance
- Adjust acting performances for different digital and mediated contexts
- Apply technical terminologies that emerge from digital performance practice and theory
- Categorize different examples of mediated digital performance practice
- Analyze how interactivity and digital technologies operate in live performance
- Describe how a range of digitally mediated performance practices are organized and executed
- Explain some fundamental ways that digital performance can impact understandings of liveness and conventional performance
- Collaborate with an ensemble to devise a digital performance project

Prior Learning Assessment and Recognition (PLAR)

☒ Yes ☐ No, PLAR cannot be awarded for this course because

Typical Instructional Methods (guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion)

Lectures; seminars; video and film analysis; studio explorations/exercises; on-camera assignments.

Grading system: Letter Grades: ☒ Credit/No Credit: ☐ Labs to be scheduled independent of lecture hours: Yes ☐ No ☒

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials (if more space is required, download Supplemental Texts and Resource Materials form)

Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1. Stem, NS	Interactive Art and Embodiment: The Implicit Body as Performance	<input checked="" type="checkbox"/>	Gylphi Ltd.	2011
2. Dixon, SD	Digital Performance	<input checked="" type="checkbox"/>	MIT Press	2015
3. Salter, CS	Entangled: Technology and the Transformation of Performance	<input checked="" type="checkbox"/>	MIT Press	2010
4. Broadhurst, SB	Performance and Technology: Practices of Virtual Embodiment and Interactivity	<input checked="" type="checkbox"/>	Palgrave	2006
5. Sheer, ES	Multimedia Performance	<input checked="" type="checkbox"/>	Palgrave	2011

Required Additional Supplies and Materials (software, hardware, tools, specialized clothing, etc.)

A Class 10 SD Memory Card (minimum 8 GB), or similar video recording medium
Recommended: video editing software and a computer capable of running such software

Typical Evaluation Methods and Weighting

Final Exam:	%	Assignments:	40%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	%	Lab work:	%	Field experience:	%	Shop work:	%
Participation:	10%	Class demonstrations, performances, and presentations:	50%	Other:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Week 1: Introduction to digital performance
Week 2: Digital performance and interactive media: an ontology
Week 3: Virtual bodies, virtual identities
Week 4: Embodiment and meaning making in a digital context
Week 5: Post-human bodies
Week 6: Liveness in the age of virtual performance
Week 7: Group presentations
Week 8: Project 1 Demo and presentation
Week 9: Presence, Telepresence, Teleaction, Telereality
Week 10: Digital scenography
Week 11: Interface and interactivity
Week 12: Project 2 Demo and presentation
Week 13: Conclusions and final thoughts