

Intermediality In Theatre And Performance Themes In Theatre 2 Themes In Theatre Collective Approaches To Theatre And Perf

The Routledge Dictionary of Contemporary Theatre and Performance provides the first authoritative alphabetical guide to the theatre and performance of the last 30 years. Conceived and written by one of the foremost scholars and critics of theatre in the world, it literally takes us from Activism to Zapping, analysing everything along the way from Body Art and the Flashmob to Multimedia and the Postdramatic. What we think of as 'performance' and 'drama' has undergone a transformation in recent decades. Similarly how these terms are defined, used and critiqued has also changed, thanks to interventions from a panoply of theorists from Derrida to Ranciere. Patrice Pavis's Dictionary provides an indispensable roadmap for this complex and fascinating terrain; a volume no theatre bookshelf can afford to be without.

Intermediality in Theatre and Performance Rodopi

Robert Lepage has imposed himself in the past three decades as a Wunderkind of contemporary theatre, with eagerly awaited and widely acclaimed productions at the most prestigious theatre festivals and venues around the world. Soon after his international breakthrough with *The Dragon's Trilogy* (1984), Lepage's work became an object of particular scrutiny for critics and scholars, and continues to be subject to media exposure, inspiring cultural critique, academic study and the admiration of audiences across the world. A recurrent fascination with the formal novelty of his theatrical approach imbues most, if not all, critical considerations. However, in spite of the wide interest provoked, little space has been devoted to the quintessential impact of his work on spectatorship, and, most importantly, to connecting the dots between his creative practice and its substantial impact on audiences. *Intermediality and Spectatorship in the Theatre Work of Robert Lepage* bridges this gap by exploring the notion that intermediality – observed both as a *mise-en-scene* strategy and a perceptual effect in performance – is situated at the core of the director's approach. This approach is situated in direct relation to the evolving expectations and medial competencies of spectators, demonstrating an in-depth understanding of the ways in which different media can be engaged in the creative process in a holistic way in order to alter the regime of spectatorship, to enhance its creative and cognitive potential. Lepage's work and theatre making process are analysed here from an interdisciplinary perspective that combines theatre, media and cultural studies, and which is applied to his solo shows, namely *Vinci* (1986), *Needles and Opium* (1991), *Elsinore* (1995), *Far Side of the Moon* (2000) and *Project Andersen* (2005). In bringing to the forefront interconnecting notions of intermediality and contemporary spectatorship, the book highlights the director's preoccupation with an ongoing dialogue with audiences across the world, and their particular involvement in the development of one of the most innovative practices of the Western theatre landscape.

Theatre is traditionally considered a live medium but its 'liveness' can no longer simply be taken for granted in view of the increasing mediatisation of the stage. Drawing on theories of intermediality, *Liveness on Stage* explores how performances that incorporate film or video self-reflexively stage and challenge their own liveness by contrasting or approximating live and mediated action. To illustrate this, the monograph investigates key aspects such as 'ephemerality', 'co-presence', 'unpredictability', 'interaction' and 'realistic representation' and highlights their significance for re-evaluating received notions of liveness. The analysis is based on productions by Gob Squad, Forkbeard Fantasy, Station House Opera, Proto-type Theater, Tim Etchells and Mary Oliver. In their playful approaches these practitioners predominantly present such media combination as a means of cross-fertilisation rather than as an antagonism between liveness and mediatisation. Combining an original theoretical approach with an in-depth analysis of the selected productions, this study will appeal to scholars and practitioners of theatre and performance as well as to those researching intermedial phenomena.

A nearly silent romantic tragedy, *Nufonia Must Fall* is the first graphic novel ever published by world renowned, Platinum-selling DJ Kid Koala. Accompanied by an original CD soundtrack, with ten exclusive tracks composed and performed by Kid Koala, the wordless book tells in beautifully shaded b/w illustrations the story of a robot and the workaholic girl he falls for. Delightfully eccentric, *Nufonia Must Fall* will appeal to the scores of existing Kid Koala fans old and new, as well as comic book fans, film buffs and music lovers alike.

