

ID	2871
Curricular Unit	Dance and Multimedia Technologies
Regent	Daniel Tércio Ramos Guimarães
Learning Outcomes	<p>To contextualize 'Network Society', clarifying and understanding the concepts of globalization and of networking.</p> <p>To deal with the fundamentals of the use of personal computers and to work within Information technologies.</p> <p>To develop skills on the use of multimedia tools within theatrical projects.</p> <p>To develop a creative project negotiating and interacting with other members of the work team.</p>
Syllabus	<p>Study of contemporary societies: from the Society of Information to the "Network Society".</p> <p>New shapes and proposals within contemporary art field: performance art, happening, art installation and post-cinema.</p> <p>Study of new resources and tools to perform art installations.</p> <p>Management of digital tools for image and sound edition.</p>
Evaluation	<p>An individual creative task related to video dance.</p> <p>An artistic project developed within the framework of a working group.</p>
Bibliography	<p>Barthes, Roland (1982) O Grão da Voz. Lisboa: ed. 70. Castells, Manuel (1996) The Rise of the Network Society. The Information Age: Economy, Society and Culture. Vol. I. Cambridge, Oxford: Blackwell.</p> <p>Tércio, Daniel (ed.) (2008) TeDance. Perspectivas sobre Dança em expansão tecnológica / Perspectives on Technologically Expanded Dance. Lisboa: FMH edições.</p> <p>Wilson, Stephen (2002). Information Arts. Intersections of Art, Science and Technology. Cambridge and London: The MIT Press.</p>