

<b>ID</b>	2560
<b>Curricular Unit</b>	Dance and New Technologies
<b>Regent</b>	Daniel Tércio Ramos Guimarães
<b>Learning Outcomes</b>	<p>Highlighting the role of Information Technology (IT) in contemporary performing arts</p> <p>develop skills in the field of multimedia tools in performative projects.</p> <p>Develop a creative project dealing and interacting with other members of the working group.</p>
<b>Syllabus</b>	<p>Video Dance and Dance for Screen TV</p> <p>Dance and 3D character animation. Experimenting with new software: Life form and Poser.</p> <p>dance and interactive media. Laboratory experiments with motion capture and record movement.</p>
<b>Evaluation</b>	Presentation of a performative project
<b>Bibliography</b>	<p>Aa.vv. (2002) E-learning. The role of learning management systems in Europe. Lisbon: INOFOR</p> <p>Barthes, Roland (1982) The Grain of the Voice. Lisbon: 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>Field, Syd (1984) Screenplay. The Foundations of Screenwriting. New York: Dell Publishing</p> <p>Giannachi, Gabriella. Virtual Theatres: an Introduction. Netto, J. Teixeira Coelho (1973) Introduction to Information Theory Aesthetics. Rio de Janeiro: ed. Voices.</p> <p>Zetli, Herbert. Sight, Sound, Motion: Applied Media Aesthetics</p>