

# SM3709: ART AND TECHNOLOGY IN NEW MEDIA PERFORMANCE

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## Effective Term

Semester A 2022/23

## Part I Course Overview

### Course Title

Art and Technology in New Media Performance

### Subject Code

SM - School of Creative Media

### Course Number

3709

### Academic Unit

School of Creative Media (SM)

### College/School

School of Creative Media (SM)

### Course Duration

One Semester

### Credit Units

3

### Level

B1, B2, B3, B4 - Bachelor's Degree

### Medium of Instruction

English

### Medium of Assessment

English

### Prerequisites

SM3611 New Media for Installation, Events and Performance or  
SM2715 Creative Coding

### Precursors

Nil

### Equivalent Courses

Nil

### Exclusive Courses

Nil

## Part II Course Details

### Abstract

This course aims to interconnect new media technology with performing arts and explore a new definition of theatrical spaces. In the turn of the new century, media technology commences a new genre of artistic expression, providing a chance for rapid growth of new media professionals in the performing arts field. New media technologies and interactive content offer an innovative framework to integrate performative spaces, dramaturgical structure and aesthetical characteristics in contemporary performance culture.

Due to the cross-disciplinary quality of contemporary theatre, this course will offer a theoretical paradigm based on ontology and the notion of “Total Theatre” (Gesamtkunstwerk). Students are expected to involve in practice-based learning in order to familiarize a variety of arts tech components such as projection mapping, projection design, interactive visuals, extended reality, experience design, panoramic movie, sound design and installation, etc. Student will also involve in movement training, solo / group performance and audio-visual creation aims to help them develop unique content and eventually develop into arts tech or multimedia based performance work. Students are encouraged to apply artistic or technical skills they have learnt from other courses such as sensors, gaming, CG, software development, hardware hacking, wearable technology, AI, robotics, animation, installation and among others in order to enrich their testbed process. Students may have opportunities to pay visit and /or collaborate with outside organizations aims to strengthen their exposure and profession connection depending on availability.

### Course Intended Learning Outcomes (CILOs)

CILOs		Weighting (if DEC-A1 DEC-A2 DEC-A3 app.)			
1	Achieve and articulate theoretical and practical knowledge on designing arts tech based performance.		x		
2	Develop concepts and visual simulations for integrative intermedia theatre spaces.		x	x	
3	Design visual and/or interactive content for video projections in theatre or virtual space, such as projection mapping, interactive visuals, extended reality, experience design, panoramic movie, sound design and installation, etc..			x	x
4	Conduct extra research on the subject in relation to one's own experience as a self-reflective process			x	x

#### A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

#### A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

#### A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

**Teaching and Learning Activities (TLAs)**

	<b>TLAs</b>	<b>Brief Description</b>	<b>CILO No.</b>	<b>Hours/week (if applicable)</b>
1	Lecture	Overview on arts tech and multimedia related to contemporary performance practices and their principles.	1, 2	
2	Workshop and Seminar	Practice on arts tech related production methods/workflows and the collaboration with other involved disciplines like stage design, lighting, choreography, etc.	1, 2, 3	
3	Presentation and reports	Concept development and realization workshop.	1, 2, 3, 4	

**Assessment Tasks / Activities (ATs)**

	<b>ATs</b>	<b>CILO No.</b>	<b>Weighting (%)</b>	<b>Remarks (e.g. Parameter for GenAI use)</b>
1	Assignment 1: Technology application in live performance setting	1, 2, 3, 4	40	
2	Assignment 2: Content development in live performance and group project process	3, 4	40	
3	Individual reflection reports	3, 4	20	

**Continuous Assessment (%)**

100

**Examination (%)**

0

**Assessment Rubrics (AR)****Assessment Task**

1. Assignment 1: Technology application in live performance setting

**Criterion**

1.1 Ability to understanding principles of contemporary arts and theatre performance, with emphasize of close relationship of both.