This book develops media archaeological approaches to theatre and intermediality. As an age-old art form, theatre has always embraced 'new' media. To create theatrical effects and optical illusions, theatre makers were ready to integrate state-of-the-art technics and technologies, and by doing so they playfully explored and popularized scientific knowledge on mechanics, optics and sound for live audiences. This book highlights this obvious but often overlooked relation between media developments and the history of intermedial theater. By considering the interplay between present intermedial performances and their archaeological traces, the authors assembled here revisit old and often forgotten media approaches and theatre technologies. This archaeology is understood less as the discovery of a forgotten past than as the establishment of an active relationship between past and present. Rather than treating archaeological remains as representative tokens of a fragmented past that need to be preserved, the authors stress the return of the past in the present, but in a different, performative guise.

Readers who appear to be lost in a storyworld, members of theatre or cinema audiences who are moved to tears while watching a performance, beholders of paintings who are absorbed by the representations in front of them, players of computer games entranced by the fictional worlds in which they interactively participate – all of these mental states of imaginative immersion are variants of 'aesthetic illusion', as long as the recipients, although thus immersed, are still residually aware that they are experiencing not real life but life-like representations created by artefacts. Aesthetic illusion is one of the most forceful effects of reception processes in representational media and thus constitutes a powerful allurement to expose ourselves, again and again to, e.g., printed stories, pictures and films, be they factual or fictional. In contrast to traditional discussions of this phenomenon, which tend to focus on one medium or genre from one discipline only, the present volume explores aesthetic illusion, as well as its reverse side, the breaking of illusion, from a highly innovative multidisciplinary and transmedial perspective. The essays assembled stem from disciplines that range from literary theory to art history and include contributions on drama, lyric poetry, the visual arts, photography, architecture, instrumental music and computer games, as well as reflections on the cognitive foundations of aesthetic illusion from an evolutionary perspective. The contributions to individual media and aspects of aesthetic illusion are prefaced by a detailed theoretical introduction. Owing to its transmedial and multidisciplinary scope, the volume will be relevant to students and scholars from a wide variety of fields: cultural history at large, intermediality and media studies, as well as, more particularly, literary studies, music, film, and art history.

Incapacity and Theatricality acknowledges the distinctive contribution to contemporary theatrical performance made by actors with intellectual disabilities. It presents a close examination of certain key theatrical performances across a variety of different media, including John Cassavetes' 1963 social issues film *A Child Is Waiting*; the performance art collaboration between Robert Wilson and Christopher Knowles; and the provocative pranksterism of Christoph Schlingensiefel's talent show mockumentary *FreakStars 3000*. Tracing a global path of performances, *Incapacity and Theatricality* offers an analysis of how actors with intellectual disabilities have emerged onto the main stage, and how their inclusion calls into question long-held assumptions about both theatre and intellectual disability. For postgraduate students, or anyone interested in the shifting dynamics of twenty-first century theatre, McCaffrey's work offers a vital consideration of the intersubjective relations between people with and without intellectual disabilities and ultimately addresses urgent questions about the situation and representation of the contemporary subject caught up somewhere between incapacity and theatricality.

"If readers of Sara Tanderup Linkis' *"Something to hold on to ..."* open the book in the expectation of entering a niche of literature

and literary studies, they will leave it after having encountered a new highway in literature. Here, the traditional theme of memory and the most recent use of digital media merge into a new understanding of the role of the book in the contemporary media landscape and of vicissitudes of memorial processes literature, which also offers a broader perspective on literature in human history. Spurred by Sara Tanderup Linkis' sharp eye the readings of texts are lucid, engaging and offers so many ideas that teachers will renew their curricula, and readers will open the internet for more or rush to the library." — Svend Erik Larsen, professor emeritus Memory, Intermediality, and Literature investigates how selected literary works use intermedial strategies to represent and perform cultural memory. Drawing on the theoretical perspectives of cultural memory studies, this engaging, reader-friendly monograph examines new materialism and intermediality studies, analyzing works by Alexander Kluge, W.G. Sebald, Jonathan Safran Foer, Anne Carson, Mette Hegnhøj, William Joyce, J.J. Abrams and Doug Dorst. The works emerge out of different traditions and genres, ranging from neo-avant-garde montages through photo-novels and book objects to apps and children's stories. In this new monograph, Sara Tanderup Linkis presents an interdisciplinary and comparative approach, reading the works together, across genres and decades, and combining the perspectives of memory studies and materialist and media-oriented analysis. This approach makes it possible to argue that the works not only use intermedial strategies to represent memory, but also to remember literature, reflecting on the changing status and function of literature as a mediator of cultural memory in the age of new media. Thus, the works may be read as reactions to modern media culture, suggesting the ways in which literature and memory are affected by new media and technologies – photography and television as well as iPads and social media.

