

# Media Transformation

## Vorlesung

WiSe 2022-23  
Øyvind Eide  
Woche 8



# Looking

Blue Velvet (David Lynch 1986)  
Love Actually (Richard Curtis 2003)



# Looking

- Aggression
- Power
- Status
- Support
- Flirting
- Curiosity
- Love
- ...



# Looking

- The eye of the actors
- The eye of the beholder
- The camera as an eye



# Looking and communication

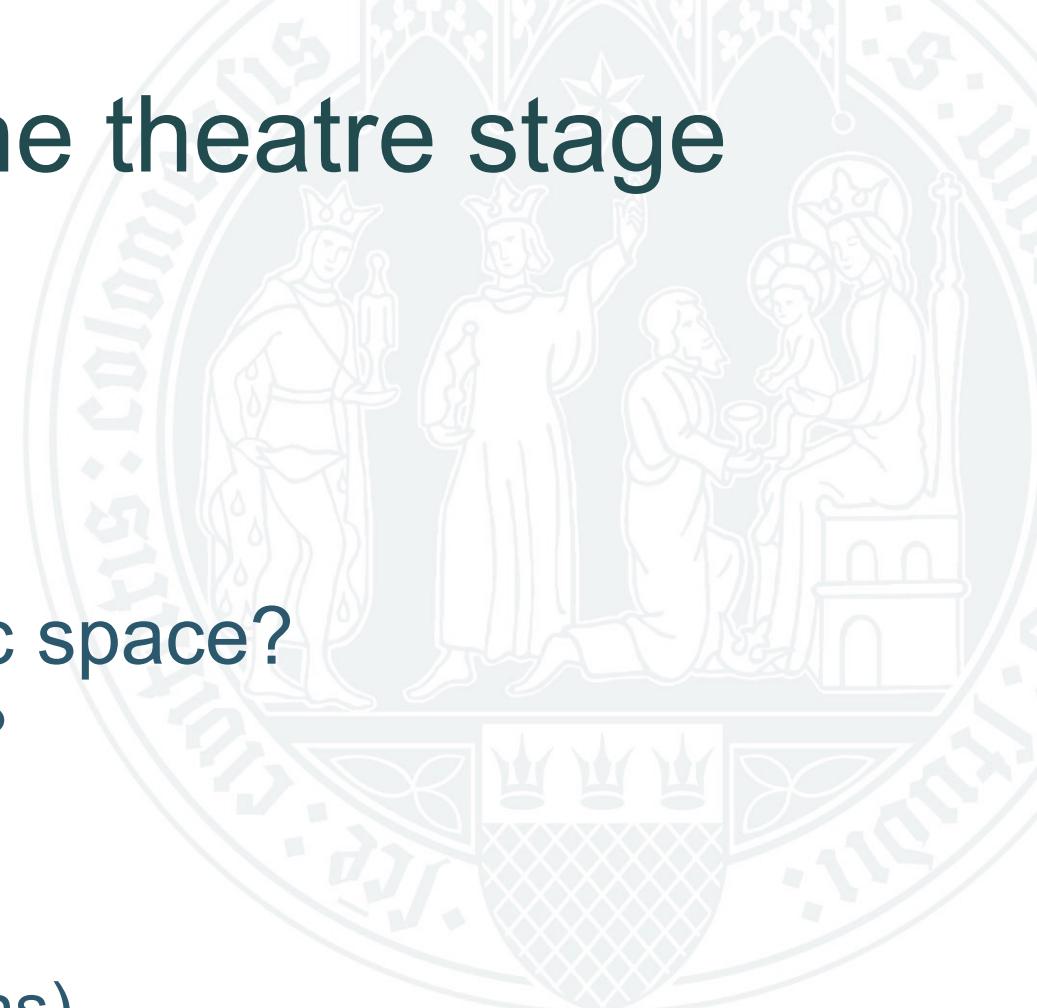
- The eye of the beholder
- Social acceptance
- The professional eye

