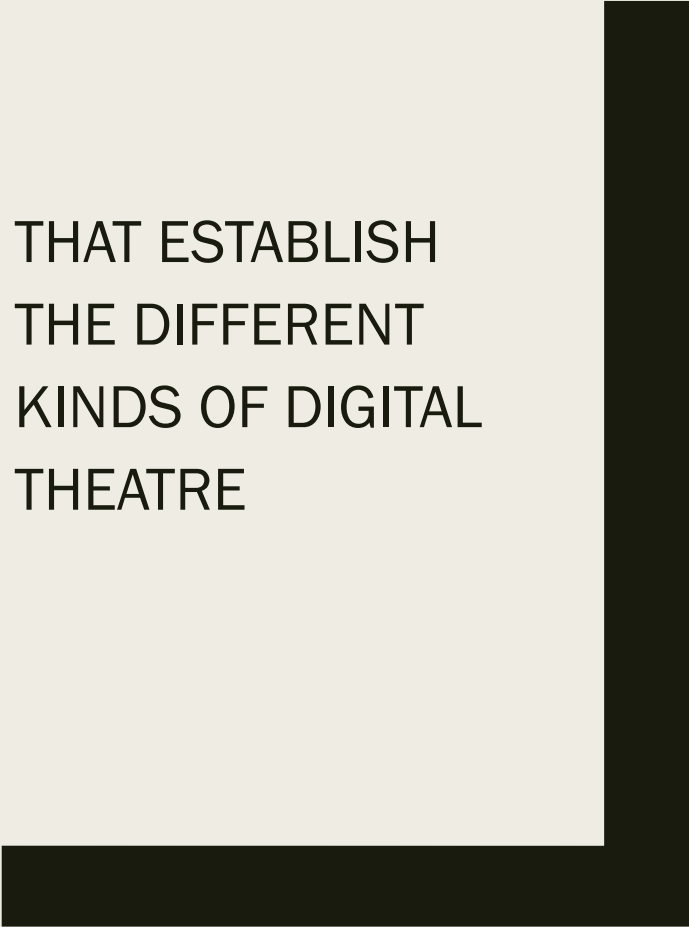




8 CONDITIONS &
16 COMBINATIONS

THAT ESTABLISH
THE DIFFERENT
KINDS OF DIGITAL
THEATRE



The 8 conditions that we will talk about today are presented in pairs of opposites.

These conditions then combined between them shape the different kinds of digital theatre forms we see in the stages of the world nowadays.

The 16 combinations are presented as examples and not as the ultimate list of digital theatre possibilities.

CONDITIONS



CONDITION 1



■ Live Show

■ Recorded Show

CONDITION 2



- The stage is in one physical space

- The stage is in several physical spaces

CONDITION 3



- The stage is in a digital space

- The stage is in several digital spaces

CONDITION 4



- The cast and the crew are in the same physical space

- The cast and the crew are in different physical spaces

CONDITION 5



- The cast and the crew are in the same digital space

- The cast and the crew are in different digital spaces

CONDITION 6



- The audience is in the same physical space

- The audience is in different physical spaces

CONDITION 7



- The audience is in the same digital space

- The audience is in different digital spaces

CONDITION 8



- The audience has agency over the show

- The audience has no dramaturgical influence over the show

COMBINATIONS



1: Broadcasted Theatre

The play is broadcasted in its entirety and live.

The cast, artistic and technical staff share a common physical space.

The audience shares a common physical space.

The space in which the cast is is different from the space in which the audience is.

2: Screened Theatre



The recording of a show that has been broadcasted live to cinemas (Broadcasted Theatre), is distributed to cinemas or theatres that show it when it suits them within their programming.

3: Online / Livestreamed Theatre (1)

The play is livestreamed through the internet in its entirety and live.

The cast, artistic and technical staff share a common physical space.

The audience does not share a common physical space with either the cast or each other, but everyone is gathered in the same digital space.

4: Online / Livestreamed Theatre (2)



The play is livestreamed through the internet in its entirety and live.

The cast, artistic and technical staff do not share a common physical space, but they do share a digital stage.

The audience does not share a common physical space with either the cast or each other, but everyone is gathered in the same digital space.

5: Online / Livestreamed Theatre (3)



The play is livestreamed through the internet in its entirety and live.

A single performer livestreams to an online audience scattered in the physical world but gathered in the same digital space.

6: Online / Livestreamed Theatre (4)

The play is livestreamed through the internet in its entirety and live.

A single performer livestreams to a single viewer and the two of them share the same digital space.

7: Immersive Online Theatre (1)

The play is livestreamed through the internet in its entirety and live.

One character interacts with one single viewer. There are one or more immersive digital spaces that they explore together.

IT01.b: Same but they explore the spaces separately

8: Immersive Online Theatre (2)

The play is livestreamed through the internet in its entirety and live.

Several characters interact with a single viewer.

There are one or more immersive digital spaces that they explore together.

IT02.b: Same but they explore the spaces separately

9: Immersive Online Theatre (3)

The play is livestreamed through the internet in its entirety and live.

Several characters interact with the entire audience simultaneously.

There are one or more immersive digital spaces that are explored together.

IT03.b: Same but they explore the spaces separately.

10: Immersive Online Theatre (4)

The play is livestreamed through the internet in its entirety and live.

Several characters interact with the audience divided into groups.

There are one or more immersive digital spaces that are explored together.

IT04.b: Same but they explore the spaces separately.

11: Interactive Online Theatre



The play is livestreamed through the internet.

The online audience decides where the play goes and/or how it ends.

12: Digital Transmedia Theatre (1)

The digital stage is hierarchical.

The work is created by sending live information through various media, platforms, applications, or communication software.

The audience receives different communications in which some are more relevant than others for the construction of the drama, and the main stage in which the central part of the show takes place is livestreamed.

13: Digital Transmedia Theatre (2)



The digital stage is not hierarchical.

The work is created by sending information through various media, platforms, applications, or communication software.

The audience receives different communications for the construction of the drama, and the main stage on which the drama takes place is created wholly in the viewer's mind.

14: Telepresenced Theatre (1)



The play is performed in a physical space.

Part of the cast, artistic and technical staff is delocalized.

The performance is imbricated in the staging, it is livestreamed into the physical space shared by the audience with the rest of the cast, artistic and technical staff of the work.

15: Telepresenced Theatre (2)

The play is performed in a physical space.

Part of the cast, artistic and technical staff is delocalized.

Livestreaming is only used in parts of the show while other scenes unfold without using this resource.

16: Hybrid Theatre



The show has two (or more) complete different but simultaneous stagings, one (or more) online and one offline.