Newly adapted for the Anglophone reader, this is an excellent translation of Hans-Thies Lehmann's groundbreaking study of the new theatre forms that have developed since the late 1960s, which has become a key reference point in international discussions of contemporary theatre. In looking at the developments since the late 1960s, Lehmann considers them in relation to dramatic theory and theatre history, as an inventive response to the emergence of new technologies, and as an historical shift from a text-based culture to a new media age of image and sound. Engaging with theoreticians of 'drama' from Aristotle and Brecht, to Barthes and Schechner, the book analyzes the work of recent experimental theatre practitioners such as Robert Wilson, Tadeusz Kantor, Heiner Müller, the Wooster Group, Needcompany and Societas Raffaello Sanzio. Illustrated by a wealth of practical examples, and with an introduction by Karen Jürs-Munby providing useful theoretical and artistic contexts for the book, Postdramatic Theatre is an historical survey expertly combined with a unique theoretical approach which guides the reader through this new theatre landscape.

This insightful book explores the relationship between theater and digital culture. The authors show that the marriage of traditional performance with new technologies leads to an upheaval of the implicit "live" quality of theatre by introducing media interfaces and Internet protocols, all the while blurring the barriers between theater-makers and their audience.

"Artistic media seem to be in a permanent condition of mutation and transformation. Contemporary artists often investigate the limits and possibilities of the media they use and experiment with the crossing, upgrading and mutilation of media. Others explicitly explore the unknown intermedial space between existing media, searching for the hybrid beings that occupy these in-betweens. This issue of Theater topics explores the theme of mutating and adapting media in its relation with theatre and performance"--P. [4] of cover.

This book offers a wide-ranging examination of acts of 'virtual embodiment' in performance/gaming/applied contexts that abstract an immersant's sense of physical selfhood by instating a virtual body, body-part or computer-generated avatar. Emergent 'immersive' practices in an increasingly expanding and cross-disciplinary field are coinciding with a wealth of new scientific knowledge in body-ownership and self-attribution. A growing understanding of the way a body constructs its sense of selfhood is intersecting with the historically persistent desire to make an onto-relational link between the body that 'knows' an experience and bodies that cannot know without occupying their unique point of view. The author argues that the desire to empathize with another's ineffable bodily experiences is finding new expression in contexts of particular urgency. For example, patients wishing to communicate their complex physical experiences to their extended networks of support in healthcare, or communities placing policymakers 'inside' vulnerable, marginalized or disenfranchised virtual bodies in an attempt to prompt personal change. This book is intended for students, academics and practitioner-researchers studying or working in the related fields of immersive theatre/art-making, arts-science and VR in applied performance practices.

Providing thorough coverage of the methods and tools required in studying historical and contemporary theatre, this Introduction examines the complexities of a rapidly changing and dynamic discipline. Following a cross-cultural perspective, the book surveys the ways theatre and performance are studied by looking initially at key elements such as performers, spectators and space. The central focus is on methodology, which is divided into sections covering theatre theory, historiography and textual and performance analysis. The book covers all the main theatrical genres - drama, opera and dance - providing students with a comparative, integrated perspective. Designed to guide students through the academic dimension of the discipline, the volume emphasizes questions of methodology, research techniques and approaches, and will therefore be relevant for a wide variety of theatre studies courses. Informative textboxes provide background on key topics, and suggestions for further reading are included at the end of each chapter.

This is a book about collaboration in the arts, which explores how working together seems to achieve more than the sum of the parts. It introduces ideas from economics to conceptualize notions of externalities, complementarity, and emergence, and playfully explores collaborative structures such as the swarm, the crowd, the flock, and the network. It uses up-to-date thinking about Wikinomics, Postcapitalism, and Biopolitics, underpinned by ideas from Foucault, Bourriaud, and Hardt and Negri. In a series of thought-provoking case studies, the authors consider creative practices in theatre, music and film. They explore work by artists such as Gob Squad, Eric Whitacre, Dries Verhoeven, Pete Wyer, and Tino Seghal, and encounter both live and online collaborative possibilities in fascinating discussions of Craigslist and crowdfunding at the Edinburgh Festival. What is revealed is that the introduction of Web 2.0 has enabled a new paradigm of artistic practice to emerge, in which participatory encounters, collaboration, and online dialogue become key creative drivers. Written itself as a collaborative project between Karen Savage and Dominic Symonds, this is a strikingly original take on the economics of working together.

