

<b>ID</b>	2932
<b>Curricular Unit</b>	Dance and New Technologies
<b>Regent</b>	Daniel Tércio Ramos Guimarães
<b>Learning Outcomes</b>	Highlighting the role of Information Technology (IT) in contemporary performing arts develop skills in the field of multimedia tools in performative projects. Develop a creative project dealing and interacting with other members of the working group.
<b>Syllabus</b>	Video Dance and Dance for Screen TV Dance and 3D character animation. Experimenting with new software: Life form and Poser. dance and interactive media. Laboratory experiments with motion capture and record movement.
<b>Evaluation</b>	Presentation of a performative project
<b>Bibliography</b>	Aa.vv. (2002) E-learning. The role of learning management systems in Europe. Lisbon: INOFOR Barthes, Roland (1982) The Grain of the Voice. Lisbon: ed. 70. Castells, Manuel (1996) The Rise of the Network Society. The Information Age: Economy, Society and Culture. Vol I. Cambridge, Oxford: Blackwell. Field, Syd (1984) Screenplay. The Foundations of Screenwriting. New York: Dell Publishing Giannachi, Gabriella. Virtual Theatres: an Introduction. Netto, J. Teixeira Coelho (1973) Introduction to Information Theory Aesthetics. Rio de Janeiro: ed. Voices. Zetli, Herbert. Sight, Sound, Motion: Applied Media Aesthetics