

ID	3344
Curricular Unit	Dance and New Technologies
Regent	Daniel Tércio Ramos Guimarães
Learning Outcomes	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.
Syllabus	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.
Evaluation	Presentation of a performative project
Bibliography	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