Play as Game// Spiel als Beute.

Critical making as dramaturgical strategy,
a tool of digital learning,
and interactive engagement in performance.
http://digitaldramaturgy.wix.com/main

Stage@Play. Ein Symposium zu Theater und Neuen Medien (Game), & Stuttgart, July 17, 2015

Antje Budde with Montgomery Martin
Digital Dramaturgy Lab, University of Toronto
The Digital Dramaturgy Lab (founded in April 2012) is a creative research initiative of artists, scholars, scientists and students in collaboration with the Centre for Drama, Theatre and Performance Studies at the University of Toronto and partners like the Knowledge Media Design Institute at U of T and the Digital Media Program at York University.
DDL and Play/ Game

Workshops:

animating/animated bodies (2013)
Connecting Circles: Autism and Creativity (2014)
Brainstorm VI: PLAY (2015)
Introduction
Play as Game // Beute

For manuscript see our website/conferences
What makes us a lab (as opposed to a studio)?
The term **dramaturgy** as platform and provocation
Signification of the **digital**
Practice as **research**/ Processes of **critical making**
Network and networking
Networking Projects

Digital Dramaturgy Lab

Courses  Artistic Projects  Brainstorm/Safari  Workshops  Conferences
Networking Projects
Courses

Regular Courses

*Digital Dramaturgy in Performance.*
*Historical avant-garde meets digital performance.*

*Performing Manifestos.*

*Performing Failure: Critical Theories on Perfection and the Sublime.*
*Multimedia publishing experimentation.*

Independent Studies Courses

*Lost. Found. L@st. – Critical Investigations of the Virtual Neverland 2.0.*
*Research Blog* [https://alenasokhan.wordpress.com/](https://alenasokhan.wordpress.com/)

*Digital Performance Dramaturgies and Globalization.*
*Reality/Virtuality/ Intermediality, In-betweeness and the Politics of Theatrical performance and research.*

*Blog Digital Cake.* [http://digitaladventure.tumblr.com](http://digitaladventure.tumblr.com)
Digital Dramaturgy in Performance.
Historical avant-garde meets digital performance. 2014.
In cooperation with York University's The Interactive Stage.
Networking Projects
Artistic Projects

Artaud’s Cage (2012)


From my (global) village I see as much:
Walking inside a poem. Pessoa Project (2014)

Jing@Ju Karaoke. Interactive Queering of Beijing Opera (2015)
Performance Projects
StarePrintBlue // Artaud's Cage // Walking Thru Poetry
Networking Projects
Workshops


animating/animated bodies (2013)

Connecting Circles: Autism and Creativity (2014)
Please join us for an interactive workshop with autistic and non-autistic artists. All ages.

Where: Holy Trinity Church
10 Trinity St. TORONTO
(Just behind the Eaton Centre)
When: April 24, 2014. 7:30–9:30pm

Connecting Circles
Organized by Timex Berra, Digital Transart Labs Unit 7, Carolann Halteman, Sherman Haselgrove and Jill Leck

Thought provoking.

A meditative noiseart experience.
Networking Projects
Safari/ Brainstorms

Brainstorm VI: PLAY (2015)
Theatre Outings
Lecture Performances
Gallery Visits
Jing@Ju Karaoke:
Interactive Queering of Beijing Opera
Jing@Ju Karaoke:
Interactive Queering of Beijing Opera

Festival of Original Theatre: Queering Performance
University of Toronto, Feb 2015

Structures of Digital Feeling
University of Buffalo, March 2015
Physical Karaoke (Live View)
Jing@Ju Karaoke, FOOT 2015
Physical Karaoke (Live View)

Jing@Ju Karaoke, FOOT 2015
Jing@Ju Karaoke:
Interactive Queering of Beijing Opera

Makeup   Lecture   Sound   Movement
Makeup Karaoke

Jing@Ju Karaoke, FOOT 2015
Makeup Karaoke Technical Configuration

Jing@Ju Karaoke, FOOT 2015
Lecture Karaoke Technical Configuration

Jing@Ju Karaoke, FOOT 2015
Sound Karaoke!

Jing@Ju Karakoe, FOOT 2015
Sound Karaoke Technical Configuration

Jing@Ju Karaoke, FOOT 2015
Physical Karaoke (Kinect Skeleton View)

Jing@Ju Karaoke, FOOT 2015
Physical Karaoke (Digital Puppet View)

Jing@Ju Karaoke, FOOT 2015
Physical Karaoke Technical Configuration

Jing@Ju Karaoke, FOOT 2015
“Hacking” the Kinect
Metaphor and Methodology

Game controller becomes play apparatus

Closed proprietary hardware co-opted by an open-source hacker community

Offers specific skeleton tracking and depth measurement over infrared motion tracking

Three dimensional motion tracking transforms into two dimensional puppet movement

Clarity of purpose and the dramaturgy of tracking
Software in Jing@Ju Karaoke

Isadora // Processing // Delicode // Syphon // Animata // MaxMSP