AMERICAN UNIVERSITY
OF CYPRUS

Course Code	**Course Name**	**ECTS Credit**
SCN 301	Scenography	6
Pre-Requisite	**Course Type**	**Language of Instruction**
-	Compulsory	English
Year of Study	**Level of Course**	**Mode of Delivery**
3rd	6th Semester	On Campus

Course Objectives:

The scenography course offers an open environment for the interdisciplinary exploration of art, technology, and society. The course emphasizes the continuum between physical and virtual spaces and fosters exploratory work that seeks to exhibit innovative visual and audio expression, along with conceptual clarity and technological skills and insights

Learning Outcomes:

At the core of the course, students realize how analogical and digital media create new dynamics for a theatrical text play- to be experienced by the viewer. Hence, in each class-session, we deal with the relevant theory, problems in meaning and communication, identity and signification, conceptual invention and creativity, and critical analysis.

Teaching Methodology:

- Reading and resolving problems
- Working on problem-solving
- Attendance and participation in class
- Monitor discussions
- Writing and replying to objective-type questions
- Solving unstructured questions and case studies
- Brief oral presentation before starting a new chapter and reply to queries from students
- Homework for revision purposes
- Interaction and collaborative learning
- Video Watching
- Simulation & Role Playing

Course Content:

Traditional Technology on Stage: Explores Stage using traditional tools and mechanisms to create Innovating Scenic Environments. New Technology on Stage: Explores New Media as the exclusive tools for creating Digital Scenic Environments. Computer-Aided Scenography: Presents audiovisual experimental applications, produced by software, involving graphics and effects on the level of aesthetic elaboration. Explores audiovisual construction made for the set design of contemporary plays. Expanded Scenography: Explores the emerging agencies and the involving spatial practices, such as artistic, material, and theoretical, in a variety of theatrical contexts. It focuses on new kinds of immersive, participatory, and mediated environments using several digital apparatuses

Assessment Methods:

Participation, Midterm Exam, Project, Final Exam

Required Textbooks/Reading:

Title	Author(s)	Publisher	Year
Performance in a mediatized culture	Auslander, P.	Routledge.	1999
Digital practices: aesthetic and neuroaesthetic approaches to performance and technology.	Broadhurst, S	Palgrave Macmillan	2007
Live performances in Digital Times: An Overview,	Burgheim, J,	IETM Mapping	2016
Theatre and performance in digital culture: from simulation to embeddedness.	Causey, M.	Routledge.	2006
Techgnosis: myth, magic + mysticism in the age of information.	Davis, E	Three Rivers Press, Random House Inc	1998
Theatre in crisis?: performance manifestos for a new century	Delgado, M. M., & Svich, C	Manchester University Press	2002
Digital performance: a history of new media in theater, dance, performance art, and installation	Dixon, S	MIT Press	2007
Technology: art, fairground, and theatre	Kockelkoren, P.	NAi Publishers	2003
The digital dialectic: new essays on new media	Lunenfeld, P	MIT Press	1999
The Language of New Media.	Manovich, L	MIT Press	2001
Understanding media: the extensions of man	McLuhan, M.	Routledge.	2001
Theory and practice: the Gertrude Stein Repertory	Reaves, J	CyberStage,	1995
Cyberspace textuality: computer technology and literary theory.	Ryan, M.-L	Indiana University Press.	1999
Performing arts. In S. eds. Schreibman, R. G. Siemens & J. Unsworth (Eds.)	Salz, D. Z.	Oxford: Blackwell Pub	2004
Reading Images	Thomas, J	Palgrave Macmillan.	2000