

# Interactive & Immersive Performance

**UCAS Code: Combined Honours only** (please see website for details)

**Duration: 3 years | Full-time | Creative Campus /Hope Park | 2021/2022**

Placement year opportunities available



## Course Overview

Technologies related to gaming, and augmented and virtual realities have transformed the creative possibilities of all of the performing arts. This is as true for large-scale mainstream music concerts as for theatre and dance productions, as well as more experimental music and performance artists. The growth in importance of these technologies cannot be overstated in terms of creative innovation, as well as in economic and employment growth. The Digital Creative is an area of noted importance of economic investment and growth on regional (North West), national and global levels.

This course will explore interactive and immersive digital programming environments and appropriate design techniques, and their truly transformative effect upon all of the performing arts.

Students will be supported in the realisation of advanced projects such as digital scenography, and interactive audio/visual projections. All of these will incorporate Game, Augmented or Virtual Reality techniques – technologies that are transforming the way that we envision, create, perform and consume the performative arts.

This new programme could be partnered with another performing art – music or drama – or subjects such as computer science, to make a truly innovative study experience.

## Fees and Additional Costs

The tuition fees for 2021/2022 are £9,250 for full-time undergraduate courses.

You will also need to consider the cost of your accommodation each year whilst you study at university.

Visit our accommodation webpages for further details about our Halls of Residence: [www.hope.ac.uk/halls](http://www.hope.ac.uk/halls)

## Entry Requirements

The standard offer level is 112 UCAS tariff points. An A level in one of the Performing Arts – Music, Drama or Dance is essential. Where music may be the chosen route of study, theoretical understanding at least of ABRSM Grade 5 is desired. An A level in Computer Science would be useful.

**All applicants will be required to attend an interview and audition.**



**LIVERPOOL  
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## CONTACT

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# Interactive & Immersive Performance Curriculum

## Year One

You will be introduced to the key elements of Interactive and Immersive Performance that will prove crucial to your understanding of the practical work you will produce during your degree. These include: space, sound, audience and materiality, and you will select one of these to devise an immersive and interactive component for a performance in response to a shared stimulus. In collaboration with peers, you will then present a complete performance, combining these components together.

This practical work will be complemented by a lecture series that will contextualise Interactive and Immersive Performance History. This will include a core history of the techniques and philosophies advocated by practitioners interested in these complex subjects. This is a technically demanding course, so in your first year of study, you will be taught how to use the recording studio, make a lighting plot, as well as using projection, and video and sound editing software.

## Year Two

In practical seminars you will develop interactive and immersive installations, and intimate one-to-one performances. This will be underpinned by an exploration of intermedia performance techniques, focusing on digital projection and surround sound. You will interact and perform with the live and pre-recorded, exploring the qualities of liveness in performance. Through a pluralising of space, you will create work across multiple screens and channels, analysing to what extent such media exists as dissociative phenomena. Practical work for this year will culminate in a placement

with an arts organisation, providing professional skills to inform your final year of study.

The lecture series will complement the seminars, introducing students to affectivity and intersubjectivity, and the manner by which audiences are influenced and their attention engaged. The ethical challenges of participatory performance works will also be studied, as well as how the relationships between audiences impacts upon the dynamic of the performance. In order to give clarity to the understanding of interactive and immersive performance, you are provided with a set of robust theoretical frameworks with which to analyse this type of work.

## Year Three

In the final year of study, you will have cultivated a signature practice that will enable you to develop work of a professional standard for a variety of contexts. In practical seminars, you will design online performances, creating interactive environments solely within a digital space. You will experiment with hypertextual modes of writing, exchanging the studio space for the computer and smart phone. You will then develop this further through augmented and virtual reality technologies, engaging with the challenges faced by technologists and performance makers in crafting immersive performances, utilising 360-degree cameras and binaural sound. In addition to practice, students will either complete a written research project, or a larger dissertation combined with their other degree of study.

## COURSE STRUCTURE

The course will be delivered through a series of integrated lecture series, supported by seminars, practical workshops and student-led tutorials.

On top of teaching hours, you will also be expected to spend a number of hours each week studying independently, as well as studying in groups to prepare for any group assessments you may have.

## ASSESSMENT AND FEEDBACK

Assessment will be by way of digital creative projects; programming and coding design tests and contextual essays.

Feedback is provided through formal and informal processes including tutorials, indicative assessment and group critique. You can also book a one-to-one tutorial with your tutor.



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