HKB / New Technologies for Stage Production

Campus Wahlmodul / Master Class / Kursangebot der Partnerschule (HKB)

Angebot für

Bisheriges Studienmodell > Theater > Master Theater > Bühnenbild > Wahlpflicht
Bisheriges Studienmodell > Theater > Master Theater > Dramaturgie > Wahlpflicht
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Bisheriges Studienmodell > Theater > Master Theater > Schauspiel > Wahlpflicht
Bisheriges Studienmodell > Theater > Master Theater > Theaterpädagogik > Wahlpflicht
Bisheriges Studienmodell > Theater > Master Theater > Partnerschulen > HKB, Hochschule der Künste Bern

Nummer und Typ	MTH-MTH-WPM-02.20H.006 / Moduldurchführung
Modul	Master-Campus-Theater-CH 02 ECTS
Veranstalter	Departement Darstellende Künste und Film
Leitung	Andrew Sempere
Ort	HKB, Zikadenweg 35, Bern
Anzahl Teilnehmende	5 - 12
ECTS	2 Credits
Zielgruppen	Alle – (Studierende, die sich bereits im FS20 für diesen Kurs angemeldet hatten, haben Vorrang)
Inhalte	New Technologies for Stage Production is a four-day, practice-based course where we will discuss the theory and application of new technologies in the context of narrative. What does it mean to mediate a performance? How does an audience accustomed to performing on social media encounter a stage play? Drawing on theory and examples of work done both in and outside of Switzerland, the students will discuss the impact that contemporary technologies have had on the way that theatre is both produced and consumed, as well as receive an introduction to various technologies including projection mapping and stage control software such as Millumin and Qlab. Finally, the students will work in groups to produce a scenography using the skills we cover during the course.
Termine	01.-04.09.2020
Dauer	10:30-18:30 Uhr
Bewertungsform	bestanden / nicht bestanden
Sprache	Englisch
Bemerkung	Dieser Kurs hätte im FS20 stattfinden sollen und musste aufgrund der Corona-Pandemie verschoben werden. Die Studierenden, die sich im FS20 dafür angemeldet hatten, haben Vorrang. Andrew Sempere is a designer and artist who works primarily with technology, location and narrative. Andrew graduated with a BFA from the School of the Art Institute of Chicago in 2001, a Masters in Media Arts and Science from the MIT Media Lab with a focus on epistemology and learning in 2003 and a PhD in Architecture from the EPFL in Switzerland, with a focus on computational shifts in theatrical space. Andrew has worked professionally at large and small tech companies, including IBM research from 2007-2012. He is currently head of engineering for the Toasterlab Mixed Reality Performance Atelier and Director of Special Projects for The Place Lab Ltd. where he produces location-based digital

stories and research tools.
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