



## Virtual Theatres: An Introduction

By Gabriella Giannachi

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### **Virtual Theatres: An Introduction** By Gabriella Giannachi

The first full-length book of its kind to offer an investigation of the interface between theatre, performance and digital arts, *Virtual Theatres* presents the theatre of the twenty-first century in which everything - even the viewer - can be simulated.

In this fascinating volume, Gabriella Giannachi analyzes the aesthetic concerns of current computer-arts practices through discussion of a variety of artists and performers including:

- \* blast Theory
- \* Merce Cunningham
- \* Eduardo Kac
- \* forced entertainment
- \* Lynn Hershman
- \* Jodi Orlan
- \* Guillermo Gómez-Peña
- \* Marcel-lí Antúnez Roca
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*Virtual Theatres* not only allows for a reinterpretation of what is possible in the world of performance practice, but also demonstrates how 'virtuality' has come to represent a major parameter for our understanding and experience of contemporary art and life.



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### Editorial Review

#### Review

**'A welcome addition to the growing range of works currently available on virtual reality and performance. It is clearly written and offers a useful historical overview of the field to date ... Giannachi has done impressive work in collating a vast and stimulating array of relevant examples ... There is no question that *Virtual Theatres* is a tremendously useful teaching and research resource. It will be of great use to teachers of new media, as well as post-graduate and under-graduate students of theatre studies.'** – *Studies in Theatre Performance*

#### About the Author

Gabriella Giannachi is lecturer in Theatre Studies at the University of Lancaster, where her specialist areas include hypertextual, digital and virtual performance practice. She is the co-editor (with Mary Luckhurst) of *On Directing* (1999) and co-author (with Nick Kaye) of *Staging the Post Avant-Garde* (2002).

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##### Beverly McKeever:

The reserve with title *Virtual Theatres: An Introduction* posesses a lot of information that you can learn it. You can get a lot of advantage after read this book. This specific book exist new knowledge the information that exist in this reserve represented the condition of the world now. That is important to you to learn how the improvement of the world. This book will bring you throughout new era of the global growth. You can read the e-book on your smart phone, so you can read the item anywhere you want.

##### Mark Clark:

Exactly why? Because this *Virtual Theatres: An Introduction* is an unordinary book that the inside of the publication waiting for you to snap the idea but latter it will surprise you with the secret that inside. Reading this book close to it was fantastic author who write the book in such incredible way makes the content interior easier to understand, entertaining means but still convey the meaning fully. So , it is good for you because of not hesitating having this ever again or you going to regret it. This unique book will give you a lot of positive aspects than the other book have got such as help improving your talent and your critical thinking technique. So , still want to hesitate having that book? If I were being you I will go to the e-book store hurriedly.

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