This timely collaboration by three prominent scholars of media-based performance presents a new model for understanding and analyzing theater and performance created and experienced where time-based, live events, and mediated technologies converge—particularly those works conceived and performed explicitly within the context of contemporary digital culture.

Performance and Media introduces readers to the complexity of new media-based performances and how best to understand and contextualize the work. Each author presents a different model for how best to approach this work, while inviting readers to develop their own critical frameworks, i.e., taxonomies, to analyze both past and emerging performances. Performance and Media capitalizes on the advantages of digital media and online collaborations, while simultaneously creating a responsive and integrated resource for research, scholarship, and teaching. Unlike other monographs or edited collections, this book presents the concept of multiple taxonomies as a model for criticism in a dynamic and rapidly changing field.

The book offers an introduction to adaptations between stage and screen, examining stage and screen works as texts but also as performances and cultural events. Case studies of distinct periods in British film and theatre history are used to illustrate the principle that adaptations can't be divorced from the historical and cultural moment in which they are produced and to look at issues around theatrical naturalism and cinematic realism. Written in a refreshingly accessible style, it offers an original analysis with emphasis on performance and event. It opens up new avenues of exploration to include non-literary issues such as the treatment of space and place, *mise en scène*, acting styles and star personas. The recent growth of digital theatre is examined to foreground the 'events' of theatre and cinema, with phenomena such as NT Live analysed for the different ways that 'liveness' is adapted. Adapting Performance Between Stage and Screen explores how cultural values can be articulated in the act of translating between mediums. The book takes as its subject the interaction between film and theatre and argues that, rather than emphasising differences between the two mediums, the emphasis should be placed on elements that they share, in particular the emphasis on performance and the participation in an event. It uses a number of case studies to show how this relationship is affected by changes in technology – the coming of film sound, the invention of live-casting – and in the nature of the event being offered to particular audiences. These examples, ranging from the well-known to the obscure, are all treated with relevant and knowledgeable analysis and a strong and appropriate sense of context. The book offers a welcome overview of previous work in this area and demonstrates the importance of basing analysis on historical context, as well as giving new insights into some familiar examples. Discussion ranges from Steven Spielberg and Alfred Hitchcock to Robert Lepage and Ivo van Hove. There are detailed analyses of *Alfie*, *Gone Too Far* and *Festen* as well as authoritative analyses of NT Live performances and British New Wave cinema. The book will be of primary interest to academics, researchers, teachers and students working in adaptation studies, film studies and theatre studies. Written in an accessible style it will appeal to teachers and students on A-level, undergraduate and postgraduate film, theatre, media and cultural studies courses. The chapter on digital theatres will add to the growing body of literature in this area and appeal to students and academics working on digital cultures and new media. Live screenings of theatre events are becoming more widely available and increasingly popular, including some of the productions discussed. There is potential interest for a general audience interested in British films, theatre and actors. In *Theater as Data*, Miguel Escobar Varela explores the use of computational methods and digital data in theater research. He considers the implications of these new approaches, and explains the roles that statistics and visualizations play. Reflecting on recent debates in the humanities, the author suggests that there are two ways of using data, both of which have a place in theater research. Data-driven methods are closer to the pursuit of verifiable results common in the sciences; and data-assisted methods are closer to the interpretive traditions of the humanities. The book surveys four major areas within theater scholarship: texts (not only playscripts but also theater reviews and program booklets); relationships (both the links between fictional characters and the collaborative networks of artists and producers); motion (the movement of performers and objects on stage); and locations (the coordinates of performance events, venues, and touring circuits). *Theater as Data* examines important contributions to theater studies from similar computational research, including in classical French drama, collaboration networks in Australian theater, contemporary Portuguese choreography, and global productions of Ibsen. This overview is complemented by short descriptions of the author's own work in the computational analysis of theater practices in Singapore and Indonesia. The author ends by considering the future of computational theater research, underlining the importance of open data and digital sustainability practices, and encouraging readers to consider the benefits of learning to code. A web companion offers illustrative data, programming tutorials, and videos.

