

## VII Dama Workshop. Visby, Sweden, Jun 6-15, 2010



Photo from previous DAMA workshops: △ DAMA1 Reykjavik ▽ DAMA5 Tallinn



Gotland University is hosting the seventh Dama workshop. Through the DAMA network, this workshop is open to the participating institutions. The workshop takes place in Visby in Jun 06-15, and students will work together in groups, leading to a final performance/presentation.

The workshop is intended for students of performance based art (real-time art): music, dance, video, multimedia and games. The goal is to provide a platform for students of different disciplines to work together using their domain-specific skills in a multimedia environment.

See: <http://www.medialappi.net/dama>

## Physical Gaming, Performing space and Media

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**Time:** 06.6.2011-15.6.2011

**Place:** Visby. Gotland. Sweden.

Gotland University. Institution of Game Design, Technology and Learning. Game Department

**Duration:** 10 days

**Level:** Intermediate/advanced

**Working language:** English

**Recognition:** Students should confirm that the course can be accepted into their studies at their home university.

**Workshop coordinators (content):** Tomi Knuutila [tomi.knuutila@ulapland.fi](mailto:tomi.knuutila@ulapland.fi), Lecturer in Digital Media, University of Lapland; Iwona Hrynczenko, [iwona.hrynczenko@hgo.se](mailto:iwona.hrynczenko@hgo.se) Lecturer in Interpretation towards Digital Design, Institution of Game Design, Technology and Learning, Gotland University; Steven Bachelder, Professor, Institution of Game Design, Technology and Learning, Gotland University

**Workshop coordinators (practical issues):** Iwona Hrynczenko [iwona.hrynczenko@hgo.se](mailto:iwona.hrynczenko@hgo.se); workshop coordinator on Gotland Suk-hi Cho, [suk-hi.cho@hgo.se](mailto:suk-hi.cho@hgo.se) Head of International Office

**Leading Tutors:** Tomi Knuutila, Karen Maria Jónsdóttir, Iwona Hrynczenko, Albertina Sparrhult

### Course description

#### Course goal:

The 10 days intensive Course provides students with knowledge about the common ground between dance, games and media, and encourages to learn more about other students' disciplines. The students work together in groups, creating an game based performance or interactive experience as the final work.

#### Content and methods:

The course will focus on the space between dance / theatre and games: where games become art and dance / theatre becomes interactive. Techniques from the dance / theatre will be used to design new games and interactive (game) techniques will be used to make dance / theatre. The student will research and develop a cross-over between games and performance. S/he will learn to deal with different soft- and hardware and theatrical techniques. S/he will learn to work in a team or as a collective on artistic and innovative concepts and how to adjust them to an artistic context. The development of and experimenting with innovative concepts of virtual theatre and games is a central issue here. Dance students will benefit both by using theatre techniques as well as game development theories for choreography exercises. It will extend the issue of connectivity between movement and content in the choreographic dance work.

## **Application procedure**

Send e-mail to Tomi Knuutila and Iwona Hrynczenko explaining with a motivation letter before April 25.2011

The motivation letter should contain explanations in the following areas:

- Background knowledge in music, dance, art and/ or game development/ media.
- Background or interest in cross-disciplinary work.
- Will to work in a collaborative and international group.

## **Preliminary Course schedule:**

### **Pre-assessment:**

Make a short presentation (5-10 minutes) about an artist, performance or artwork that you find inspirational. The presented subject should come from a field outside your main interest or combine many fields if possible. Presentations are shown on Monday 06 June.

### **Preliminary workshop schedule:**

Research and preparation between collaborating experts performing art/ dance and Media / game development. Workshops are based on teamwork where participants explore core techniques and existing media tools. Preliminary the workshop program will be based on 4 phases:

#### **Day 1-2**

First Phase: Knowledge exchange/ inspiration phase. The students present examples of works that influence themselves, as well as a specific technique, which is connected to this work. They can present it for other students as a short practical workshop. Teachers as well will give introductory presentation of the specific subject and case-based examples.

