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<th>The evolving significance of mixed media in contemporary drama</th>
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Research Interest
This project seeks to explore the significance of mixed media in drama by examining the key works and performance techniques of major theatre groups and playwrights in both the 20th, and the early 21st century.

Thesis
The late twentieth-century saw a significant number of playwrights and theatre groups experimenting with various forms of mixed media technologies in their productions. Ever since Bertolt Brecht introduced the Epic Theatre, the use of technology in drama has increased significantly, as dramatists began to incorporate more advanced and sophisticated devices into the performance of drama. In the late twentieth century, this phenomenon led to the development of the ‘Technodrama’, a theatrical form that fuses elements of the mixed media with dramatic playacting. By understanding drama as a performative representation of reality and not reality itself, this paper asserts that the use of technology in ‘Technodrama’ serves to further alter conventional epistemological and ontological perceptions of theatre and of reality, as the mixed media performance transcends the physical limitations and revolutionizes our knowledge of both the theatrical and worldly environments. In turn, the constructivism of ‘Technodrama’ also serves to further dissociate the audience from the performance on the stage (i.e., it further enhances the verfremdungseffekt or ‘alienation’ effect found in Brecht’s Epic Theatre) and to become explicitly aware that it is pure fabrication (as much a fabrication, say, as the technological devices themselves).

The Features of the Mixed Media in Performance (‘Technodrama’)

Visual
- Stage Lighting (Digital Effects, Rotating Gobos)
- On-screen Film/Slide Projections
- Augmented Reality Technology (Virtual Reality (CGI) Projections)
- Device Art (Mobile Phones & Electronic Gadgets as Stage Props)

Audio
- Artificial Sound (Music Projection, Voiceovers, Live Music by Orchestra or Band, Sound Generated by Stage Props, Digital & Computer-generated Sound Effects)
- Natural Sound (Sound Generated by Actors through Speech and through Song)

The Augmented Reality Technology in the Mixed Media Performance
Actors will perform on both sides of the screen. The actors behind the screen will move various augmented reality patterns in front of a camera and the computer will process the images in real-time.

Playwrights and Theatre Groups that Employ the Elements of Mixed Media
Brechtian Epic Theatre, Beckett’s Short Plays, The Wooster Group (New York), The Living Theatre (NY), as well as twenty-first-century performing groups such as, the ILL CLAN (NY) and Maywa Denki (Japan).

An Ardent Opponent to the Use of Technology in Drama
Jerzy Grotowski’s Polish Laboratory Theatre and the notion of the ‘Poor Theatre’ in Towards a Poor Theatre.

The Future of the Mixed Media Drama in Theatre & Performance
Research on the incorporation of twenty-first-century technologies such as Robotics (robots as actors) and MACHINIMA 3D virtual animations into the ‘Technodrama’ mixed media performance.