

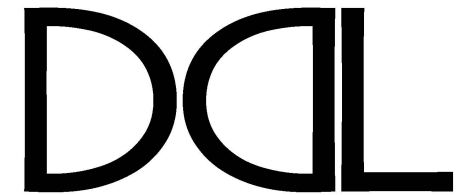
Digital Dramaturgy Lab

"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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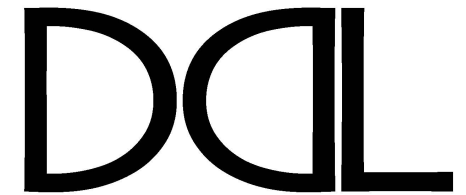
The Digital Dramaturgy Lab:

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.

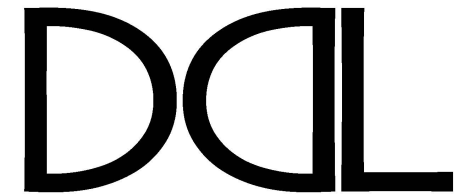
Collaboration with Digital Media Program/ York U and Knowledge Media Design Institute (KMDI), U of T.

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



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Facilitator

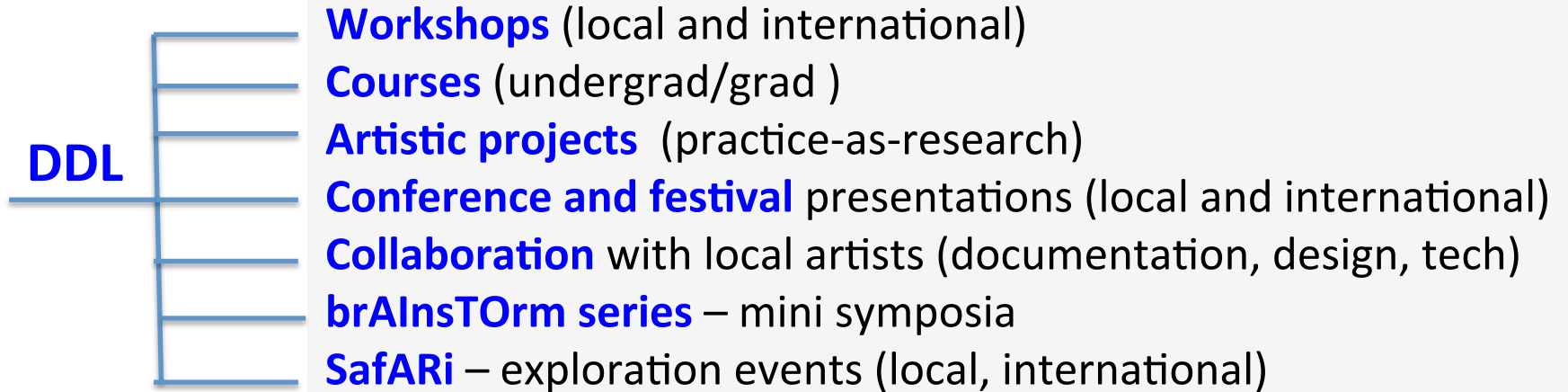
Prof. Antje Budde, Centre for Drama, Theatre and Performance Studies,
University of Toronto

Co-Facilitator

Prof. Don Sinclar, Digital Media Program, York University.

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Activity Formats



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Sub-Labs

DDL

Performing Software Lab - workshops on Isadora and hacking daily-life software

Facilitator: Monty Martin

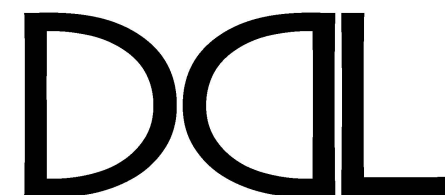
Voice Exchange Lab - workshops on sound/voice

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

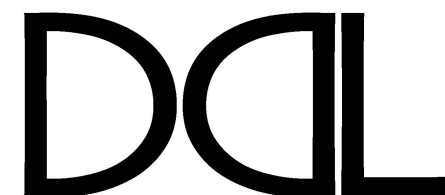
VIC494Y (2014-15) Lost. Found. L@st.– Critical Investigations of the Virtual Neverland 2.0. - Senior Research Paper Course in Literature and Critical Theory.

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/>

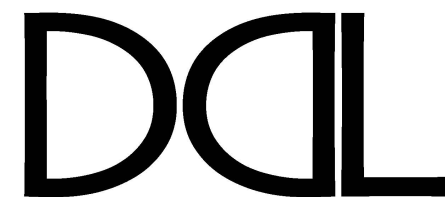
Undergrad

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

Joint grad/undergrad

DRM487H/DRA3907H Digital Dramaturgy in Performance. (Spring 2014,
Spring 2015)

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Artistic projects

“Artaud’s Cage” (2013) Toronto

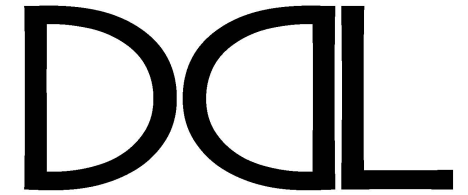
“Stare. Print. Blue.” (2013-2015) Toronto, Berlin