Introduction to Game Development: For both creative and vocational issues, introductory lectures to the theory and practice, and then application to the specific game activities.

#### **Day 3**

Second Phase: team building and idea development where students formulate together their ideas.

#### **Day 4-8**

Third phase: idea realization based on already existing media tools and performative techniques.

#### **Day 9-10**

Fourth phase: presentation. The two weeks of theory preparation should be carried out in the practical work during the workshop.

### **Post-assessment:**

Written project synopsis, and project documentation, (Group work) supplemented by your own reflections in the form of written analysis of your collaboration experience.

Last day to deliverer: 30 June 2011. To Both Tomi Knuutila [tomi.knuutila@ulapland.fi](mailto:tomi.knuutila@ulapland.fi) and Iwona Hrynczenko [iwona.hrynczenko@hgo.se](mailto:iwona.hrynczenko@hgo.se)

### **Teaching methods:**

Phase 1: Case studies, learning by teaching, demonstrating, panel of experts, lecture with discussion (teachers).

Phase 2: Brainstorming, small group discussion, collaboration (students), coaching (by teachers).

Phase 3: Project based education, problem-based learning.

Phase 4: Participatory techniques, group-work, problem solving, learning to make positive compromises.

**Outcomes:** Short production based on elements/ techniques representing knowledge of each participating student group. Key People & departments involved: From Gotland University Game department: Teacher for the introduction to game development, Mocap studio technician, teacher in digital media visualization.

**Grading:** Pass or fail (or according to each institutes' own system) and

**Application procedure:** each institution does the selection beforehand on their own.

### **Prerequisite:**

Intermediate / advanced level in own field of study.

Performing art students: some skills in new media tools and technologies are beneficial. Media / music / fine arts students: Some dance or other performative skills are beneficial.

### **Timeline:**

18.4.2011 application deadline

25.4.2011 information about the selection, travel stipend procedure etc.

05-06.6.2011 Arrival to Visby, accommodation etc.

06-15.6.2011 The course itself (weekend is free / working time)

15.6.2011 Final performance

15-16.6.2011 Departure from Visby

### **Accommodation:**

Visiting students will stay in a youth hostel. Please bring with you:

- Bed linen or a sleeping bag & towel & personal toiletries
- If possible, a laptop computer and audiovisual equipment (digital camera, video camera, sound recording equipment, sensors, etc.)
- Good ideas
- Ability to work and live in an international group

Hostel

We have made reservation in Hostel Visbyfängelse.

Location: 200 m from the ferry terminal, just inside of the Visby old walls. 200 m to beach, 200 m up to centrum of old Visby

Website: <http://www.visbyfangelse.se>

Telephone: +46 498-206050 booking +46 18 106905

More info about the hostel:

<http://www.hostelz.com/hostel/41852-Visby-Prison-Hostel---Visby-Fängelse-Vandrarhem>

**Important:**

For booking first you need to send an e-mail to Iwona before the 1 of May.  
iwona.hrynczenko@hgo.se

Your e-mail address and name will be send to the hostel in order to connect you to this reservation. You need yourself confirm the booking and make necessary payments before 6 of May by telephone or website using DAMA as reference. (your name + DAMA). Price: 25 EUR/night.

**Costs:**

The workshop is free. The students will get a mobility stipend; amount depends on which country the student is coming from. The students themselves with the money then cover the travel and accommodation. Participants have to be prepared to pay for meals or cook on their own.

**More information:**

Workshop coordinators: Tomi Knuutila , Iwona Hrynczenko, Karen María Jónsdóttir and. Albertina Sparrhult

**Links:**

Gotland University: <http://www.hgo.se>

Gotland University, Game Department: <http://game.hgo.se>

Your guide to Gotland: <http://www.gotland.info/language/eng>

**Addresses:**

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**Emergency:** 112