

Course/Subject/Unit Description

| 1. General Information | | | |
|---|---|---------------------------|------------|
| School | | School of Design Sciences | |
| Department | | INTERIOR ARCHITECTURE | |
| STUDY LEVEL | | Undergraduate | |
| CODE OF SUBJECT | EA711 | SEMESTER | 7th |
| SUBJECT TITLE | | Scenography II | |
| Teaching Content | Weekly (Hrs) | Credits | |
| Lectures, Essays, Design Workshops/Exercises, Design Project – Portfolio of work. | 3 | 3 | |
| Type of Subject | Mandatory with alternative choices | | |
| PREREQUIRED COURSES | NO | | |
| Teaching and Exams Language | GREEK / ENGLISH | | |
| THE COURSE IS OFFERED TO ERASMUS STUDENTS | YES | | |
| Course website (URL) | https://ia.ihu.gr/ea711/ | | |

| 2. Aims and Objectives – Methods – Skills |
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| <i>a. Learning Outcomes</i> |
| Introduction to digital scenography. The main goal of the course is for students to research and experiment with the new digital means as basic elements of the modern scenography setting. Simultaneously, this subject aims in improving the students' perspective and understating of the space, their crafting skills and their creativity. |
| <i>β. Skills</i> |
| <ul style="list-style-type: none"> • Application of theory in practice • Application of digital technologies • Work in 3d space • Synthesis of data in the production of theatrical plays • Working in an interdisciplinary environment (literature, theater/performance/technology) • Understanding critical thinking and decision making • Respect for diversity and non-discrimination • Individual and group work |

| 3. Subject Context |
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| <p>The course focuses in the relationship and the co-existence of the physical and digital space in theatrical plays and performances through academic research on this area. At the same time it aims in improving the students' perspective and understating of the space, their crafting skills and their creativity.</p> <p>Research and experimentation with new digital means as a tool for shaping digital stage environments. Short experimental scenography projects are prepared by the students (either in small groups or individually) throughout the semester.</p> |

4. Teaching and learning methods – Evaluation and assessment

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| <ul style="list-style-type: none"> - Theory and Design Workshops – Main Project Brief/ Site visits - Group Appraisal /Site Analysis - Theory Essay and Design Exercises - Project Final Pin Up - Portfolio Hand In. | | |
| Use of Information and Communication Technologies | | |
| Teaching organization | Activity | Semester Credits |
| | Design Workshop and Excersices | 50 |
| | Main Design Project | 25 |
| | Total | 75 |
| <i>Student assessment</i> | Final written exam | |
| | Project portfolio | |

5. Recommended/ Bibliography

- Broadhurst, S. (2007). Digital practices: aesthetic and neuroesthetic approaches to performance and technology. Basingstoke [England]; New York: Palgrave Macmillan.
- Delgado, M. M., & Svich, C. (2002). Theatre in crisis?: performance manifestos for a new century: Manchester University Press.
- Dixon, S. (2007). Digital performance: a history of new media in theater, dance, performance art, and installation. Cambridge, Mass.: MIT Press.
- Kockelkoren, P. (2003). Technology: art, fairground, and theatre. Rotterdam: NAI Publishers.
- Lunenfeld, P. (1999). The digital dialectic: new essays on new media. Cambridge, Mass.: MIT Press.
- Manovich, L. (2001) The Language of New Media. Cambridge, MA: MIT Press.
- Salz, D. Z. (2004). Performing arts. In S. eds. Schreibman, R. G. Siemens & J. Unsworth (Eds.), A companion to digital humanities, Malden, MA; Oxford: Blackwell Pub

Relevant scientific publications