Playing Charades - ENTDECKEN/ERWEITERN_(SC)

Blockstruktur: 3

Angebot für

Bisheriges Studienmodell > Theater > Bachelor Theater > Schauspiel > Level 2 (2./3./4. Semester) > Level 2
Bisheriges Studienmodell > Theater > Bachelor Theater > Schauspiel > Level 3 (5./6. Semester) > Level 3

Nummer und Typ	BTH-BTH-L-0021.22F.005 / Moduldurchführung
Modul	Modulvorlage VSC/VTP/VRE/VDR_2
Veranstalter	Departement Darstellende Künste und Film
Leitung	Amir Modaï (AM)
Anzahl Teilnehmende	4 - 6
ECTS	2 Credits
Lehrform	Workshop
Zielgruppen	L2 VSC L3.1 VSC
Lernziele / Kompetenzen	By learning to use the tools of the mime we develop our possibilities of physical expression and increase the range of our theatrical instruments. These tools include referring to the Scenic space, it’s influence on the player’s body and the players influence on the space. We will find ways to better define our scenic space and clearly demonstrate our "imaginary" objects and so dive deeper into the alternate universe created on stage. The acquired tools will, in the future (also in different theatrical styles and contexts) enable us to more easily share the story being told.
Inhalte	We will begin by exploring different motors of movement within our bodies and research how each motor affects our relationship to space and how we can create different atmospheres using these motors. Through a series of games we will discover how to create and clearly define invisible objects, their weight, form and texture, how we relate to these objects and how two or more players can relate to the same object, and the same space, without blurring their lines.
Leistungsnachweis / Testatanforderung	gem. Angaben der/des Modulverantwortlichen
Termine	Raum: 1 grosser Proberaum oder Tanzstudio
Dauer	Anzahl Wochen: 4 (FS: Wo:20-23) / Modus: 4x3h/Wo + 1x3h/Wo Selbststudium gem. Stundenplan_Mo/Di/Mi/Do/Fr, jeweils 10.30-13.30h Selbststudiumszeit pro Semester: ca. 12h
Bewertungsform	bestanden / nicht bestanden