*Playing our roles in life*



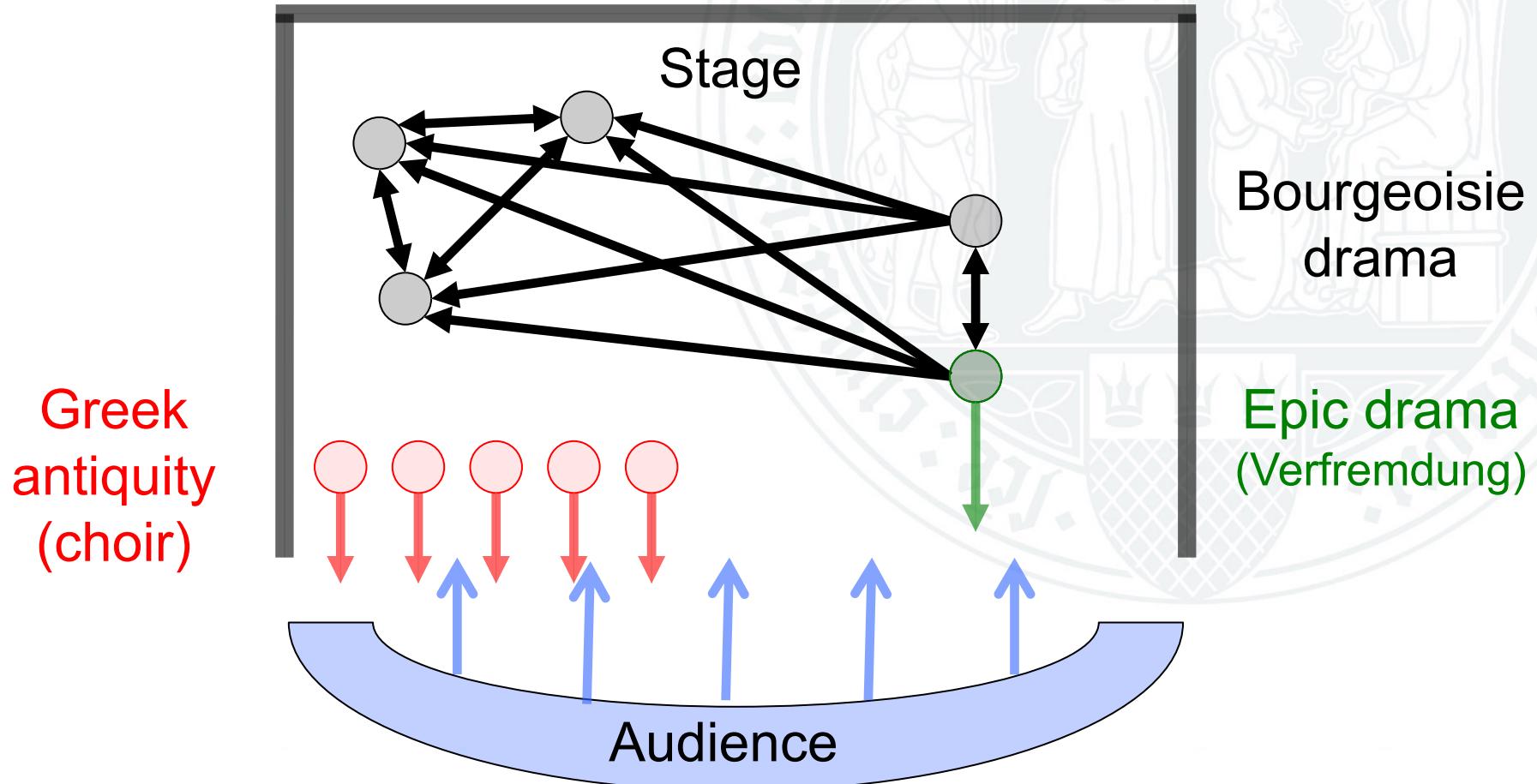
# The space of the theatre stage

- Which space(s)?
  - space of events?
  - stage space?
- What is a dramatic space?
  - can it be mapped?
  - is it the stage?
  - underspecification
  - movement (persons)
  - movable and immovable objects



