



# Virtual Theatres: An Introduction

By Gabriella Giannachi

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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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