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Nota di contenuto	Cover -- Contents -- subTexte -- Acknowledgements -- Introduction -- Live Performance and Video Games: Introduction to an Interdisciplinary Field of Research -- Introduction – Context, intentions, and origins of this volume -- Gamification of live performance -- Crucial turning points in contemporary live performance -- Gamification of society and performance -- Towards a game theatre -- Gaming as performance -- The integration of performance and video games: A question of perspective -- The performative view of games and gaming -- The sections and articles of this volume -- References -- Biographies -- Potential and Critique of a Gamified Theatre -- ‘It’s (Not) Only a Game’... some GameChanging Potentials of GameBased Theatre -- Introduction -- Play as ethos, discipline, training -- Gameplay mechanics in the work of ZUUK and State of the [Art] -- Playing the Game(show): Aesthetics, mechanics, care, and caretaking -- Playing together, ‘inittogetherness’: Temporary community and communitas -- Conclusion: Game changing play – Translations, transitions, transformations -- References -- Biographies -- Video Games, Flow, and Immersive

Sommario/riassunto

This volume explores the intersections of live performance and video games, focusing on how digital technologies influence contemporary theatre practices and performance arts. Edited by Réjane Dreifuss, Simon Hagemann, and Izabella Pluta, the book examines the mutual inspirations and transfers between these mediums. It addresses topics such as gamified theatre, immersive experiences, the dramaturgy of video games, and the use of game technologies in live performances. Contributions from researchers and practitioners provide insights into the evolving narrative forms, participatory arts, and the interplay between physical and virtual realities. Intended for scholars, artists, and students in theatre studies and media arts, the publication aims to promote understanding of the cultural, technological, and performative dynamics shaping this interdisciplinary field.