Composed Theatre gives extensive coverage of a growing field of theatre that is characterized by applying musical and compositional approaches to the creation of theatrical performances. The contributions to this book seek to establish and closely investigate this field, and range from focused reports by seminal artists and in-depth portraits of their working methods to academic essays contextualising the aesthetics, practices and processes in question. This book looks at *Composed Theatre* in a unique way by focusing on the creative process, as it is not primarily the aesthetics or the audiences that characterize this field, but the compositional thinking at play in its creation. Since *Composed Theatre* is often highly self-reflexive, the authors also explore how it is calling into question fundamental certainties about musical composition, dramaturgy and music-theatrical production. Publisher's note.

This volume is a collection of scholarly articles and interviews with intermedial artists working with the concepts of public sphere at the intersection of aesthetics and politics. It explores the response of socially-engaged artistic practices to the current crisis in politics and media. It also critically examines urgent issues such as rampant nationalism and populism, expanding neoliberalism, the refugee crisis, growing inosculation of corporate and cyber culture, and the ongoing geopolitical changes in the Middle East. Can intermedial performances reflect the present artistic and political dilemmas in Europe and beyond? The collection provides theoretical frameworks that interrogate the role that spectators as citizens can play in our mediatised world while focusing on the functions of immersion, participation, and civic engagement in contemporary performance and society. The collection provides analyses by international scholars from Europe, Asia, and the USA, covering global performance created in the twenty-first century. It also introduces interviews with internationally acclaimed intermedial artists and companies such as BERLIN, Rimini Protokoll, Dries Verhoeven, Akira Takayama, and Kris Verdonck.

Beginning with the premise that the biopic is a form of adaptation and an example of intermediality, this collection examines the multiplicity of 'source texts' and the convergence of different media in this genre, alongside the concurrent issues of fidelity and authenticity that accompany this form. The contributors focus on big and small screen biopics of British celebrities from the late twentieth and twenty-first centuries, attending to their myth-making and myth-breaking potential. Related topics are the contemporary British biopic's participation in the production and consumption of celebrated lives, and the biopic's generic fluidity and hybridity as evidenced in its relationship to such forms as the bio-docudrama. Offering case studies of film biographies of literary and cultural icons, including Elizabeth I, Elizabeth II, Diana Princess of Wales, John Lennon, Shakespeare, Jane Austen, Beau Brummel, Carrington and Beatrix Potter, the essays address how British identity and heritage are interrogated in the (re)telling and showing of these lives, and how the reimagining of famous lives for the screen is influenced by recent processes of manufacturing celebrity.

This book celebrates the theatrical excitement and philosophical meanings of human interaction in Shakespeare.

Bringing the research of musicologists, art historians, and film studies scholars into dialogue, this book explores the relationships between visual art forms and music. The chapters are organized around three core concepts – threshold, intermediality, and synchresis – which offer ways of understanding and discussing the interplay between the arts of sounds and images. Refuting the idea that music and visual art forms only operate in parallel, the contributors instead consider how the arts of sound and vision are entwined across a wide array of materials, genres and time periods. Contributors delve into a rich variety of topics, ranging from the art of Renaissance Italy to the politics of opera in contemporary Los Angeles to the popular television series *Breaking Bad*. Placing these chapters in conversation, this volume develops a shared language for cross-disciplinary inquiry into arts that blend music and visual components, integrates insights from film

studies with the conversation between musicology and art history, and moves the study of music and visual culture forward.

Intermediality: the incorporation of digital technology into theatre practice, and the presence of film, television and digital media in contemporary theatre is a significant feature of twentieth-century performance. Presented here for the first time is a major collection of essays, written by the Theatre and Intermediality Research Group of the International Federation for Theatre Research, which assesses intermediality in theatre and performance. The book draws on the history of ideas to present a concept of intermediality as an integration of thoughts and medial processes, and it locates intermediality at the inter-sections situated in-between the performers, the observers and the confluence of media, medial spaces and art forms involved in performance at a particular moment in time. Referencing examples from contemporary theatre, cinema, television, opera, dance and puppet theatre, the book puts forward a thesis that the intermedial is a space where the boundaries soften and we are in-between and within a mixing of space, media and realities, with theatre providing the staging space for intermediality. The book places theatre and performance at the heart of the 'new media' debate and will be of keen interest to students, with clear relevance to undergraduates and post-graduates in Theatre Studies and Film and Media Studies, as well as the theatre research community.

