COURSE INFORMATION
Instructor:
Andrew Sempere
andrew@digitalscenography.org

Website:
http://lm03-17.digitalscenography.org

Texts:

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.
<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>02:00 – 02:10</td>
<td>Design Exercise: Part I (regroup)</td>
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<tr>
<td>02:10 – 02:40</td>
<td>Design Exercise: Group Crit / Discussion</td>
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<td>02:40 – 03:45</td>
<td>Design Exercise: Part II</td>
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<td>03:45 – 04:00</td>
<td>Break</td>
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<td>04:00 - 5:00</td>
<td>Ch4: Hamlet on the Holodeck Discussion</td>
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<td>5:00 - 5:40</td>
<td><em>The Encounter</em> <em>(first 40 min)</em></td>
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<td>05:40 - 6:00</td>
<td>Discussion</td>
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**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**

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<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>02:00 - 02:10</td>
<td>Design Exercise: Part II (regroup)</td>
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<tr>
<td>02:10 - 02:40</td>
<td>Design Exercise: Group Crit / Discussion</td>
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<tr>
<td>02:40 – 04:00</td>
<td>Mini-Lecture: Game Theatre / LARP</td>
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<td>Ch5: Hamlet on the Holodeck Discussion</td>
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<td>04:00 – 04:15</td>
<td>Break</td>
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<td>04:15 – 05:45</td>
<td>MDLSX <em>(first 40 min)</em></td>
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<tr>
<td>05:45 – 06:00</td>
<td>Discussion</td>
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*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

**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 identity what technology you’d like to use and the role it will play

**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
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