DANCE 661: Advanced Problems in Movement Analysis
Room: Studio S
Fridays: 3pm – 5:30pm

SYLLABUS

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Office Hours by Appointment

Course Overview
Advanced Problems in Movement Analysis analyzes dance and the moving body as it intersects with forms of new media. The course includes lectures, screenings, and collaborative projects. Projects emphasize hands-on experience and creative production. Working in teams, students are responsible for completing interactive digital media performance projects and conducting movement analysis studies of live and digital performances. Effective collaboration between team members is an important part of the collaboration.

Desired Student Learning Outcomes:
1. Students will be able to identify and define the varying approaches to the use of new media in documentation, dance reconstruction, education, and live internet performance.
2. Students will be able to understand, analyze, and communicate observation and structural details of movement in digital movement analysis research.
3. Students will be able to produce documentation of choreographic works that demonstrate the ability to understand movement analysis principles and theory.
4. Students will have an awareness of the theoretical, conceptual, and historical aspects of the use of different approaches and modes of inquiry in movement analysis in new media in dance in the 20th and 21st century.
5. Students will be able to provide meaningful contributions to class discussions and presentations, as well as effectively engage in self and peer evaluations of assigned coursework.

Course Requirements
In class discussions, class activities, and media training are vital. Movement analysis studies and short media projects will be assigned each week. Articles will be posted on the course website.

Required Materials and Supplies
Video Editing Software, Isadora (instructions for downloading software will be given in the first class)
Laptop Computers in class, computer dongles for vga or hdmi cables

Software and Equipment Used in Class
Premiere
Isadora
Production equipment will be available for you to check out.

Attendance
In-class discussions, movement activities, screenings and video lab time are extremely important in this class, and attendance/participation figures into the final grade. Regular attendance and participation are vital and figure into the final grade. Each student will be allowed one excused absence. Each additional absence will result in a 3% grade deduction. Regular tardiness will result in a 3% grade deduction.

Assessment Evaluation -

Class Attendance, Participation	25%
Weekly Image Assignments	5
Online Broadcast Channel Performance and Analysis	10
Isadora Software and Movement Analysis	10
Dance Kiosk/Living Walls Installation	10
Zoom Interactive Performance and Location Sharing	10
Mid-Term Research Paper (8-10 pgs)	15
Final Project Presentation	15
TOTAL	100

Readings
Articles will be posted online on the course website.

Additional Texts:
Making Connections. Total Body Integration through Bartenieff Fundamentals. Peggy Hackney.
The New Media Reader. Noah Wardrip-Fruin and Nick Montfort.

See a list for online links and e-books available in the library under references at the end of the syllabus.

SCHEDULE

INTRODUCTION
1-11
Introduction
Syllabus review
Brainstorming on research sites and topics

ONLINE PERFORMANCE AND DANCE ON THE INTERNET: SYNTHESIZING TOTAL BODY INTEGRATION ONLINE
1-18, 1-25
Critical analysis of movement in performance from the performers and viewers perspective
Understanding the kinesthetic on screen
Broadcast channels and web recording techniques – ustream, livestream

*1-18, 3pm – 4pm Guest Lecture: Spinning Goats presentation about livestream performance, online location sharing, and interactive video projects in France, Hawaii, and Korea.

Assignments:
Cyberdance "rich" movement description of body/space analysis
Live Internet Broadcast Performance Study Utilizing Livestream
Weekly Image Post

(1-20): Sun at Waimanalo Beach Park– attend A Slow Awakening Beach Clean Up and New Media event (8am-11am), Livestream practice from Beach, Free, Extra Credit 5%

ISADORA SOFTWARE AND MOVEMENT ANALYSIS
2-1, 2-8, 2-15
Isadora Software and Projection Design (flexible graphic programming environment that provides interactive control from body initiation over digital media)
Movement analysis of the live dancing body and the projected screen dancing body in relationship in performance
Dance and digital interactivity

*2-1, 3pm – 4pm Guest Lecture: Dr. Rich Rath. Dr. Rath will demo his MAX msp patch which enables dancers to interact with a digital audio/video signal that creates a mix of real time audio processing and a visual display of movement in an audio/visual/kinetic projection.

