EXPANDED COURSE DESCRIPTION

DANCE

School of the Arts, Media, Performance and Design
Department of Dance

FA / DANC 5260 3.0 SECTION A
DANCE VIDEO AND INTERMEDIAL PERFORMANCE
FALL 2020 / WINTER 2021

Last Modified Date: 09/02/2020

COURSE CALENDAR DESCRIPTION

This multidisciplinary studio course explores the design and production of dance on camera. It covers the practical aspects of video production from expressed intention through distribution. In process students have hands-on experience lighting, shooting, and editing dance video. Students also have the opportunity to investigate video production and projection for intermedial dance presentations.

INSTRUCTOR(S)

<table>
<thead>
<tr>
<th>Name</th>
<th>Section / Format / Term</th>
<th>Contact Email</th>
<th>Contact Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Olafson, Freya</td>
<td>Sec. A / STDO / F</td>
<td><a href="mailto:olafson@yorku.ca">olafson@yorku.ca</a></td>
<td>York Ext. 88688</td>
</tr>
</tbody>
</table>

SPECIAL FEATURES

Course: FA/DANC 4260 & GS/DANC 5260 F A 3.0 – Dance Video and Intermedial Performance

Term: Fall 2020 - 2021

Course Director: Freya Björg Olafson | olafson@yorku.ca

Office Hours: Wednesdays 1:00 to 2:30 (please make an appointment)

Technical requirements for taking the course: Students participate in the course through video conferencing and appear on video for discussions and critiques. In addition to a stable, higher-speed Internet connection, students will need a computer with a webcam and microphone, and/or a smart device with these features.

Video editing software is required for this course; there are options available according to available resources and technology. All options will be posted on Moodle. The ideal software Adobe Premiere Pro which is available through a monthly subscription for MAC and PC computers. Final Cut Pro X (FCP X) is available for MAC computers only, this software has a larger one-time purchase cost. Other software options include; iMovie (limited tools but does the job, mac only), or Davinci Resolve (free available for any type of computer). For tablet and phone, the Filmic Pro app is an option. As the course instructor, I can provide technical support for Adobe Premiere as well as FCP X.

A video camera will be required for this course; the camera can be a cellphone, tablet, or laptop with a built-in web camera (note: a laptop is harder to create unique shots with due to design, an external web camera that plugs in via USB is a good option to consider). A handicam or DSLR camera work would be
ideal.

Be prepared to acquire or borrow resources from peers or family to create unique projects this term; consider lighting options, borrowing equipment, costume ideas, music, fabric, or set ideas. Additionally, an external hard drive is recommended to backup student work and ensure no loss of vital project files.

Information about the delivery and organization of the course

Location: Please note that this is a course that depends on remote teaching and learning. There will be no in-class interactions or activities on campus.

Organization of the course: This course combines both synchronous and asynchronous learning. We meet online for a portion of the scheduled weekly timeframe Wednesday 15:00 - 18:00, via Zoom (link embedded on Moodle). To duplicate the in-person experience and to foster a safe and interactive learning environment, students are requested to have their cameras turned on during the delivery of course material (ie: lectures, presentations, discussions). The chat feature is encouraged as a mode to engage in dialogue, with the use of microphones when individuals wish to speak to the larger group. Please note that the Zoom meetings are recorded and posted to the course Moodle. Please discuss with the instructor on the first day, if this format raises any concerns.

Special Features

This interdisciplinary studio course provides an opportunity for students to produce original work for the screen that is informed by the rich history and practice of performance on film and video. It covers the practical aspects of video production from storyboarding and visual treatments through to distribution. Through the creative process students have hands-on experience lighting, shooting, and editing video. Class viewing of historic and contemporary screendance works supports and provides direction for studio exploration and increases understanding of the art form. The course provides the opportunity to investigate recent experiments in the field that move away from single-channel video to include live intermedia performance works and installations. Students investigate live video feeds and projection for intermedia dance works through the interactive software Isadora. Additionally, the course will offer a brief introduction to VR, AR, motion capture, 360, and the game development software Unity. Prerequisite: FA/DANC 3220 3.00 or FA/DANC 4220 3.00 or permission of the department.

