



Foto: Thomas Josek

Media Transformation

Lecture Winter term 2024–25, week 7

VR theatre. Media modalities.

CAVE (Cave Automatic Virtual Environment)





CAVE visit

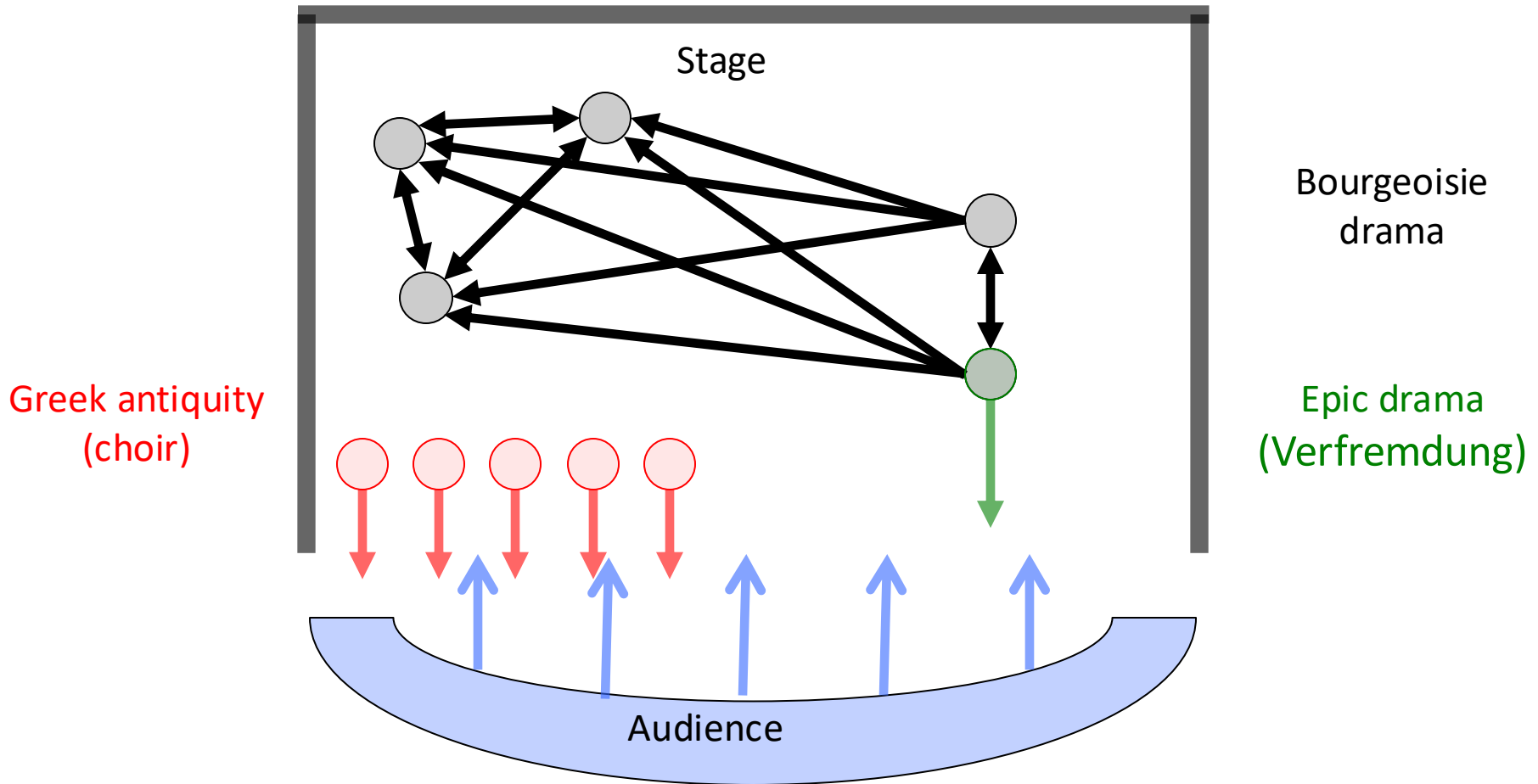
- December 18, 12:00–13:30
- Gebäude 137
 - Serverhalle RRZK, Gyrhofstr. 17a
- VR—material interface
- VR and communication
- VR and movement

<https://rrzk.uni-koeln.de/hpc-projekte/visualisierung/cave>

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)