Assignments:
Filming and editing of projection design study using Isadora Movement Analysis Software
Creation of projection performance using Isadora and peer review
Weekly Image Post

DANCE AND NEW MEDIA INSTALLATION: DEFINING RELATIONSHIPS BETWEEN LIVE PERFORMING BODIES AND DIGITAL PROJECTED BODIES

2-22, 3-1
Body/movement mechanics on screen
Reconstruction and Documentation: Moving Bodies Recorded In the Archive
Using labanotation scores and video/film for documentation
Ethics of recording dance for documentation purposes

This section focuses on hybrid media/dance works that combine live performance of contemporary dance with projected imagery derived from dance altering size and space. These can be regarded as "dance film in performance" and are developed with the intention of connecting choreography for stage with choreography for camera altering size and space. Other works, conceived as "dance film for the screen," work with filmed choreography to create a screen experience independent of the performance experience it is derived from.

Assignments:
Dance Kiosk Installation/Living Walls Installation
Film, Edit and Create a media projection design. Fully choreograph a dance with the projection as if it is a dancing body or additional dancer in your choreography. Analyze the movement in 2D and 3D form.
Weekly Image Post

HISTORY OF DANCE AND MEDIA CLASSES

3-8 Class meets online only on this date
Review online course presentations. Read Assigned Articles and Outside Research. Write a conference paper based on movement analysis of the live body in relation to dance for the camera, live performance interactivity, online dance performance networks, or dance in video projection design. 8 - 10 pages due 3-15.

3-15 Class meets in Studio S with Guest Artists Alicia Guy and Guy
Lecture: Alicia Guy and Donald Guy Dance. Video Mapping and Technology education partnership with Cirque du Soleil
Movement Exchange: livestream movement project exchange with dancers in Seoul, Korea (tbd)

SPRING BREAK
3-22

MOTION CAPTURE
3-29
A practical introduction to the basic principles of optical motion capture and how this technology can be used for creating computer movement analysis of human figures, with a primary focus on creative applications to dance.

Guest: Dr. Jan Prins, developer of multiple high-speed cameras in the biomechanical analysis of swimming stroke mechanics in the UHM Kinesiology program. 3-4pm Studio S, 4pm – 5:30 Prins Lab at the UHM Dive Pool.

TEMPORARY PHYSICAL INTERACTION ACROSS A DISTANCE: PERFORMATIVE ACTS TRANSFORMED BY LOCATION SHARING AND INTERACTIVE DIGITAL MEDIA
4-5, 4-12
An experiential introduction to telepresence and interactive digital media performance.
The term "embodied telematics" describes a process that links human physical activity between two or more geographically dispersed sites, through the mediation of an interactive system, creating a shared environment of mutual influence and responsive behaviors through location sharing. Focus on notions of telepresence.

Assignments:
Project – Create, design, and project an interactive online zoom performance (rehearse with groups at a distance), Analyze kinesthetic relationships between the digital body and the live body while rehearsing and performing together at a distance.

Weekly Image Post

FINAL PROJECT LAB
4-19 Outside Performance Space Rehearsals (Select one of your class projects and revise according to class review. Collectively produce a first Friday dance and new media installation performance). Meet to work onsite and run through at location on 4-19.

4-26 This class session and the finals week session will meet instead on Friday 5-3, 7pm – 11pm for final project presentations.

