

Games and Virtual Reality in Performing Arts (GVRIPA)

Basic information of the minor

Code: ARTSXXXX

Extent: 25 ECTS

Language: English

Professor in charge: Teemu Määttänen

Level of the Minor: Advanced

Teaching periods: III-V. The minor will start in Spring 2020.

The minor is interdisciplinary and is produced by Aalto University, School of Arts, Design and Architecture, Master's Programme in Design for Theatre, Film and Television and Master's Programme of Media together with The University of Arts, Theatre Academy, Master's Programme in Lighting Design, Master's Programme in Sound Design and Master's Programme in Writing.

Target group:

- Students from Aalto ARTS, Master's programme in Design for Theatre, Film and Television
- Students from Uniarts, Theatre Academy, Master's Programme in Lighting Design
- Students from Uniarts, Theatre Academy, Master's Programme in Sound Design
- Students from Uniarts, Theatre Academy, Master's Programme in Writing
- MA level exchange students from both Universities: Master's Programme in Design for Theatre, Film and Television + Master's Programme in Lighting Design

Quotas and restrictions: Maximum of 18 students

- 4 students from Aalto ARTS, Master's Programme in Design for Theatre, Film and Television (including exchange students) and Master's Programme of Media
- 6 students from Uniarts, Theatre Academy, Master's Programme in Lighting Design (including exchange students)
- 4 Students from Uniarts, Theatre Academy, Master's Programme in Sound Design
- 4 Students from Uniarts, Theatre Academy, Master's Programme in Writing

Application procedure:

- Students of the Master's Programme in Design for Theatre, Film and Television and Master's Programme of Media: Application period **15.9-30.9.2019**. For students from Aalto University, Master's programme in Design for Theatre, Film and Television and students from Master's programme of Media **a motivation letter is required**. Send the motivation letter by e-mail to Teemu Määttänen, (teemu.maattanen[a]aalto.fi). The transcript of records is not necessary.
- Exchange students to Aalto Universitys: application through exchange student application procedure: [link to moveon 2019 application](#). Application time is: **15.9-15.10.2019**. Required attachments for exchange students to the application are a **motivation letter and a transcript of records**. Selection will be based on the motivation letter and student's previous studies/ experience. All students are expected to have basic IT skills and some experience in computer aided design.
- Students of The University of The Arts, Theatre Academy, Master's Programme in Lighting Design, Master's Programme in Sound Design and Master's Programme in Writing: Application to the minor through programme's own application procedure. No attachments are required.

Also other students from Aalto University and students from University of the Arts Helsinki, Theatre Academy can choose individual courses from the Games and Virtual Reality in Performing Arts minor that are available in their respective programs. In that case Aalto University students use WebOodi-registration and in University of the Arts Helsinki, Theatre Academy students use their WebOodi-registration. The students accepted to the minor will be prioritized.

General information on [application procedure, quotas and restrictions](#)

Content and structure of the minor

Learning outcomes

- The student acquires knowledge on the theoretical and practical artistic implementation of games, game design and virtual reality into the performing arts
- The student develops sophisticated artistic and technical skills in the use of virtual reality technologies in performing arts
- The student develops the ability to critically evaluate the theoretical and practical questions relating to the implementation of games, game design and virtual reality in performing arts

Content

- The minor focuses on the implementation of games, game design and virtual reality into performance by exploring the theories, methodologies and practices of performance, game design and their synthesis.
- The minor brings together students and teachers from diverse backgrounds to explore the possibilities of games and virtual reality technology in the context of performing arts.

- The minor focuses on the use of games and game design methods in the processes of performing arts through the implementation of virtual reality to the stage and the artistic practice. The theoretical approach builds upon performative concepts like interaction, participation, mediated experience and immersive space together with fundamental gaming concepts like chance, strategy and rules. Students study theoretical and artistic questions related to the subject through lectures and practical assignments.

[Video examples of the student work made in the previous iteration \(2018\) of the Games and Virtual Reality in Performing Arts minor](#)

Structure of the minor

Code	Name	Credits
ELO-E5214	Introduction to Intermedial Design	2
ELO-E5215	Digital Game Creation and Art	5
ELO-E5216	From Game to Performance	5
ELO-E5217	Interactive and Playful Design in Performing Arts	5
ELO-E5218	Mediated Performance	8