Digital culture has occasioned a seismic shift in the discourse around contagion, transmission, and viral circulation. Yet theater, in the cultural imagination, has always been contagious. *Viral Performance* proposes the concept of the viral as an essential means of understanding socially engaged and transmedial performance practices since the mid-twentieth century. Its chapters rethink the Living Theatre's Artaudian revolution through the lens of affect theory, bring fresh attention to General Idea's media-savvy performances of the 1970s, explore the digital-age provocations of Franco and Eva Mattes and Critical Art Ensemble, and survey the dramaturgies and political stakes of global theatrical networks. Viral performance practices testify to the age-old—and ever renewed—instinct that when people gather, something spreads. Performance, an art form requiring and relying on live contact, renders such spreading visible, raises its stakes, and encodes it in theatrical form. The artists explored here rarely disseminate their ideas or gestures as directly as a viral marketer or a political movement would; rather, they undermine simplified forms of contagion while holding dialogue with the philosophical and popular discourses, old and new, that have surrounded viral culture. *Viral Performance* argues that the concept of the viral is historically deeper than immediate associations with the contemporary digital landscape might suggest, and far more intimately linked to live performance

New Directions in Mobile Media and Performance explores various performative projects and forms of expression that have emerged since the onset of the smartphone. It focuses mainly on new concepts and developments that have emerged in mobile media performance. It showcases the intimate and phenomenological mobile aesthetic that has been unfolding within networked performance and media art projects for over a decade and a half. This aesthetic utilises the potential and affordances with each iteration and update of modern smartphones. Themes of embodiment, presence, liveness and connection through mobile, networked, and remote technology are revisited in the context of HD mobile cameras, selfies and live video streaming from the phone, as well as the impact of peer production, opensource and Maker culture on mobile media performance practices. It explores the surge in development of wearable devices in performance, as well as how the 'quantified-self movement' has affected performance works. It deals with concepts and developments in intermedial performance that incorporate mobile and wearable devices, especially from the artist's, designer's or dramaturge's perspective as the creator and their creative process, working with technology as a collaborator, not just a tool or guide. The book demonstrates how artists have repurposed the device – transforming it from merely a communication device, using voice and text only – to become a new collaborative medium, a full visual, synaesthetic, interactive and performative tool of deeper expression and social change. It discusses seminal works and the evolution of the medium, within intermedial digital art and performance practices as medium for artistic expression, creative process and staged performances. It focuses on projects and artists who have pushed mobile media performance beyond the conventional blackbox. Emerging visual, digital, interactive, tactile, gestural and theatrical or performance projects that incorporate mobile or wearable devices, used as vehicles for more challenging, experimental, experiential and immersive performative artworks are highlighted. The book also contextualises Baker's own media research and performance practice within the larger landscape with the field. It is bookended with interviews with the artists themselves on their creative process and intentions. It is the outcome of three years of research of artistic works around the world, interviews, in-person viewings of performances, as well as incorporating and reflecting on her own ongoing practice and projects in context. This book explores relationships between intermedial theater, consciousness, memory, objects, subjectivity, and affect through productive engagement with the performance aesthetics, socio-cognitive theory, and critical methodology of transversal poetics alongside other leading philosophical approaches to performance. It offers the first sustained analysis of the work of Gilles Deleuze, Félix Guattari, Jean Baudrillard, and Friedrich Nietzsche in relation to the contemporary European theater of Jan Lauwers and Needcompany, Romeo Castellucci and Societas Raffaello Sanzio, Thomas Ostermeier, Rodrigo García and La Carnicería Teatro, and the Transversal Theater Company. It connects contemporary uses of objects, simulacra, and technologies in both posthumanist discourse and postdramatic theater to the transhistorically and culturally mediating power of Shakespeare as a means by which to discuss the affective impact of intermedial theater on today's audiences.

