Digital Theatre Design
An Interdisciplinary Course
Connecting Computing and Theatre Arts

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THE STUDENT TECH-ART EXPERIENCE

The success of performing arts productions has typically relied to varying degrees on technology and its
associated innovations. Imaginative set construction and creative lighting design provide the necessary
equipment and software commonly used in current digital theatre
design will be explored.

COURSE OBJECTIVES
• How to develop a design concept for of a piece of theater.
• How to find and create content that fulfills their concept of the world of their design.
• How to assemble the essential components of a digital equipment and software system and implement its proper use.
• How to learn theatre-related software programs such as Qlab, Isadora, Alice.
• How to execute a digital media design for a play.
• How to collaborate and work in teams.
• Software Engineering - Requirements gathering and analysis, modular design of applications, UI design, code repositories.
• Intermediate/Advanced Programming - Scripting languages and Isadora development.

COURSE TOPICS
• Theatre Design Elements
• Principles of Composition, Balance & Space
• Collaboration Skills
• Qlab sound, video, and lighting control software
• Theatre Arts and Computer Science
• Control Structures in Program Design
• Top-Down Software Design
• Alice visual programming software tool
• Team Design and Development
• Improvisation & Team Building
• Script Analysis – Short Plays
• Working with different Social Styles
• Isadora Digital Media and Graphical Programming Software

COURSE OVERVIEW
Offered in Spring 2020, this course encourages students to investigate the interplay of artistry and technology as they work together to ultimately design and present realized performances, which represents the capstone project for the course. Software and

REFERENCES