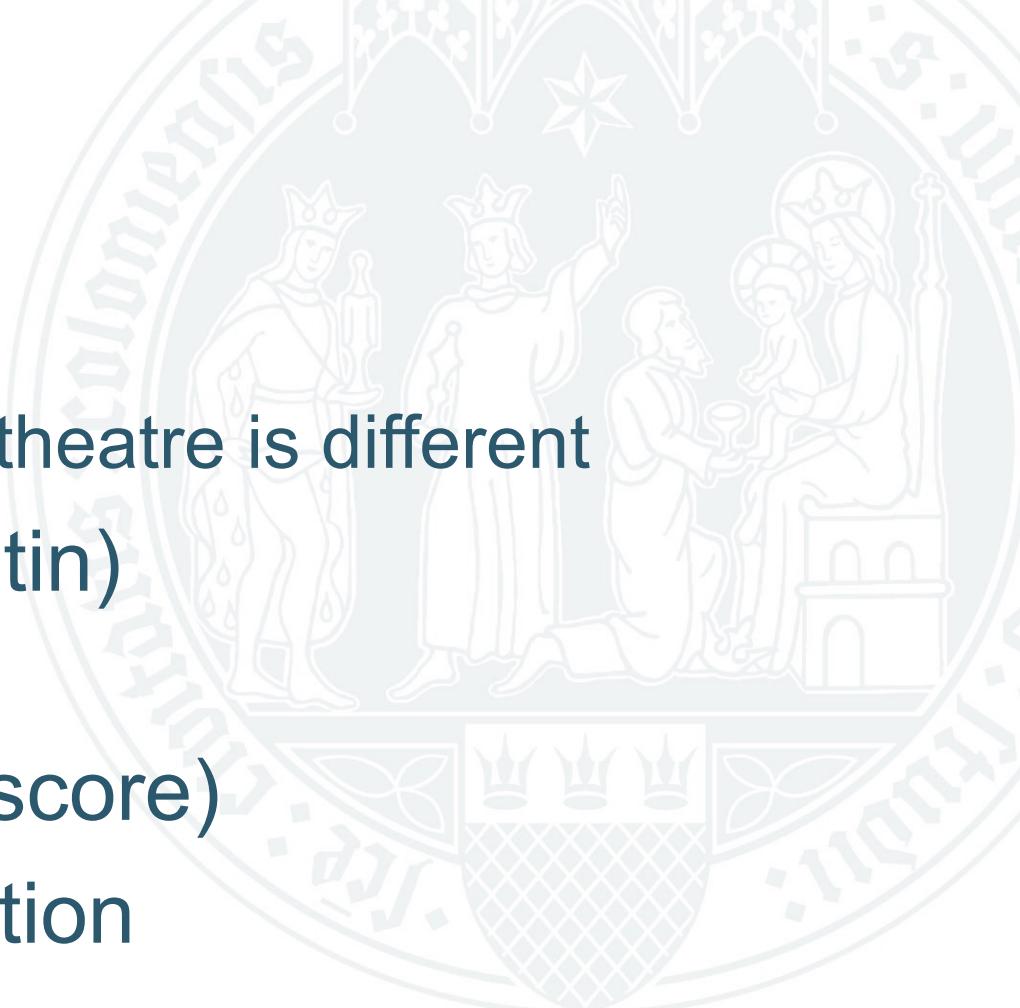
# Looking at/from/in theatre

(through the fourth wall)



# Performance

- Events
  - each night at the theatre is different
- Speech acts (Austin)
  - performativity
- Text as script (or score)
- Media transformation
- Embodiment

