

UNIVERSITY OF CALGARY
FACULTY OF ARTS
SCHOOL OF CREATIVE AND PERFORMING ARTS
DRAM 483, Advanced Topics in Theatre Study
Topic 9- Participatory Theatre: TCN Seminar S02

Reading List

Antagonism and Relational Aesthetics

By Clare Bishop

City University of New York City (CUNY), 2004

https://academicworks.cuny.edu/cgi/viewcontent.cgi?article=1095&context=gc_pubs

The Emancipated Spectator

By Jacques Rancière

Originally presented, in English, at the opening of the Fifth International Summer Academy of Arts in Frankfurt on August 20, 2004

PDF

Technology, Wellbeing and Freedom

By Steven Dorrestijn 1 and Peter-Paul Verbeek

International Journal of Design Vol. 7 No. 3 2013

<http://www.ijdesign.org/index.php/IJDesign/article/viewFile/1512/584>

Telling Stories and Creating Participatory Audience: Deep Listening in a Feminist Popular Theatre Project

By Shauna Butterwick and Jan Selman

Kansas State University Libraries, New Prairie Press, 2000

<http://newprairiepress.org/cgi/viewcontent.cgi?article=2152&context=aerc>

Part 2: An Aesthetic of Civic Engagement from *Social Acupuncture*

By Darren O'Donnell, Coach House Books, 2006

Pages 26-45

<http://www.mammalian.ca/Writing/SocialA.pdf>

Speculations From Tomorrow: Characters and Empathy in Design Fiction

By Mark Dudlik

Design Research School of Visual Arts, New York, USA, posted May 2016

<http://designresearch.sva.edu/research/speculations-from-tomorrow/>

What Makes Games So Engaging?

By Amy Jo Kim

Medium, posted November 11, 2017

<https://medium.com/@amyjokim/what-makes-games-so-engaging-2a06ca3eadf1>

The Immersed Audience: How Theatre is Taking its cue from video games

By Thomas McMullen

The Guardian Newspaper, posted May 20, 2014

<https://www.theguardian.com/technology/2014/may/20/how-theatre-is-taking-its-cue-from-video-games#maincontent>

Class Schedule

Monday August 27

Assignments due: #2–Reading Responses

Introductions

Create Class Agreement outlining shared expectations for the work environment

Review course assignments

Introduction to the steps we will take

Introduction to Utopian Design

Begin “laying out the buffet” – what are the problems that we want to explore as a group? Our objective is to generate a quantity of ideas without censor or editing

Tuesday August 28

Assignments due: none

Introduction to Games and Participatory theatre

Review the problems we want to explore as a group. Choose a few.

Begin generating frameworks or game-structures that activate the problems.

Wednesday August 29

Assignments due: none

Group check in – how are things going, agree on any adjustments to the Class Agreement

Review the problems we’ve chosen to explore as a group.

Review frameworks/game-structures that activate those problems

Devise “bits” (scenes, activities, interactions, etc) within the frameworks

Create a rough draft

Identify materials required (costume, props, set configuration, sound, lighting)

****Individual check-ins with Instructors will happen on this day****

Thursday August 30

Assignment due: none

Preparation for Presentation

Gather production materials

Refine “bits” and create the “show flow” (the chronology of events and the logic that triggers each new event)

Set up the room

Rehearsal

Friday August 31

Assignment due: #3–Group Presentation 12PM-1PM and #4–Daily Record 4PM

Morning will be spent reviewing the show flow

Group Presentation

Debrief

Preparation for Assignment #5–Project Description