This book is a timely contribution to the emerging field of the aurality of theatre and looks in particular at the interrogation and problematisation of theatre sound(s). Both approaches are represented in the idea of 'noise' which we understand both as a concrete sonic entity and a metaphor or theoretical (sometimes even ideological) thrust. Theatre provides a unique habitat for noise. It is a place where friction can be thematised, explored playfully, even indulged in: friction between signal and receiver, between sound and meaning, between eye and ear, between silence and utterance, between hearing and listening. In an aesthetic world dominated by aesthetic redundancy and 'aerodynamic' signs, theatre noise recalls the aesthetic and political power of the grain of performance. 'Theatre noise' is a new term which captures a contemporary, agitated acoustic aesthetic. It expresses the innate theatricality of sound design and performance, articulates the reach of auditory spaces, the art of vocality, the complexity of acts of audience, the political in produced noises. Indeed, one of the key contentions of this book is that noise, in most cases, is to be understood as a plural, as a composite of different noises, as layers or waves of noises. Facing a plethora of possible noises in performance and theatre we sought to collocate a wide range of notions of and approaches to 'noise' in this book – by no means an exhaustive list of possible readings and understandings, but a starting point from which scholarship, like sound, could travel in many directions.

A study of the soundscapes of intercultural performance through the examination of sound's performativity. Employing an interdisciplinary approach, the book examines an akoumenological reception of sound to postulate the need for an acoustic knowing an awareness of how sound shapes the intercultural experience.

Intermedial Studies provides a concise, hands-on introduction to the analysis of a broad array of texts from a variety of media - including literature, film, music, performance, news, and videogames, addressing fiction and non-fiction, mass media and social media. The detailed introduction offers a short history of the field and outlines the main theoretical approaches to the field. Part one explains the approach, examining and exemplifying the dimensions that construct every media product. The following sections offer practical examples and case studies using many examples, which will be familiar to students, from Sherlock Holmes and football, to news, vlogs and videogames. This book is the only textbook taking both a theoretical and practical approach to Intermedial Studies. The book will be of use to students from a variety of disciplines looking at any form of adaptation, from comparative literature to film adaptations, fan fictions, and spoken performances. The book equips students with the language and understanding to confidently and competently apply their own intermedial analysis to any

text.

This handbook offers students and researchers compact orientation in their study of intermedial phenomena in Anglophone literary texts and cultures by introducing them to current academic debates, theoretical concepts and methodologies. By combining theory with text analysis and contextual anchoring, it introduces students and scholars alike to a vast field of research which encompasses concepts such as intermediality, multi- and plurimediality, intermedial reference, transmediality, ekphrasis, as well as related concepts such as visual culture, remediation, adaptation, and multimodality, which are all discussed in connection with literary examples. Hence each of the 30 contributions spans both a theoretical approach and concrete analysis of literary texts from different centuries and different Anglophone cultures.

'At last, the past has arrived! Performing Remains is Rebecca Schneider's authoritative statement on a major topic of interest to the field of theatre and performance studies. It extends and consolidates her pioneering contributions to the field through its interdisciplinary method, vivid writing, and stimulating polemic. Performing Remains has been eagerly awaited, and will be appreciated now and in the future for its rigorous investigations into the aesthetic and political potential of reenactments.' - Tavia Nyong'o, Tisch School of the Arts, New York University 'I have often wondered where the big, important, paradigm-changing book about re-enactment is: Schneider's book seems to me to be that book. Her work is challenging, thoughtful and innovative and will set the agenda for study in a number of areas for the next decade.'

- Jerome de Groot, University of Manchester Performing Remains is a dazzling new study exploring the role of the fake, the false and the faux in contemporary performance. Rebecca Schneider argues passionately that performance can be engaged as what remains, rather than what disappears. Across seven essays, Schneider presents a forensic and unique examination of both contemporary and historical performance, drawing on a variety of elucidating sources including the "America" plays of Linda Mussmann and Suzan-Lori Parks, performances of Marina Abramovic ? and Allison Smith, and the continued popular appeal of Civil War reenactments. Performing Remains questions the importance of representation throughout history and today, while boldly reassessing the ritual value of failure to recapture the past and recreate the "original."

As the complicated relationship between music and theatre has evolved and changed in the modern and postmodern periods, music has continued to be immensely influential in key developments of theatrical practices. In this study of musicality in the theatre, David Roesner offers a revised view of the nature of the relationship. The new perspective results from two shifts in focus: on the one hand, Roesner concentrates in particular on theatre-making - that is the creation processes of theatre - and on the other, he traces a notion of 'musicality' in the historical and contemporary discourses as driver of theatrical innovation and aesthetic dispositif, focusing on musical qualities, metaphors and principles derived from a wide range of genres. Roesner looks in particular at the ways in which those who attempted to experiment with, advance or even revolutionize theatre often sought to use and integrate a sense of musicality in training and directing processes and in performances. His study reveals both the continuous changes in the understanding of music as model, method and metaphor for the theatre and how different notions of music had a vital impact on theatrical innovation in the past 150 years. Musicality thus becomes a complementary concept to theatricality, helping to highlight what is germane to an art form as well as to explain its traction in other art forms and areas of life. The theoretical scope of the book is developed from a wide range of case studies, some of which are re-readings of the classics of theatre history (Appia, Meyerhold, Artaud, Beckett), while others introduce or rediscover less-discussed practitioners such as Joe Chaikin, Thomas Bernhard, Elfriede Jelinek, Michael Thalheimer and Karin Beier.

