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Theatre in Cyberspace (Artists and Issues in the Theatre)

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From Brand: Peter Lang Publishing : Theatre in Cyberspace (Artists and Issues in the Theatre) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Theatre in Cyberspace (Artists and Issues in the Theatre):

0 of 0 people found the following review helpful. Fascinating and comprehensive set of article on early cyber-theatre. ...By Richard M. Sacks Fascinating and comprehensive set of article on early cyber-theatre. I'm a little biased as I have an article in there. 2 of 3 people found the following review helpful. Okay, I'm prejudiced, but it's great! By Stephen A. Schrum I admit I am a bit prejudiced in regard to this book (I am the editor) but I think Theatre in Cyberspace will be of interest to anyone who: 1) Wants to incorporate computer technology in their classroom; 2) Is interested in expanding the bounds of theatre performance into cyberspace 3) Wants an historical record of what is happening with computers and the world of theatre, education and performance. 1 of 2 people found the following review helpful. Fantastic Resource By J. Martyn This is a great book for relating theatre and the fine arts to technology. Not only does it cover teaching using technology, but it also delves into using the technology to create art.

Many theatre educators have begun to use computer technology in a variety of ways, whether inside the classroom or by expanding the classroom by using the Internet and the World Wide Web. Similarly, theatre practitioners are increasing their potential audiences with online technology while attempting to discover how to present theatre in an interactive yet non-corporeal way. Also fascinating is how educators and practitioners can collaborate, creating online

performance spaces that can be adapted for teaching, and creating online teaching techniques that can be adapted for performance. This volume of essays presents information from some of the pioneers in the field of cyberspace theatre who write of their work in both theoretical and practical terms, thus creating a kind of Theatre and Its Double for computers and theatre. (From the Introduction)

About the AuthorThe Editor: Stephen A. Schrum received his Ph.D. from UC Berkeley, and is at present Lecturer at the Penn State Hazleton Campus, where he is involved with incorporating technology in teaching Intro to Theatre. Over the past few years he has been organizing and presenting panels and workshops on the use of technology and performance at the Association for Theatre in Higher Education annual conferences. His current personal projects include collaborating over the Internet on a new musical version of The Oresteia and turning his dissertation on Goethe's Faust into an interactive CD-ROM.