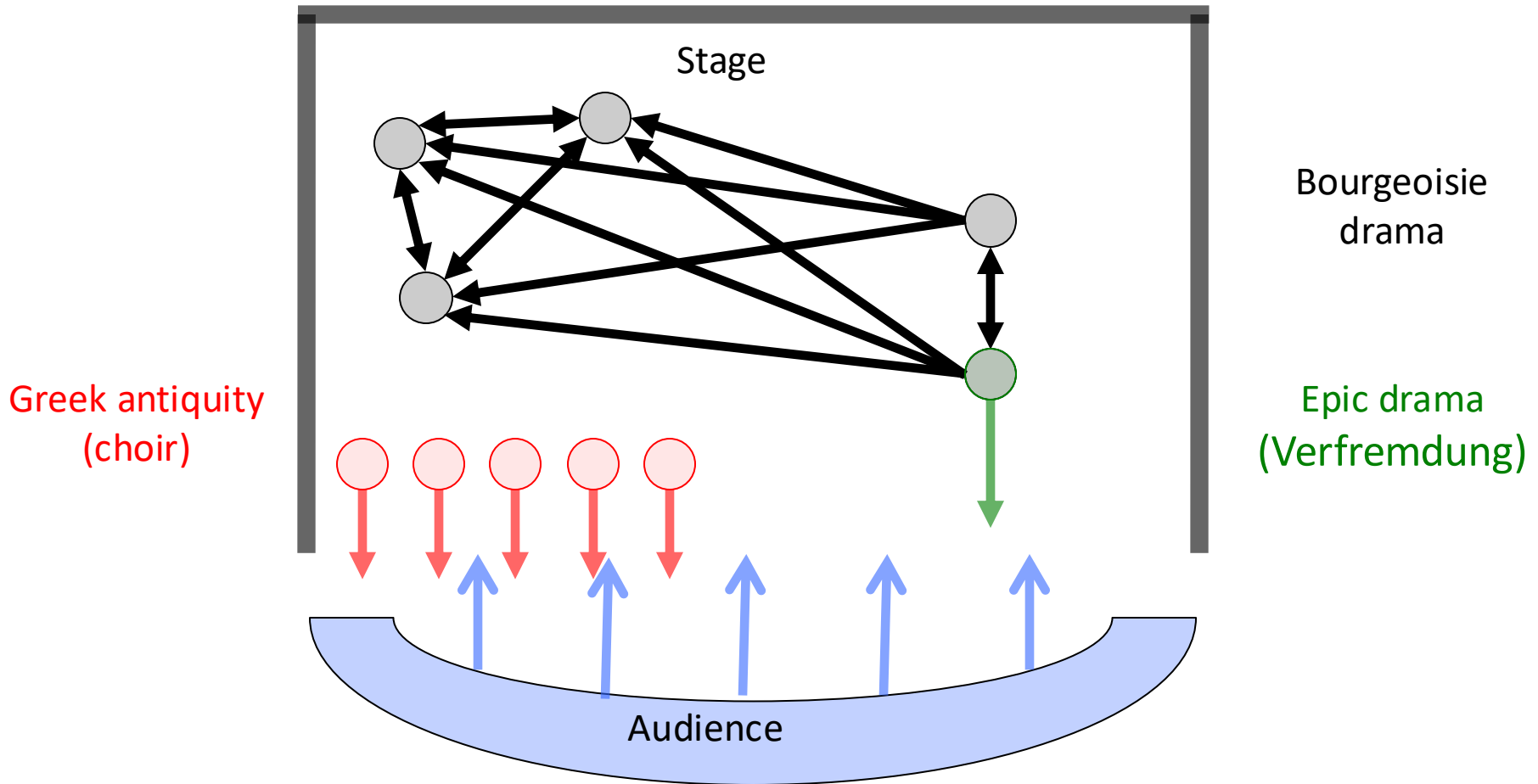
Performance

- 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?