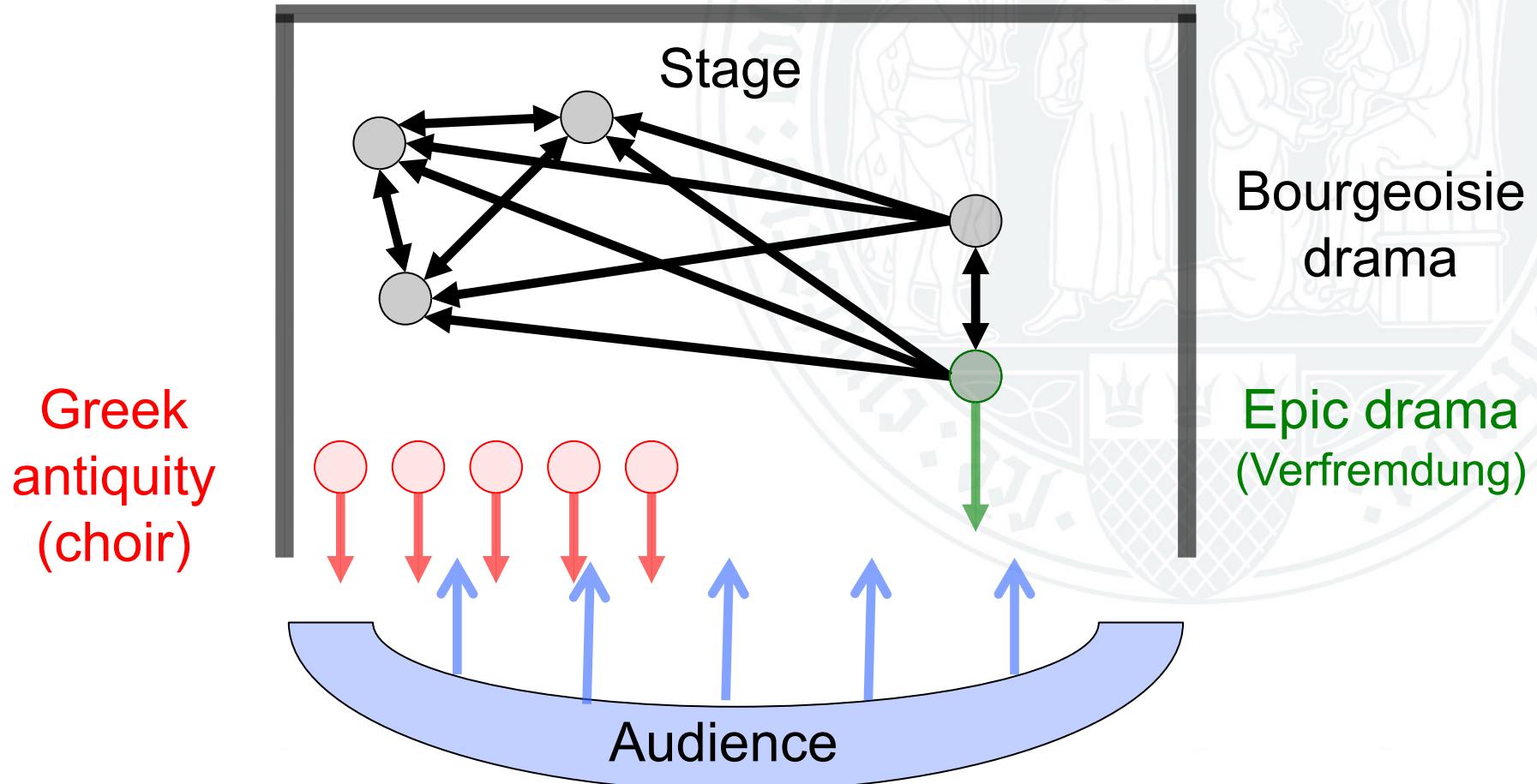


# Addressing

- Bertold Brecht: Der gute Mensch von Sezuan (Fritz Umgelter, 1966)
  - the gods see the water carrier
  - then the water carrier looks at us
- Jon Fosse: Skuggar
  - <https://www.youtube.com/watch?v=7uCsbEDCRsM>
  - look at us? Or just away from each other?



