Digital Theatre

DIGITAL
SUPPORTING THEATRE ARTISTS
THEATRE

DIGITAL THEATRE – Developing new tools and methods to promote and strengthen digital theatre creative space

THE PROJECT

Digital Theatre is an Erasmus+ project, implemented in Spain, Greece, Cyprus, Portugal and the U.K., that aims to:

- contribute to the promotion of theatre as a tool of personal and professional development;
- support and equip theatre professionals with the necessary tools to adapt their theatrical work in the new digital era;
- support non-professionals who use theatre as means of art, therapy, expression, and social inclusion to develop their digital skills and continue their artistic work.

OUR LATEST NEWS:

We have officially concluded our Step-by-step guide and training curriculum on digitally native theatre. The result is a unique and innovative tool to be used by professionals who want to immerse themselves in the field of digital theatre. Along with some theoretical and contextual information on digital theatre and its history, the handbook includes a detailed analysis and explanation of two pilot experiences in creating digital performances carried out by Artit and La Xixa.

The publication also features a handy guide - including methods, activities and tips - for the creation of digital theatre plays. It also includes a series of interviews with theatre professionals led in Portugal, Spain, Greece, Cyprus and the United Kingdom who share their thoughts and experience regarding digital theatre and its future.

We have just completed our digital theatre training seminars for professionals

During the month of November, all partner organisations have kick-started theire capacity-building seminars training 50 theatre professionals in total. The 60 hours training programmes provide both theoretical and practical resources: a step-by-step guide plus selected literature and audiovisual material on digital theatre production, creation and performance.

At the end of the training, each group will present a digitally native theatre play putting into practice the newly acquired knowledge and skills. Moreover, 3 participants from each country will be gathered to create a joint digital theatrical play that will be recorded and disseminated through the project's website and social networks, offering a practical example of how to do digital theatre and an opportunity to bring people from different places and with diverse experiences together in a creative innovative process.

Partners meeting in Barcelona

In October, project partners gathered for a transnational meeting in Barcelona to review the work done and draw together the next steps of the project...

WHAT'S NEXT?

We are in the process of finalising and disseminating a Guide & training programme on digitally-native theatre for professionals which will be available in all partner languages on our website.
In the meantime, the partnership coordinated by KMOP is developing an e-learning programme for professionals which will include

- a specific glossary in order to easily understand the specifics of the digital theatre scene,
- theoretical and conceptual framework of the digital theatrical field
- as well as practical exercises to be able to create, produce, perform and promote digital theatre performances.
On the other hand, Synthesis with contribution from all partners has started working on researching and developing a digital theatre guide for non professionals.

Digital Theatre

After a significant time of learning, researching and testing around digital theatre experiences, our project is in a crucial phase of creating practical tools and resources to explore and diversify the digital theatre scene. Follow closely our dissemination channels for updates and more news very soon!

PROJECT PARTNERS

Co-funded by the European Union

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