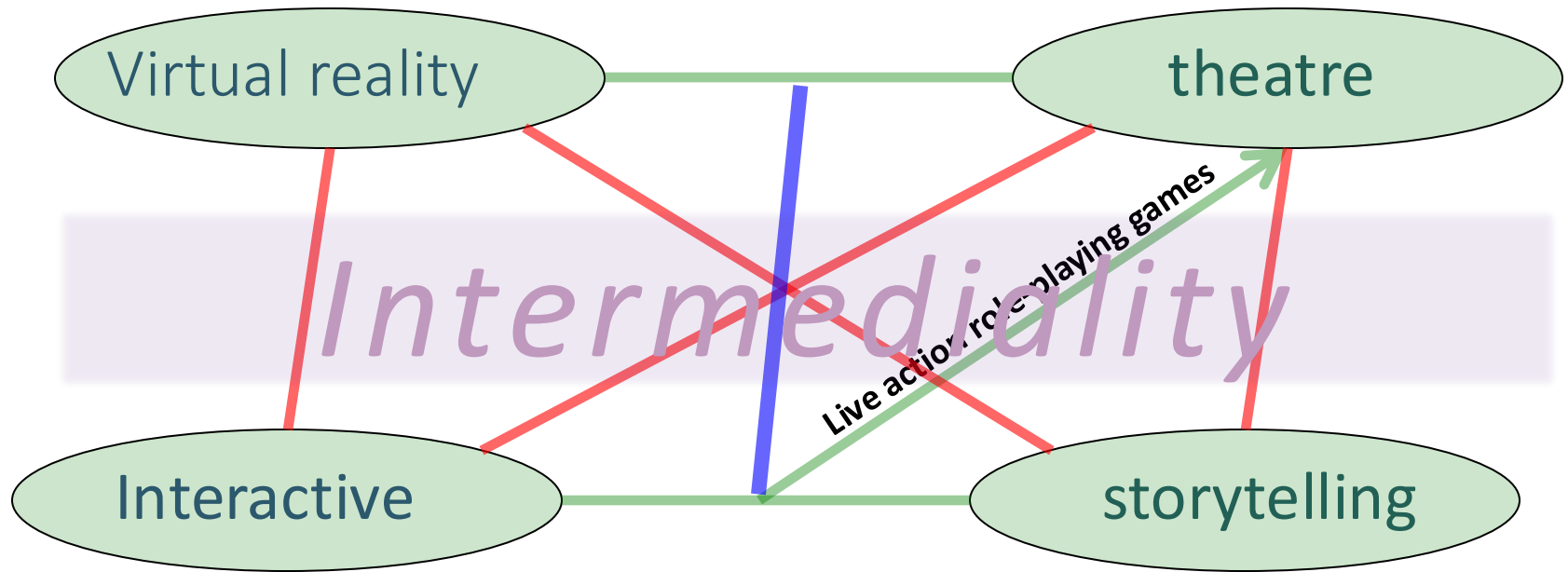
Theatre, interactive storytelling, LARP

- Enacting vs. telling
- Enacting vs. showing
- Actor vs. audience
- Level of freedom in script
- Absolute differences?

LARP between storytelling and theatre

- Telling stories
 - storytelling
- Showing stories
 - theatre
- Making stories
 - LARP
- Interactivity?

The rest of the semester



Modelling

Simulation

Media modalities

- Bottom up (or rather middle out)
 - an expression includes all four
 - analytical distinction
- Mode: “a way to be or to do things”
- Specify a medium
 - find the mix between modalities representative for this specific medium

Expressions and modalities

- An expression
 - will include all four modalities
 - each in a form specific for the expression,
 - classifiable according to general rules
 - cannot be divided into its modalities
- The distinctions between modalities
 - analytical, that is
 - based on our analysis only

Expressions and modalities

- Each modality consists of various modes
 - to be mixed in various ways
- To specify a medium
 - find a type of mix between modalities
 - representative for this specific medium
- Modalities cannot be separated in practice
 - to discriminate between them theoretically can help us understand media and expressions better

Meanings of 'medium'

- Technical medium of display
 - the physical entities needed to realize media products and hence media types
- Basic media types
 - based on the most basic features of media products
 - classified according to the most salient media modalities
 - example: still image
- Qualified media types
 - further qualified than basic media types
 - example: children's drawings

Media modalities

- A media product has a material interface
 - document pages, bodies dancing, sounds in a room
- which meets the senses of the recipient
 - seeing, hearing, smelling, feeling, tasting
- in a spatiotemporally based interpretation
 - direct or reconstructed space and time
- based on a semiotic understanding.
 - symbolic, iconic, indexical

Material modality

“The latent corporeal interface of the medium; where the senses meet the material impact”

- Important modes
 - human bodies
 - other demarcated materiality
 - not demarcated materiality
- Not the physical substance of the medium, but rather the potential in need of something to be expressed, that which is capable of being manifested in it.