

Theorie: Immersive Arts (gLV)

Lecture series on immersion and embodiment in Fine Arts, Design, Film, Performing Arts and Music

Angebot für

Bisheriges Studienmodell > Hochschulweites Lehrangebot > Geöffnete Lehrveranstaltungen
Bisheriges Studienmodell > Film > Bachelor Film > Projektstudium > Alle Semester
Bisheriges Studienmodell > Film > Bachelor Film - Production Design > Projektstudium > Alle Semester

Nummer und Typ	BFI-FIPD-THp-01.21H.007 / Moduldurchführung
Modul	Theorie BFI, 1 Credit
Veranstalter	Departement Darstellende Künste und Film
Leitung	Christian Iseli, Anna Lisa Martin-Niedecken, Olav Lervik, Marie-France Rafael, Melody Chua
Zeit	5 dates, Tuesday 17.15 – 18.30h (12.10./19.10./26.10./23.11./7.12.2021)
Anzahl Teilnehmende	5 - 100
ECTS	1 Credit
Voraussetzungen	none
Lehrform	Vorlesung
Zielgruppen	open for all ZHdK-students
Lernziele / Kompetenzen	Basic understanding of concepts of immersion and embodiment
Inhalte	Concepts of immersion as well as embodiment are explored from the different perspectives of fine arts, design, film, performing arts and music, with concrete examples of artistic practices and research projects. - 12.10. Christian Iseli, professor for Immersive Arts, and head of the Immersive Arts Space (DDK): Double Trouble – Digital Avatars on Stage - 19.10. Anna Lisa Martin-Niedecken, head of the Institute for Design Research as well as senior researcher at the Subject Area Game Design (DDE): Exploring Body-Centered Design Approaches in Mixed Reality Sports - 26.10. Olav Lervik, research associate at the Institute for Computer Music and Sound Technology (DMU): Games in Concert - Lessons from Music in VR - 23.11. Marie-France Rafael, professor tenure track at the Institute for Contemporary Art Research, Department of Fine Arts (DFA): Post-digital Relationality: Embodied Experiences - 07.12. Melody Chua, interdisciplinary artist working with interactive technologies in improvisational settings, Master of Arts in Transdisciplinary Studies (DKV): Black Box Fading: (Dis)embodiment With an Immersive Improvisation Machine Abstracts of the lectures and additional info are available on www.immersive-arts.ch/lecture-series-aut21
Bibliographie / Literatur	www.immersive-arts.ch

Leistungsnachweis / Testatanforderung	Attendance and active participation
Termine	12.10./19.10./26.10./23.11./7.12.2021
Dauer	5 dates, Tuesday 17.15 – 18.30h
Bewertungsform	bestanden / nicht bestanden
Bemerkung	The lectures on Immersive Arts are loosely connected to the practical workshop Doubles, Twins and Avatars, starting on September 28th, at 18:45 in the Immersive Arts Space. Please contact your own course secretariat first to make sure that you may attend a gLV. Registration by email to andrea.schweizer@zhdk.ch with surname, first name, course of study.