

LM03 : Introduction to Digital Scenography

September 25-28 / October 2-6 2017

COURSE INFORMATION

Instructor:

Andrew Sempere

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Website:

<http://lm03-17.digitalscenography.org>

Texts:

Murray, Janet H. *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. Second Edition edition. New York: Free Press, 2017.

Saint-Exupéry, Antoine de. *The Little Prince*. Wordsworth Editions, 1995.

Week1: THEORY

Mon – September 25: Introduction

02:00 – 03:00 Welcome / Review Syllabus

03:00 – 04:00 Who are we? Why are we here?

04:00 – 04:15 Break

04:14 – 05:00 Mini-Lecture: Introducing Technology to the Stage
Discussion

05:00 – 06:00 Mini-Lecture: Work done at Manufacture
Discussion

For tomorrow:

1. Please formulate a question based on the CH3 reading and email it to me
2. Please bring headphones! Let me know if you don't have any.

Tue – September 26: Computational Thinking

Reading: Chapter 3 of *Hamlet on the Holodeck*

2-2:10 Welcome back!

2-3:30 Design Exercise: Part I

3:30-4 :45 Mini-Lecture: What is Computational Thinking
Ch3: Hamlet on the Holodeck discussion

4:45-5:00 Break

5 - 5:40 *Disembodied Voice (20 min)*
Discussion

For tomorrow:

1. Please formulate a question based on the CH4 reading and email it to me
2. Please bring headphones! Let me know if you don't have any.

Wed – September 27: Immersion

Reading: Chapter 4 of *Hamlet on the Holodeck*

02:00 – 02:10 Design Exercise: Part I (regroup)

02:10 – 02:40 Design Exercise: Group Crit / Discussion

02:40 – 03:45 Design Exercise: Part II

03:45 – 04:00 Break

04:00 - 5:00 Ch4: Hamlet on the Holodeck
Discussion

5:00 - 5:40 *The Encounter (first 40 min)*

05:40 - 6:00 Discussion

For tomorrow:

1. Please formulate a question based on the CH5 reading and email it to me
2. Tomorrow you will present your design exercise solution to the class

Thurs – September 28: Agency

Reading: Chapter 5 of *Hamlet on the Holodeck*

02:00 - 02:10 Design Exercise: Part II (regroup)

02:10 - 02:40 Design Exercise: Group Crit / Discussion

02:40 – 04:00 Mini-Lecture: Game Theatre / LARP
Ch5: Hamlet on the Holodeck Discussion

04:00 – 04:15 Break

04:15 – 05:45 *MDLSX (first 40 min)*

05:45 – 06:00 Discussion

See you Monday!

- Bring your computer if you have one

Week 2: PRAXIS

By the end of the week you and your group will have designed and built an interactive theatre piece/experience using new technology. You will have a 1 hour slot to present your project and your process. You do NOT need to prepare a 1 hour piece! Instead, aim for 15-30 minutes max. Leave about 10 minutes for presentation of your process, and 10 minutes for Q+A and a bit of time for critique/feedback.

Mon – October 2: Software and Protocols

10:00 – 12:30 Intro to the Workshop
12:30 – 01:00 Reading / Workshop
01:00 – 02:00 LUNCH
02:00 – 03:00 Tutorial: Software + Protocols
03:00 – 05:30 Workshop
05:30 – 06:00 Group check-in

- Read the text together and brainstorm possibilities.
- Choose one person responsible for documentation of the project
- Choose a name for your group

By the end of the day:

- Know who in your group be documenting your process
- Tell me the name of your group
- Make sure you can access the process blog

By tomorrow morning:

You will tell the whole group:

- Which part of the text you would like to work on and why?
- Post to website: the answer, your group name and participants

Tue – October 3: Informational Light + Projection Mapping

10:00 – 10:30 Group check-in
10:30 – 11:30 Tutorial: Informational Light + Projection Mapping
12:00 – 01:00 Workshop
01:00 – 02:00 LUNCH
02:00 – 06:00 Workshop
05:30 – 06:00 Group check-in

Determine what role technology could play with the text you have chosen. Is the technology a character? Setting the scene? Does it have a voice? Is it atmospheric?

By the end of the day:

- Develop three possible approaches to the text.
- Sketch each approach

By tomorrow morning:

- You will tell the whole group about your ideas
- Post the sketches and a description of each to the website.
- Specifically identify what technology you'd like to use and the role it will play

Wed – October 4: Controllers + Cameras

- 10:00 – 10:30 Group check-in
- 10:30 – 11:30 Tutorial: Controllers + Cameras
- 11:30 – 01:00 *Workshop*
- 01:00 – 02:00 LUNCH
- 02:00 – 06:00 *Workshop*
- 05:30 – 06:00 Group check-in

Select one of your ideas and truly work out the details.

By the end of the day:

- Select one of your possible ideas and develop it fully.
- What are the major *technical* issue(s)? How will you solve them? Identify at least one.
- What are the major artistic/conceptual/theatrical issues? How will you solve them? Identify at least one

By tomorrow morning:

- Post describing your concept to the website (sketches/visual description encouraged).
- A few sentences describing the issues you've identified and how you might solve them.

Thurs – October 5: What do you need to know?

- 10:00 – 12:00 Group check-in
- 12:00 – 01:00 *Workshop*
- 01:00 – 02:00 LUNCH
- 02:00 – 06:00 *Workshop*
- 05:30 – 06:00 Group check-in

By the end of the day:

- Present your idea to the group

Friday – October 6: Final Crit

- 10:00 – 01:00 *Workshop*
- 01:00 – 02:00 LUNCH
- 02:00 – 03:00 *Workshop*
- 03:00 – 06:00 PERFORMANCE/ FINAL CRIT

Showtime! Be prepared to present:

- Your process
- Your project