Choreographic Clues - play, game and score based choreography- Charlotta Ruth, Margarete Jahrmann

Choreographic Clues - play, game and score based choreography

Angebot für

Bisheriges Studienmodell > Tanz > Master Dance > Master allgemein > 1. Semester
Bisheriges Studienmodell > Tanz > Master Dance > Master allgemein > 3. Semester
Bisheriges Studienmodell > Tanz > Master Dance > Choreography > 1. Semester
Bisheriges Studienmodell > Tanz > Master Dance > Choreography > 3. Semester
Bisheriges Studienmodell > Tanz > Master Dance > Teaching and Coaching Dance > 1. Semester
Bisheriges Studienmodell > Tanz > Master Dance > Teaching and Coaching Dance > 3. Semester

Nummer und Typ	MDA-MDA-1100.19H.008 / Moduldurchführung
Modul	Praxismodul - 1 Credits
Veranstalter	Departement Darstellende Künste und Film
Leitung	Charlotta Ruth, Margarete Jahrmann
Zeit	Di 12. November 2019 bis Do 14. November 2019 / 14 - 19 Uhr
Anzahl Teilnehmende	2 - 16
ECTS	1 Credit
Lehrform	Practical module (artistic working methods, elective practice)
Zielgruppen	Master Dance
Inhalte	This course looks at choreography and improvisation through play and game mechanics. The course provides frameworks for constructing score based games and in a second step do and undo rules to playfully redesign systems. We will pay attention to things like flow, contingency, participation, agency and game-time. The participants will engage own interests with the aim to initiate game constructions that can continue to develop after the course. The course provides knowledge in mechanics of creating participatory invitations in various settings and also gives a first insight into aesthetics of systems. The course is facilitated by Charlotta Ruth and guested by Margarete Jahrmann, who will introduce Ludic practices, drawing from her experience as SITUATED GAME designer and artist specifically focusing on games in physical space. Charlotta Ruth plays with time and perception inside choreography, participatory art and arts-based research. Ruth is approaching her work with a media independent but site and context-specific approach ranging between stage, gallery, public space, institutional in-between spaces and online. Her work has been presented at, for example, Tanzquartier & Brut Vienna, MDT, Dansens Hus Stockholm as well as international research conferences SAR 2019, Alliances & Commonalities Stockholm University of the Arts. Ruth was educated at the Royal Swedish Ballet school and holds an MFA in choreography from DOCH/Uniarts Stockholm. She also studied computational thinking & basic programming, media activism, e-poetry and the writing of Live Action Role Play. Ruth is a PhD student in Artistic Research at the University of Applied Arts, Vienna charlottaruth.com Margarete Jahrmann, Ph.D., developed a focus on Game Art and Neuro-Epistemology experiments with a specific Ludic method. She founded the Pervasive and Urban Game design and research association Ludic Society and edited since then a peer reviewed ludic arts research journal, the Ludic Society

	Magazine. In her collaborative arts-projects she worked with neuroscientists, philosophers and early adopters of technologies, from Augmented Reality to AI and science theory. She exhibited her work internationally and presented her work at artistic research and arts events see (Leonardo Laser talk Zurich 2016, Amaze 2019/2018, AIL Arts Innovation Lab 2018, California NanoSystems Institute (CNSI), AI & Arts summit NYC 2019) and researcher, in 2019 as invited research fellow at the CAS Center of Advanced studies LMU Munich and Art|Sci Center Los Angeles.
Leistungsnachweis / Testatanforderung	Attendance, active participation.
Termine	12.11. + 14.11.
Dauer	14.00-19:00
Bewertungsform	bestanden / nicht bestanden
Sprache	Englisch
Bemerkung	Registration for MA Dance students via Clickenroll