1.2 Proficiency of essential media technology skills applicable in performance setting.

1.3 Capacity of transforming concept to live events

**Excellent (A+, A, A-)**

- Excellent ability to interpret and integrate learning materials provides.
- Systematic project creating process, rigorous organization, coherent presentation structure,

- Well defined and reasoned points of view grounded in insightful interpretation

**Good (B+, B, B-)**

- Adequate content, sufficient ability to integrate various resources based on demand
- Reasonable organization with balanced structure and composition
- Clear elaboration of ideas that sticks to the point, with clearly differentiated issues, ability to interpret opinions independently
- Sufficient responses to peer

**Fair (C+, C, C-)**

- Adequate content, fair ability to integrate various resources based on demand
- Fair organization with adequate structure and composition in presenting ideas
- Relevant points made to the subject matter in question
- Ability to respond to other statements and engage in class discussion

**Marginal (D)**

- Weak content, limited use of resources
- Poor organization, structure and composition
- Relevant points to the subject matter, marginal ability to interpret opinions
- Ability to respond to other comments in simple terms

**Failure (F)**

- Inadequate content, no/ irrelevant use of resources
- No organization, structure or/and composition
- Irrelevant points to the subject matter, no ability to interpret opinions
- Fail to respond to other comments

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**Assessment Task**

2. Assignment 2: Content development in live performance and group project process

**Criterion**

- 1.1 Ability to draw concept into realization
- 1.2 Proficiency of project development with sound creative content skills applicable in performance setting.
- 1.3 Capacity of transforming concept to live events

**Excellent (A+, A, A-)**

- Excellent ability to express ideas and integrate learning materials.
- Outstanding project development process, rigorous organization, coherent presentation structure,
- Well defined and reasoned points of view grounded in insightful interpretation

**Good (B+, B, B-)**

- Adequate content, sufficient ability to integrate various resources based on demand
- Reasonable organization with balanced structure and composition
- Clear elaboration of ideas that sticks to the point, with clearly differentiated issues, ability to interpret opinions independently
- Sufficient responses to peer

**Fair (C+, C, C-)**

- Adequate content, fair ability to integrate various resources based on demand
- Fair organization with adequate structure and composition in presenting ideas
- Relevant points made to the subject matter in question
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**Marginal (D)**

- Weak content, limited use of resources
- Poor organization, structure and composition
- Relevant points to the subject matter, marginal ability to interpret opinions
- Ability to respond to other comments in simple terms

**Failure (F)**

- Inadequate content, no/ irrelevant use of resources
- No organization, structure or/and composition
- Irrelevant points to the subject matter, no ability to interpret opinions
- Fail to respond to other comments

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**Assessment Task**

3. Individual reflection reports

**Criterion**

3.1 ability to develop teamwork and communication skills via performance productions.

3.2 Ability to analysis issues and solve problems in event production.

**Excellent (A+, A, A-)**

- Readiness to respond to peer opinion and other views initiated in class discussion
- Detailed presentation and discussion shed light on new dimensions of the contribution and raise relevant issues
- Proof of leadership in group project
- Outstanding individual performance in class and projects presentation.

**Good (B+, B, B-)**

- Able to articulate individual effort and contribution towards group work.
- Evidence to demonstrate specific artistic and technical know-how in projects

**Fair (C+, C, C-)**

- Ability to engage individual contribution in general

**Marginal (D)**

- Weak evidence to demonstrate personal involvement
- Poor organization, structure and composition
- Relevant points to the subject matter, marginal ability to complete tasks.
- Blow average ability to respond to class training materials
- Incomplete report

**Failure (F)**

- Inadequate evidence, no/ irrelevant use of resources or reference
- No organization, structure or/and composition
- Irrelevant report to the subject matter, no ability to interpret personal involvement
- Fail to submit report

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**Additional Information for AR**

All A+/A/A- grade assignment should comply with the highest performance of Discovery-oriented learning.

## Part III Other Information

### Keyword Syllabus

Arts Tech

Multimedia Performance

Contemporary Performance

Theatre Space

Projection Mapping

Media Scenography

Projection Mapping

Projection Design

Extended Reality

360 Movie

Sound Design

Installation

Gesamtkunstwerk

### Reading List

#### Compulsory Readings

Title	
1	Scheer, E & Klick R, Multimedia Performance, Palgrave Macmillan, 2011.
2	Dixon, Steve, Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation (Leonardo), The MIT Press; 2015

#### Additional Readings

Title	
1	Barranger, Mille S. Theatre: A Way of Seeing, Cengage Learning, 6th edition, 2005.
2	Parker-Starbuck, Jennifer, Cyborg Theatre: Corporeal/Technological Intersections in Multimedia Performance, Palgrave Macmillan, 2011.