

<b>ID</b>	2499
<b>Curricular Unit</b>	to be updated
<b>Regent</b>	Daniel Tércio Ramos Guimarães
<b>Learning Outcomes</b>	to be updated
<b>Syllabus</b>	to be updated
<b>Evaluation</b>	to be updated
<b>Bibliography</b>	<p>Aa.Vv. (2002) E-learning. O papel dos sistemas de gestão da aprendizagem na Europa. Lisboa: INOFOR</p> <p>Barthes, Roland (1982) O Grão da Voz. Lisboa: ed. 70.</p> <p>Castells, Manuel (1996) The Rise of the Network Society. The Information Age: Economy, Society and Culture. Vol. I. Cambridge, Oxford: Blackwell.</p> <p>Dixon, Steve (2007) Digital Performance. A history of new media in theater, dance, performance art, and installation. Cambridge (Massachusetts) e London: MIT Press.</p> <p>Field, Syd (1984) Screenplay. The Foundations of Screenwriting. New York: Dell Publishing</p> <p>Giannachi, Gabriella. (2004) Virtual Theatres: an Introduction. London &amp; NY: Routledge.</p> <p>Greene, Rachel (2004) Internet Art. NY. Thames &amp; Hudson.</p> <p>Netto, J. Teixeira Coelho (1973) Introdução à Teoria da Informação Estética. Rio de Janeiro: ed. Vozes.</p> <p>Wilson, Stephan (2002). Information Arts. Intersections of art, science and technology. Cambridge: MIT Press.</p>