“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

“Connectivity/Interactivity.- Inside Stare.Print.Blue and Butterflies.” (, Summer’s End. Annual Showcase. 2014 Berlin, Theaterhaus Berlin Mitte)

“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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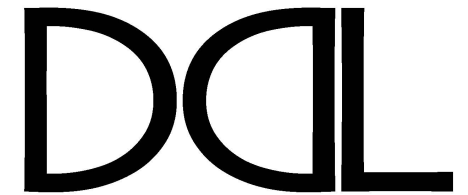


brAInSOrms

- I “Digital Dramaturgy Lab – How to go about it?” Dec.17, 2012 Collective Studio and Event Space of Pandemic Theatre
- II “Collaboration practices and coding as choreography” Feb.20, 2013 Semaphore Room, iSchool
- III “Digital Dramaturgy in Performance and Globalization”
- IV “Berlin-Toronto. A review of indie practices” March 10, 2014, Videofag
- V “What is a dissertation? – Multi-media publishing using Scalar”, Oct.10, 2015, Robert Gill Theatre
- VI “Play. – Concept and Practices” April 20, 2015, The Epicure Cafe

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Conference and Festival participation

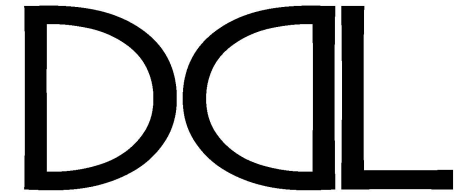


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Conference and Festival participation

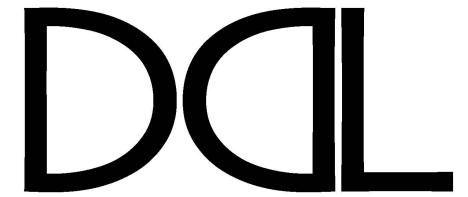


“Play as Game. Spiel als Beute. - Critical Making as Dramaturgical Strategy, a Tool of Digital Learning and Interactive Engagement in Performance” A.Budde with M. Martin, “Stage @Play. – A Symposium on the Convergence of Theatre and New Media (games)”, Stuttgart, 16.-18.7.2015 Theater Rampe, Theaterakademie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

“Moi qui parle à moi-même dans le numérique – Auditory Alienation and Liberation for Intermedial Performers.” S.Samur/R.Windeyer, “Bodies on Stage: Acting confronting Technology” IFTR international conference, Sorbonne Nouvelle, Paris, 15-17.6. 2015

“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

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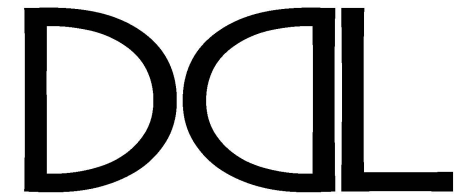
Conference and Festival participation

“Stare.Print.Blue. – Voyeuring the Apparatus” International Digifest for the exhibition "Pleasure Room - Privacy, Money and Pleasure in the 21st century", Toronto, May 6-9, 2015 AND International Performing Arts Festival “Survival”, Berlin, Sept.2014

“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 Performaliteracy 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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Conference and Festival participation

“Digital Dramaturgy Lab – Re-Routing in Progress”, A.Budde, Annual conference of the IFTR, July 25, 2013, Barcelona

“Stare. Print. Blue. – Voyeuring the Apparatus”, Nuit Blanche Toronto, Renegade Programm.Toronto, Sept.22, 2013. Videofag.

“The Digital Dramaturgy Lab. – Visions and Questions”, A.Budde/ D.Sinclair, FOOT Festival of Original Theatre “Theatre and Technology”, graduate conference, U of T, Toronto, Feb.3, 2013

“Artaud’s Cage”, The Future of Cage: Credo, international conference, U of T, Toronto, Oct.26, 2012

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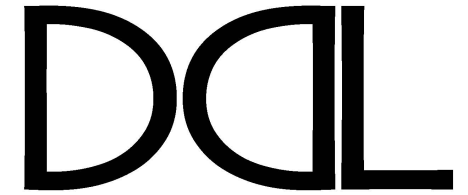
Support for artists

[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

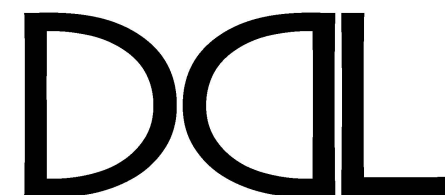
Between Life and Death (生死界) – Explorations of Zen and Quantum Physics in/with/through Gao, Xingjian's (高行健) play. Experimental cross-cultural, multilingual, mixed-media Zen theatre.

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

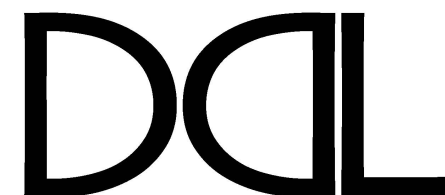
Jan.24, 2016

[Anne Mirvish](#). Gala Auction in Support of the Anne Mirvish Performing Arts Scholarships. University College. – [Projection Design](#).

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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Upcoming projects

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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