SM3709: ART AND TECHNOLOGY IN NEW MEDIA PERFORMANCE

Effective Term
Semester A 2025/26

Part I Course Overview

Course Title
Art and Technology in New Media Performance

Subject Code
SM - School of Creative Media

Course Number
3709

Academic Unit
School of Creative Media (SM)

College/School
School of Creative Media (SM)

Course Duration
One Semester

Credit Units
3

Level
B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction
English

Medium of Assessment
English

Prerequisites
Nil

Precursors
Nil

Equivalent Courses
Nil

Exclusive Courses
Nil

Part II Course Details

Abstract

This course aims to interconnect new media technology with performing arts and explore a new definition of theatrical spaces. In the turn of the new century, media technology commences a new genre of artistic expression, providing a chance for rapid growth of new media professionals in the performing arts field. New media technologies and interactive content offer an innovative framework to integrate performative spaces, dramaturgical structure and aesthetical characteristics in contemporary performance culture.

Due to the cross-disciplinary quality of contemporary theatre, this course will offer a theoretical paradigm based on ontology and the notion of "Total Theatre" (Gesamtkunstwerk). Students are expected to involve in practice-based learning in order to familiarize a variety of arts tech components such as projection mapping, projection design, interactive visuals, extended reality, experience design, panoramic movie, sound design and installation, etc. Student will also involve in movement training, solo / group performance and audio-visual creation aims to help them develop unique content and eventually develop into arts tech or multimedia based performance work. Students are encouraged to apply artistic or technical skills they have learnt from other courses such as sensors, gaming, CG, software development, hardware hacking, wearable technology, AI, robotics, animation, installation and among others in order to enrich their testbed process. Students may have opportunities to pay visit and /or collaborate with outside organizations aims to strengthen their exposure and profession connection depending on availability.

Course Intended Learning Outcomes (CILOs)

	CILOs	Weighting (if app.)	DEC-A1	DEC-A2	DEC-A3
1	Achieve and articulate theoretical and practical knowledge on designing arts tech based performance.		x		
2	Develop concepts and visual simulations for integrative intermedia theatre spaces.		x	x	
3	Design visual and/or interactive content for video projections in theatre or virtual space, such as projection mapping, interactive visuals, extended reality, experience design, panoramic movie, sound design and installation, etc..			x	x
4	Conduct extra research on the subject in relation to one's own experience as a self-reflective process			x	x

A1: Attitude
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments
Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Learning and Teaching Activities (LTAs)

	LTAs	Brief Description	CILO No.	Hours/week (if applicable)
1	Lecture	Overview on arts tech and multimedia related to contemporary performance practices and their principles.	1, 2	
2	Workshop and Seminar	Practice on arts tech related production methods/workflows and the collaboration with other involved disciplines like stage design, lighting, choreography, etc.	1, 2, 3	
3	Presentation and reports	Concept development and realization workshop.	1, 2, 3, 4	

Assessment Tasks / Activities (ATs)

	ATs	CILO No.	Weighting (%)	Remarks ("-" for nil entry)	Allow Use of GenAI?
1	Assignment 1: Technology application in live performance setting	1, 2, 3, 4	40	-	Yes
2	Assignment 2: Content development in live performance and group project process	3, 4	40	-	Yes
3	Individual reflection reports	3, 4	20	Allow submitting AIGen archive or documentation as project evidence. Cannot use AI Tools to generate text-based elements in report writing.	Yes

Continuous Assessment (%)

100

Examination (%)

0

Assessment Rubrics (AR)

Assessment Task

1. Assignment 1: Technology application in live performance setting

Criterion

1.1 Ability to understanding principles of contemporary arts and theatre performance, with emphasize of close relationship of both.
1.2 Proficiency of essential media technology skills applicable in performance setting.
1.3 Capacity of transforming concept to live events

Excellent (A+, A, A-)

- Excellent ability to interpret and integrate learning materials provides.
- Systematic project creating process, rigorous organization, coherent presentation structure,
- Well defined and reasoned points of view grounded in insightful interpretation

Good (B+, B, B-)

