



THEATRE AND MULTIMEDIA

L-ART/05 - 6 CFU - 1° Semester

Teaching Staff

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LEARNING OBJECTIVES

The course aims to supply the student with interpretative skills towards a technological show, understanding the true potential of the medium and the dramaturgical purposes of his choice.

COURSE STRUCTURE

- lectures,
 - lectures with experts,
 - theatrical shows and critic discussions,
 - Mid-Term tests.
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DETAILED COURSE CONTENT

The course aims to tackle performative projects that develop digital dramaturgy using light as a basic material for digital media. These are shows that process overlaps between virtual and real, in line with the limit breaker between genres and expressive languages, even in total absence of bodies and words.

In particular, the course will start from the video-clip, video-art and video-teatro and - through reading the case studies - it will examine the most recent installations of *Video Projection Mapping* and *Interactive stage*. These works will analyze the existing relationships between video and scenic location, identifying the differences between real space and virtual space, between augmented reality and interactive spectacularity. In particular, this latest technology allows, through an exclusively iconic and sonorous language, to dynamically and virtually modify the surface of urban architecture and spaces, enhancing its figurative potential, appropriating history, recording deep traces in collective memory through a process of reading and acceptance of places, in full agreement with the established theories of the theater of the Twentieth Century.

TEXTBOOK INFORMATION

A. Video-teatro, new media, performing media (3 ECTS)

Texts:

- A. Pizzo, *Neodrammatico digitale. Scena multimediale e racconto interattivo*, Torino, Accademia University Press, 2013, pp. 2-42.
- V. Fiore, L. Ruzza, *Luce artificiale e paesaggio urbano. Raccontare il territorio con nuove tecnologie*, Siracusa, LetteraVentidue, 2012, pp. 153.
- J. Malvezzi, *Remedi-Action. Dieci anni di videoteatro italiano*, Milano, Postmediabooks, 2015, pp. 7-97.
- A.M. Monteverdi, *Leggere uno spettacolo multimediale*, Roma, Dino Audino, 2020, pp. 156.

B. Theatre and Light Technologies (1 ECTS)

Text:

- F. Crisafulli, *Luce attiva. Questioni della luce nel teatro contemporaneo*, Titivillus, 2007, pp. 7-88, 129-171.

C. New view technologies: case studies (2 ECTS)

Texts (one to choose from):

- A. M. Monteverdi, *Il teatro di Robert Lepage*, Biblioteca Franco, Pisa, Serantini, 2005, pp. 11-24, 73-141.
- A. Balzola, *La scena tecnologica. Dal video in scena al teatro interattivo*, Roma, Dino Audino, 2011, pp. 41-49, 51-59, 65-69, 71-79, 81-89, 99-107.
- N. Pittaluga, V. Valentini, *Studio Azzurro, Teatro*, Milano, Contrasto, 2012, pp. 6-67.

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All the books listed in the programs can be consulted in the Library.

The parts of text and articles will be provided collected in dispensation by the teacher.