Topics and Concepts

Course Textbooks

Making Video Dance: a step-by-step guide to creating dance for the screen

Author: Katrina McPherson (Required and available online through York Library)

Envisioning Dance on Film and Video

Editor: Judy Mitoma (Required and available online through York Library)

All weekly lecture content, assignments, readings, and presentations are listed on the course website. Access to additional texts and a full schedule for required readings is available on the course Moodle page. Students need to use their York University Passport account. For issues accessing Moodle or downloading articles, please contact Computing at York or ithelp@yorku.ca for assistance. Moodle is the primary platform for receiving grades and communication about the course content. Students are responsible to ensure they are receiving course communication through both email and Moodle.

Note: The syllabus is subject to change and may be amended throughout the semester. Students are notified of changes in class - these are reflected on the course website. Specific assignments and due dates as well as schedules for critiques are updated weekly and subject to change depending on class progress. To take full advantage of the expertise in our department, guest faculty, graduate students, or guest teachers may lead
sections of this course. Course Webpage: https://moodle.yorku.ca/moodle/

**Learning Outcomes**

This course benefits dance artists who wish to enhance their creations through the use of digital media. During this practical course, students develop skills and gain knowledge useful to the production of dance video for distribution or use in intermedia performances. Through studio assignments, participants have hands-on opportunities to create dance videos. The course follows a detailed professional creative process beginning storyboards/visual treatment, moving through a detailed technical shoot/edit phase, and ends with distribution planning. Course participants acquire skills in understanding the camera as a tool and its role in choreography; considering production elements of shoot location, lighting, music, sound; the how-to of digital editing; as well as working as part of a creative team. The prevalence of digital media integrated with dance continues to increase; this course helps prepare students for involvement in this growing area of dance presentation.

By the end of this course, students demonstrate the basic skills necessary to shoot and edit video for dance. They understand the difference between choreography created for live performance and choreography created for camera and develop strategies for recording both approaches including filming dance on location. Through hands-on assignments, students develop skills to edit with the software of their choice and understand how editing can be used to support the theme or central idea of their projects. Through the exploration of the Isadora software students are exposed to the skills necessary to set-up and control live video feeds through platforms like Zoom, Twitch, Skype, Facebook Live, and begin to understand the complex challenges raised by intermedial performance. Through course readings, viewings, discussions, and written assignments, students develop the ability to critically analyze the works of significant artists defining the field of dance video.

**Graded Assessment**

The final grade for the course will be based on the following items weighted as indicated:

- **10%** Participation
- **45%** Three Technical/Creative Assignments (due dates and details posted on the course website)
  - Framing, Camera Angles and Movement (September 30th)
  - Experimental Project - Collaboration (October 21st)
  - Shooting for Continuity or Montage (November 4th)
- **15%** Storyboard/Treatment - Final Term Projects (Due October 28th)
- **30%** Term Project (Due Wednesday, November 25th) - Class screening on December 2nd
- **30%** Research Paper - Graduate students only (Topic due October 7th / Paper due November 18th)

Note: Final course grades may be adjusted to conform to program or faculty grades distribution profiles.

**Assignment Submission/Lateness Penalty**

Proper academic performance depends on students doing their work not only well but on time. Assignments must be received on the due date specified and are to be handed in online prior to the beginning of class. Assignments received later than the specified due date will be penalized one-half letter grade per day. There are exceptions to this lateness penalty for valid reasons such as illness, compassionate grounds, etc. but require supporting documentation (e.g. a doctor’s letter).
Attendance and Lateness

Regular and punctual attendance is required professional behavior in the creative field and therefore in this course. Attendance is taken at the beginning of each Zoom session. Students are responsible for letting the course director know ahead of time if they are going to be late for class, or not attending an online session. For students who are doing the course asynchronously due to time zones, missed zoom sessions will be accommodated through written online course participation. While grade deductions will not be applied for absences, missed classes will inevitably impact participation grades as group critiques and discussions will be through Zoom. Exceptions for valid reasons such as illness, compassionate grounds, etc., may be considered by the course instructor but will require supporting documentation (e.g. a doctor’s letter). Students are responsible for all academic, financial penalties, and consequences resulting from their non-attendance.

Many courses utilize Moodle, York University’s course website system. If your course is using Moodle, click here to access it.

Moodle @ York University