"Innovative Practices in Graduate Supervision: The 'Lab' Model"

Roundtable discussion hosted by the Dean of SGS, School for Graduate Studies, U of T, 26 Nov. 2015, 63 St. George Street, Toronto
Organized by Prof. Suzanne Akbari, advisor to the Dean

Presented by Prof. Antje Budde with Monty Martin (PhD student)
Slides by Antje Budde

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The Digital Dramaturgy Lab:

DDL also means:

Data definition language or data description language (DDL) - a syntax similar to a computer programming language for defining data structures, especially database schemas.

Structure, schema, composition, design, choreography -- dramaturgy

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The Digital Dramaturgy Lab

Founded
April 2012 by transdisciplinary scholar-artists in Toronto.
Collaboration with Digital Media Program/ York U and Knowledge Media Design Institute (KMDI), U of T.

Purpose
- Increase critical digital literacy among students and artists through making/ doing, practice-based and playful learning
- Explore what “digital humanities” means in our special fields of drama/ theatre/performance studies
- Increase conceptual awareness and skill level – multi-media publishing and digital technology in performance

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The Digital Dramaturgy Lab

26 Nov. 2015

Facilitator
Prof. Antje Budde, Centre for Drama, Theatre and Performance Studies, University of Toronto

Co-Facilitator
Prof. Don Sinclair, Digital Media Program, York University.

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Activity Formats

DDL

- Workshops (local and international)
- Courses (undergrad/grad)
- Artistic projects (practice-as-research)
- Conference and festival presentations (local and international)
- Collaboration with local artists (documentation, design, tech)
- brAInsTOrm series – mini symposia
- SafARi – exploration events (local, international)

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Performing Software Lab - workshops on Isadora and hacking daily-life software
Facilitator: Monty Martin

Voice Exchange Lab - workshops on sound/voice
Facilitator: Sebastian Samur with Richard Windeyer

Digi Labs (tech backpacks co-funded by FAS and our department)
- two work-study positions

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Courses (independent undergrad/grad studies):

**Graduate/ PhD**
DRA4090Y (2015-16) Digital/Online Performances of Iranian Performance Artists in Diaspora  
**Blog**: Coming soon

**Undergrad**
**Blog**: https://alenasokhan.wordpress.com

DRM391H (2013) Digital Dramaturgy and politics of performance in the age of globalization (international research)  
**Blog**: http://digitaladventure.tumblr.com

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Courses (regular undergrad/grad courses)

Graduate/ PhD
- DRA3904H Performing Failure. – Theories on Perfection and the Sublime. (Fall 2015)
Blog  http://performingfailure.tumblr.com/

Undergrad
- DRM386H Dream. Utopia. Intermediality. – Performing Technology and the Future. (Fall 2014, Fall 2015)

Joint grad/undergrad

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Artistic projects

“Artaud’s Cage” (2013) Toronto
“From my (global) village I see as much: walking inside a poem. Pessoa” (2014) Toronto
“Jing@Ju Karaoke: Interactive queering of Beijing Opera” (2015) Toronto, Buffalo

Upcoming: “Between Life and Death” by Gao, Xingjian

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Participatory Workshops

“Connecting Circles: A celebration and exploration of creativity facilitated through autism and the arts” (2014, Toronto Holy Trinity Church)
“Animating/Animated Bodies: playing with motion-tracking technology in performance” (2013, University of Toronto)
“Homo Ludens: Playing with bodies, technology and collaborative creation” (2012, Toronto OCAD)
“Hungry for the not yet discovered gesture” Biomechanics workshop with Philip Brehse and Michael Steger, Open Space/ Berlin, (2012 Toronto, U of T)

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II “Collaboration practices and coding as choreography” Feb.20, 2013 Semaphore Room, iSchool
III “Digital Dramaturgy in Performance and Globalization”
VI “Play. – Concept and Practices” April 20, 2015, The Epicure Cafe
Conference and Festival participation

DDL

Toronto
Barcelona
Berlin, Potsdam, Hamburg, Stuttgart
Buffalo
Paris

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26 Nov. 2015
“Play as Game. Spiel als Beute. - Critical Making as Dramaturgical Strategy, a Tool of Digital Learning and Interactive Engagement in Performance” A.Budde with M. Martin, “Stage @Play. – A Symposium on the Convergence of Theatre and New Media (games)”, Stuttgart, 16.-18.7.2015 Theater Rampe, Theaterakademie Ludwigsburg.


“Jing@Ju Karaoke - Interactive Queer(ing) of Beijing Opera”, FOOT Festival of Original Theatre “Queering Performance”, graduate conference, Feb.7, 2015, Toronto AND “Structures of Digital Feeling” symposium, Technê Institute, Buffalo University, 27.3.2015
Conference and Festival participation


“From my (global) village I see as much”, FOOT Festival of Original Theatre “Breaking the Bodies Boundaries”, graduate conference, Toronto Feb.6-9, 2014.

“Trans_missions, trans_visions and trans_gressions – Developing Digital Performatlteracy through process-based workshops in interdisciplinary course work (undergraduate and graduate)” A. Budde/D. Sinclair, FOOT Festival of Original Theatre “Breaking the Bodies Boundaries”, graduate conference, Feb. 6-9, 2014, U of T, Toronto

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26 Nov. 2015
Conference and Festival participation


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Support for artists

Jess Dobkin “How many performance artists does it take to change a light bulb?” Images Festival 2015 – documentation

Ron Davis/Symphronica “The Lombard Twins” Lula Lounge 2015 - documentation

Elephants Collective “A Wake for Lost Time”, Summerworks Festival 2015 – tech support

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Upcoming projects

In progress

*Between Life and Death* (生死界) – Explorations of Zen and Quantum Physics in/with/through Gao, Xingjian’s (高行健) play. Experimental cross-cultural, multilingual, mixed-media Zen theatre.

Jan.16, 17, 2016

*Inter-Action/Section. - Performing Technology, Humans and the Politics of In-between.*

A participatory workshop-symposium with Natasha Davis (UK), the Toronto Laboratory Theatre (TLT), and Ars Mechanica participated in and hosted by the Digital Dramaturgy Lab (DDL).

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Upcoming projects

Jan.22, 2016
Moving Bodies in Space(s). – Intersections of embodied materiality in digital cultures. Poster Session.
The Other “D”: locating ‘D’ance in Drama,, Theatre and Performance Studies in Canada. Conference, U of T

Jan.24, 2016

Feb.4-7, 2016
Between Life and Death. 生死界。By Gao Xingjian 高行建
An interactive, participatory staged reading experiment by the Digital Dramaturgy Lab (DDL) FOOT Festival, graduate conference

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May 2016

*Avatar Lives: Developing Collaborations in Art, Technology, and Science*, is a scholarly and research-creation based initiative, to be hosted by OCAD University, co-presented by Digifest, Toronto, in the Spring of 2016. Project development: Lynne Heller, Data Materialization Lab, OCAD university

Collaboration with the DDL on SSHRC connection grant

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