# Addressing?



# Characters and audience

- “Becoming” the character?
- Role of the audience
  - LARP: not present
  - Greek theatre: addressed
  - Bourgeoisie theatre: invisible
  - Epic theatre: actively challenged



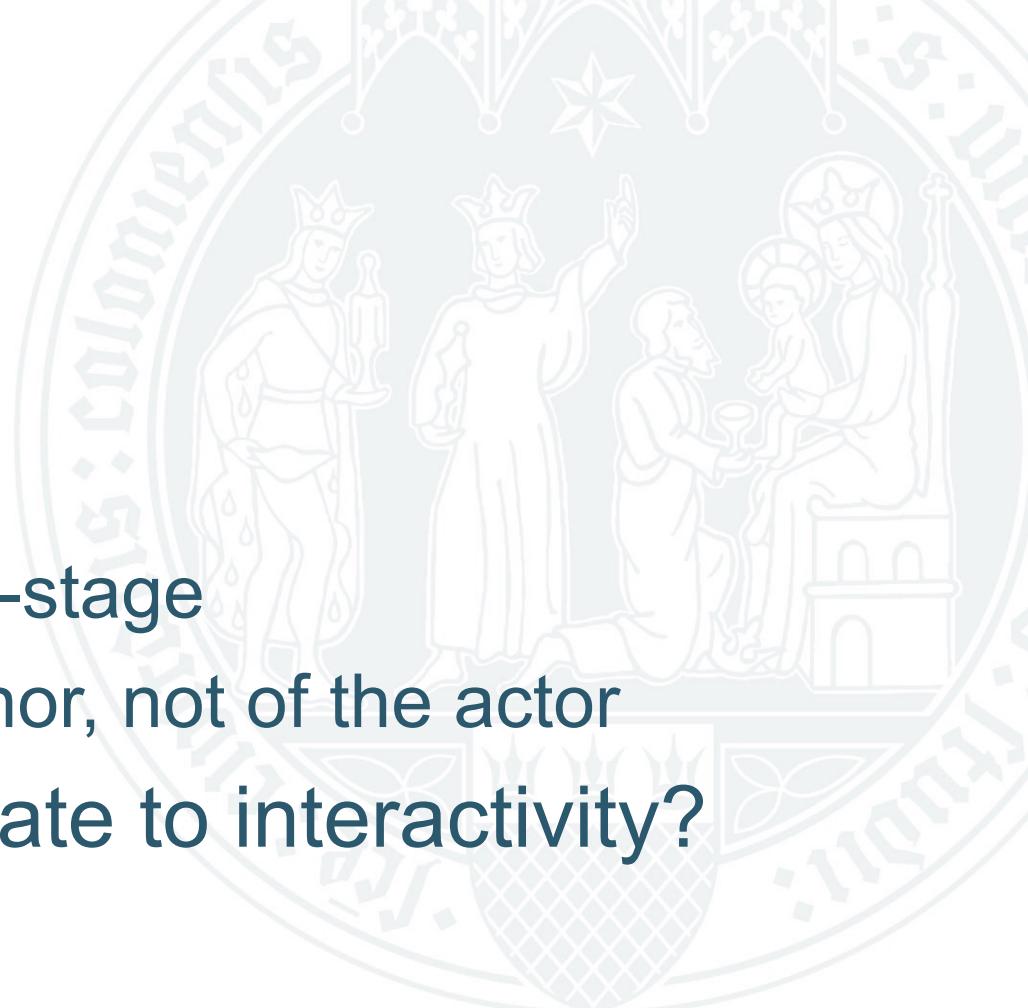
# VR

- Identification
- Immersion
- Audience?
- Who addresses whom?



# Choice

- Epic theatre
  - explicit choice on-stage
  - choice of the author, not of the actor
- How does this relate to interactivity?



# Theatre as a model of the world

- Amusement
- Education
- Entertainment
- Ritual
- ...



# Theatre as a moral teacher

- or theatre as science
- The moral of the story
  - or the truth of the story
- Become a better human
  - or create a better world
- What kind of truth?
- What kind of freedom?



# Storytelling and modelling

- Narrative vs. simulation
  - the game as a model simulating something
  - the game as a story
- Either or?
- Different games different mix of the two?
- Different aspects on games?
- Connected to differences in modalities?