FINAL PROJECT PERFORMANCES
Friday 5-3 First Friday Performances of Final Projects 7pm – 11pm Chinatown
Final project presentations – perform interactive online project, broadcast live, record, and analyze

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Hawaii Film Festival
https://www.hiff.org/

Hula Preservation Society.
http://www.hulapreservation.org/

International Journal of Screendance.
http://screendancejournal.org/

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List of Dance Film Festivals
http://www.dancefilms.org/other-dance-film-festivals/

Argentina
FESTIVAL VIDEODANZABA

Australia
REEL DANCE

Austria
DANCE SCREEN

Belgium
ARGOS FESTIVAL
DANSCAMDANSE

Brazil
SAO CARLOS VIDEODANCE FESTIVAL
II FESTIVAL INTERNACIONAL DE VIDEODANÇA DO RECIFE

Canada
CINEDANSE MONTREAL
MADance (Movement & Dance)

Chile
FESTIVAL INTERNACIONAL VIDEODANZA CHILE

Colombia
FESTIVAL VIDEO MOVIMIENTO

Cuba
FESTIVAL INTERNACIONAL DE VIDEO DANZA

Finland
LOIKKA DANCE FILM FESTIVAL
ROTATION DANCE FILM FESTIVAL

France
VIDEODANSE
INT'L VIDEO DANCE FESTIVAL OF BURGUNDY
CLERMONT-FERRAND INTERNATIONAL SHORT FILM FESTIVAL AND MARKET

Germany
SIDE BY SIDE-net INTERNET DANCE FESTIVAL
SK STIFTUNG KULTURE: VIDEOTANZ
POOL – INTERNATIONALE TanzFilmPlattform BERLIN

Greece
MIR FESTIVAL

Hong Kong
JUMPING FRAMES

Hungary
EDIT

Italy
IL COREOGRAFO ELETTRONICO
TTV, PERFORMING ARTS ON SCREEN

Japan
DMJ international Video Dance Festival

Korea
Seoul Dance Film Festival

Mexico
AGITE Y SIRVE INT'L VIDEO DANCE FESTIVAL
FESTIVAL INT'L DE DANZA Y MEDIOS ELECTRONICOS
DANXICA

Monaco
MONACO DANCE FORUM

SYLLABUS – Dance 661
Dance M.A./M.F.A. Program, University of Hawai'i at Manoa
Fall Semester 2019

Netherlands
CINEDANS AMSTERDAM

Norway
ULTIMA FILM – DANS FOR KAMERA

Portugal
FRAME – International Dance-Vídeo Festival
INSHADOW – International Festival of Video, Performance & Technologies

Poland
KINO TANCA

Russia
KINODANCE FESTIVAL

Scotland
DANCE:FILM

Spain
CHOREOSCOPE
ESCOLA DE CINEMA
VIDEO DANSA
VIDA DE PERRO SHORT FILM FESTIVAL

Turkey
DANCE CAMERA ISTANBUL

United Kingdom
MOVES, International Festival of Movement on Screen
RAINDANCE FILMF FESTIVAL
U DANCE

United States of America
CUCALORUS FILM FESTIVAL
DANCE CAMERA WEST
DANCE ON CAMERA FESTIVAL
DANCE AND NEW MEDIA FILM FESTIVAL, TISCH SCHOOL OF THE ARTS
INTERNATIONAL SCREENDANCE FESTIVAL, AMERICAN DANCE FESTIVAL
EMPAC DANCE MOVIES
FRAME WORKS DANCE
SAN FRANCISCO DANCE FILM FESTIVAL
SANS SOUCI FESTIVAL OF DANCE CINEMA
caBIENNIAL SYMPOSIUM ON ARTS AND TECHNOLOGY
MOVIES BY MOVERS
NEW DANCE CINEMA
THE OUTLET DANCE FILM FESTIVAL
OK DANCE FILM FESTIVAL, Tulsa, Oklahoma
THIRD COAST FILM FESTIVAL, Houston, TX
TOPANGA FILM FESTIVAL
UNIVERSITY OF UTAH INT'L DANCE FOR THE CAMERA FESTIVAL

Uruguay
FESTIVAL INTERNACIONAL DE VIDEODANZA DEL URUGUAY

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Online
[IDILL International Dance Online Short Film Festival](#)
[DANCES MADE TO ORDER](#)

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https://filmfreeway.com/festivals