HKB / Artistic Intelligence

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

Angebot für

Bisheriges Studienmodell > Theater > Master Theater > Bühnenbild > Wahlpflicht
Bisheriges Studienmodell > Theater > Master Theater > Dramaturgie > Wahlpflicht
Bisheriges Studienmodell > Theater > Master Theater > Regie > Wahlpflicht
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-04.22F.002 / Moduldurchführung
Modul	Master-Campus-Theater-CH 04 ECTS
Veranstalter	Departement Darstellende Künste und Film
Leitung	Stefan Kaegi (Rimini Protokoll)
Anzahl Teilnehmende	5 - 15
ECTS	4 Credits
Inhalte	Can theatre be an open world like certain VR-games? How do we script decision-trees? What can performances take away from digital challenge? Artificial intelligence often appears in science fiction as something alien – threatening our species. Though it is invented by humans. The use of illusion-technologies in theatre dates back to a time way before the invention of the first computers. Since it’s origins theatre has been trying to anticipate human emotions and prepare tools to manipulate them as algorithms do. What’s new in this relationship is the way in which A.I. tackles spectators in interactive scripts - supposedly wrapped around highly individualized target groups. This workshop tries to understand how low-tech algorithms are scripted and made productive in simple game-structures, audio tours and other forms of immersive performance. We will develop content, turn it into scrips and develop interactive performances, try them out, fix bugs and develop them further.
Termine	Di, 05.04. bis Fr, 08.04. und Mo, 11.04. bis Do, 14.04.2022 Präsentation: 14.04.2022, 20:00 Uhr
Dauer	Workshop: 10:30-17:30 Präsentation: bis spät in die Nacht
Bewertungsform	bestanden / nicht bestanden
Sprache	Englisch
Bemerkung	Stefan Kaegi produces documentary plays and works in public spaces in a variety of collaborative partnerships. With two Bulgarian drivers, Kaegi toured across Europe and Asia in a lorry that had been converted into a mobile audience room (“Cargo Sofia”). He adapted “Remote X”, an audiotour for 50 headphones, for dozens of cities from Taipei to Santiago de Chile and toured with the interactive installation “Nachlass”, which portrays people who don’t much time left to live, “Uncanny Valley”, a monologue for a humanoid robot, and “Temple du present. A solo for a live octopus on stage” Rimini Protokoll

Under the label “Rimini Protokoll”, Kaegi co-produces works with Helgard Haug and Daniel Wetzel. Using research, public auditions and conceptual processes, they give voice to ‘experts’ who are not trained actors but have something to say. Recent works include the multi-player video piece “Situation Rooms”, “100% São Paulo” with 100 local citizens on stage and “World Climate Conference” – a simulation of a UN conference for 650 spectators at the Schauspielhaus Hamburg. CCCBarcelona recently showed their eco-installation “Win < > win” and is currently producing their immersive installation “Urban Nature“, while “Utopolis“ for 48 portable loudspeakers opened at the Manchester Festival.