In the years before the First World War, showmen, entrepreneurs, educators, and scientists used magic lanterns and cinematographs in many contexts and many venues. To employ these silent screen technologies to deliver diverse and complex programs usually demanded audio accompaniment, creating a performance of both sound and image. These shows might include live music, song, lectures, narration, and synchronized sound effects provided by any available party—projectionist, local talent, accompanist or backstage crew—and would often borrow techniques from shadow plays and tableaux vivants. The performances were not immune to the influence of social and cultural forces, such as censorship or reform movements. This collection of essays considers the ways in which different visual practices carried out at the turn of the 20th century shaped performances on and beside the screen.

As the nature of contemporary performance continues to expand into new forms, genres and media, it requires an increasingly diverse vocabulary. Reading Contemporary Performance provides students, critics and creators with a rich understanding of the key terms and ideas that are central to any discussion of this evolving theatricality. Specially commissioned entries from a wealth of contributors map out the many and varied ways of discussing performance in all of its forms – from theatrical and site-specific performances to live and New Media art. The book is divided into two sections: Concepts - Key terms and ideas arranged according to the five characteristic elements of performance art: time; space; action; performer; audience. Methodologies and Turning Points - The seminal theories and ways of reading performance, such as postmodernism, epic theatre, feminisms, happenings and animal studies. Case Studies – entries in both sections are accompanied by short studies of specific performances and events, demonstrating creative examples of the ideas and issues in question. Three different introductory essays provide multiple entry points into the discussion of contemporary performance, and cross-references for each entry also allow the plotting of one's own pathway. Reading Contemporary Performance is an invaluable guide, providing not just a solid set of familiarities, but an exploration and contextualisation of this broad and vital field.

Critical investigation into the rubric of 'Shakespeare and the visual arts' has generally focused on the influence exerted by the works of Shakespeare on a number of artists, painters, and sculptors in the course of the centuries. Drawing on the poetics of intertextuality and profiting from the more recent concepts of cultural mobility and permeability between cultures in the early modern period, this volume's tripartite structure considers instead the relationship between Renaissance material arts, theatre, and emblems as an integrated and intermedial genre, explores the use and function of Italian visual culture in Shakespeare's oeuvre, and questions the appropriation of the arts in the production of the drama of Shakespeare and his contemporaries. By studying the intermediality between theatre and the visual arts, the volume extols drama as a hybrid genre, combining the figurative power of imagery with the plasticity of the acting process, and explains the tri-dimensional quality of the dramatic discourse in the verbal-visual interaction, the stagecraft of the performance, and the natural legacy of the iconographical topoi of painting's cognitive structures. This methodical approach opens up a new perspective in the intermedial construction of Shakespearean and early modern drama, extending the concept of theatrical intertextuality to the field of pictorial arts and their social-cultural resonance. An afterword written by an expert in the field, a rich bibliography of primary and secondary literature, and a detailed Index round off the volume.

Theatre, in some respects, resembles a market. Stories, rituals, ideas, perceptive modes, conversations, rules, techniques, behavior patterns, actions, language, and objects constantly circulate back and forth between theatre and the other cultural

institutions that make up everyday life in the twentieth century. These exchanges, which challenge the established concept of theatre in a way that demands to be understood, form the core of Erika Fischer-Lichte's dynamic book. Each eclectic essay investigates the boundaries that separate theatre from other cultural domains. Every encounter between theatre and other art forms and institutions renegotiates and redefines these boundaries as part of an ongoing process. Drawing on a wealth of fascinating examples, both historical and contemporary, Fischer-Lichte reveals new perspectives in theatre research from quite a number of different approaches. Energetically and excitingly, she theorizes history, theorizes and historicizes performance analysis, and historicizes theory.

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