

COURSE CONTENT

Course Code	DM2009
Course Title	Performance and Interaction
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This foundation level course will introduce you to the history, genres, aesthetics, practice and relevance of live and performance art along with interaction strategies that facilitate engagement with audiences or augment the performer's capabilities.

This course discusses how art can influence society, the art world and politics through enactments and cross-media interventions in public spaces. The class will develop critical and artistic skills to frame live and performance art as a reference for their own practice.

You will gain exposure to technical skills including interactive media technologies, spatial and site-specific awareness and engineering interactivity through the lens of live and performance art methods.

You will then apply your knowledge in the creation, development, presentation and documentation of an original interactive or participative performance work. For this project your efficient use of technical resources will lead to a deeper understanding of media authoring approaches found in electronic and interactive technologies.

This learning forms a foundation for further studies in interactive media, interaction design, exhibit design and product design.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe different methods and techniques of live and performance art.
2. Develop performative and interactive strategies to communicate with public.
3. Apply the concept of performative and interactive practice in an original work.
4. Present, evaluate and reflect on the effectiveness of a performance piece in regards to interaction.
5. Constructively discuss and critique performance concepts, formats, techniques and media employed by peers.

Course Content

You will receive an overview of the key concepts of performative and interactive media. You will explore principles of different types of performances, their engagement with audiences as well as forms of documentation.

You will have a practice-based experience of live and performance art and become aware of the strengths and limits of the medium. You will have a familiarity with the many and different ways that an artist can interact in an innovative manner with an audience.

The course will explore various notions of site of the performative action, from yourselves as a site, to the classroom, to the stage, to communities, to the urban environment and on a planetary scale.

You will work individually and in groups combining studio practice, research and analysis to develop skills and knowledge that relate to creating situated interactions using analogue and digital media.

Strategies of Live and Performance Arts and Interactive strategies.

You will receive a basic historical introduction to the main concepts, processes and techniques found in live art, performance art and performance theory. The class will specifically survey modern processes and methodologies found in Live and Performance Art that can be applied within contemporary electronic media art and interaction design.

This introduction will guide you to implement efficient and singular interactive strategies for performers and audiences.

In this context, the class will explore the contemporary notion of the experience economy and its manifestation in the creative industries. We will devote class assignments that build skills needed to design transformative experiences equally for the museum, the public sphere or the stage.

Physical Computing, Interaction Design/ Interactive Media

You will receive a basic introduction on how to design a digital object that reacts to analogue and real world settings and humans physicality. The class will introduce and survey physical computing and software systems aimed at generating or controlling media in real-time via live performers or audiences. You will be introduced to concepts of interaction design, mobile media, and designing for environments/ locations. The class will focus on audio, video and lights as primary media to be transformed by control apparatuses.

Class assignments

You will develop creative concepts for performances that demonstrate your awareness of context and location, your ability to engage an audience and explore new techniques for interactivity.

Classes will include mini-lectures, demonstrations, and activities that may be included in the assessment.