- Adequate content, sufficient ability to integrate various resources based on demand
- Reasonable organization with balanced structure and composition
- Clear elaboration of ideas that sticks to the point, with clearly differentiated issues, ability to interpret opinions independently
- Sufficient responses to peer

Fair (C+, C, C-)

- Adequate content, fair ability to integrate various resources based on demand
- Fair organization with adequate structure and composition in presenting ideas
- Relevant points made to the subject matter in question
- Ability to respond to other statements and engage in class discussion

Marginal (D)

- Weak content, limited use of resources
- Poor organization, structure and composition
- Relevant points to the subject matter, marginal ability to interpret opinions
- Ability to respond to other comments in simple terms

Failure (F)

- Inadequate content, no/ irrelevant use of resources
- No organization, structure or/and composition
- Irrelevant points to the subject matter, no ability to interpret opinions
- Fail to respond to other comments

Assessment Task

2. Assignment 2: Content development in live performance and group project process

Criterion

1.1 Ability to draw concept into realization
1.2 Proficiency of project development with sound creative content skills applicable in performance setting.
1.3 Capacity of transforming concept to live events

Excellent (A+, A, A-)

- Excellent ability to express ideas and integrate learning materials.
- Outstanding project development process, rigorous organization, coherent presentation structure,
- Well defined and reasoned points of view grounded in insightful interpretation

Good (B+, B, B-)

- Adequate content, sufficient ability to integrate various resources based on demand
- Reasonable organization with balanced structure and composition
- Clear elaboration of ideas that sticks to the point, with clearly differentiated issues, ability to interpret opinions independently

- Sufficient responses to peer

Fair (C+, C, C-)

- Adequate content, fair ability to integrate various resources based on demand
- Fair organization with adequate structure and composition in presenting ideas
- Relevant points made to the subject matter in question
-

Marginal (D)

- Weak content, limited use of resources
- Poor organization, structure and composition
- Relevant points to the subject matter, marginal ability to interpret opinions
- Ability to respond to other comments in simple terms

Failure (F)

- Inadequate content, no/ irrelevant use of resources
- No organization, structure or/and composition
- Irrelevant points to the subject matter, no ability to interpret opinions
- Fail to respond to other comments

Assessment Task

3. Individual reflection reports

Criterion

3.1 ability to develop teamwork and communication skills via performance productions.
3.2 Ability to analysis issues and slove problems in event production.

Excellent (A+, A, A-)

- Readiness to respond to peer opinion and other views initiated in class discussion
- Detailed presentation and discussion shed light on new dimensions of the contribution and raise relevant issues
- Proof of leadership in group project
- Outstanding individual performance in class and projects presentation.

Good (B+, B, B-)

- Able to articulate individual effort and contribution towards group work.
- Evidence to demonstrate specific artistic and technical know-how in projects

Fair (C+, C, C-)

- Ability to engage individual contribution in general

Marginal (D)

- Weak evidence to demonstrate personal involvement
- Poor organization, structure and composition
- Relevant points to the subject matter, marginal ability to complete tasks.
- Blow average ability to respond to class training materials
- Incomplete report

Failure (F)

- Inadequate evidence, no/ irrelevant use of resources or reference
- No organization, structure or/and composition
- Irrelevant report to the subject matter, no ability to interpret personal involvement
- Fail to submit report

Additional Information for AR

All A+/A/A- grade assignment should comply with the highest performance of Discovery-oriented learning.

Part III Other Information

Keyword Syllabus

Arts Tech
Multimedia Performance
Contemporary Performance
Theatre Space
Projection Mapping
Media Scenography
Projection Mapping
Projection Design
Extended Reality
360 Movie
Sound Design
Installation
Gesamtkunstwerk

Reading List

Compulsory Readings

	Title
1	Scheer, E & Klick R, Multimedia Performance, Palgrave Macmillan, 2011.
2	Dixon, Steve, Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation (Leonardo), The MIT Press; 2015

Additional Readings

	Title
1	Barranger, Mille S. Theatre: A Way of Seeing, Cengage Learning, 6th edition, 2005.
2	Parker-Starbuck, Jennifer, Cyborg Theatre: Corporeal/Technological Intersections in Multimedia Performance, Palgrave Macmillan, 2011.