Aligning Arts and Humanities:

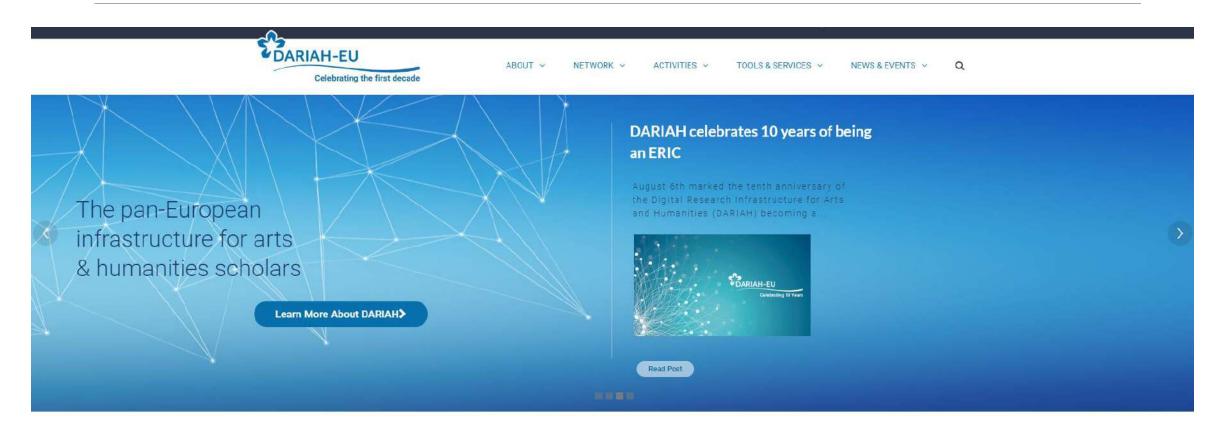# *Theatralia's Contribution to DARIAH-EU Infrastructure*

HYPERSTAGE 2024

GLOBAL CONGRESS ON DIGITAL INNOVATION IN THE PERFORMING ARTS
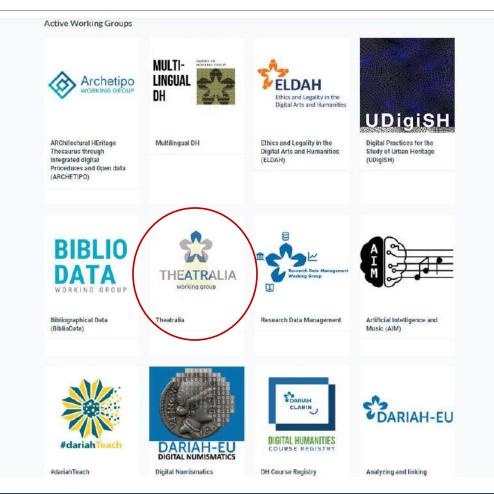
VENICE, 3-4 OCTOBER 2024

Anamarija Žugić Borić,
Institute of Ethnology and Folklore Research / DARIAH-HR, Croatia

DARIAH-EU
Digital Research Infrastructure
for the Arts and Humanities

DARIAH-EU
The Digital Research Infrastructure for the Arts and Humanities

DARIAH-EU WORKING GROUPS

What does it mean to have art in a digital research infrastructure?

How is it stored and accessed without being subsumed under *humanities* aspect?

Is it about researching the artworks themselves, rather than secondary sources about them?

Or is it also about *creating* artworks supported by digital humanities tools?

Or, in the end, is it about intertwining both?

DARIAH-EU
Digital Research Infrastructure
for the Arts and Humanities

WORKING GROUP THEATRALIA

Anamarija Žugić Borić assistant, DARIAH-HR

DARIAH-EU

THEATRALIA
working group

Theatralia is a DARIAH-EU Working Group dedicated to observing complex relations which arise from the usage of digital tools and technologies in theatrical production, theater research and theatrical archives management. In addition to studying these relations, the Working Group will work on developing the best standards and practices (e.g. metadata schemata and vocabularies in the digital registries) for the use of digital strategies between theater workers, GLAM experts and theater researchers. To that effect, the Working Group will not only take into account individual aspects of performance, such as scenography (sets), costumes, sounds and projections, but also the performance as a whole, which would otherwise solely exist in the participants' or audience's memory. Therefore, Theatralia will enrich the current digital humanities approach by including the concept of intangible cultural heritage. Finally, the Theatralia team will strive to provide education on existing digital tools and services that are useful to performance scholars and practitioners.

The founding of Theatralia was initiated by theater experts and researchers at the DARIAH Theater Forum in Osijek, Croatia, in 2018. The Working Group was approved at the end of May 2021 and now has more than 50 members across Europe and beyond:

Croatia
Greece
Germany
Austria
Belgium
Denmark
Italy
France
Cyprus
Switzerland
Canada
Hungary
Poland
United Kingdom
Bulgaria
Serbia
Romania
Slovenia

AREAS OF INTEREST

—providing guidelines, services, and standards for the digital documentation collections

—establishing digital theatrical registries and repositories

—providing education and organizing workshops on the usage of ICTs in Performing Arts research and practice

—promoting the digitized *theatralia* in academia, theaters and media

—cooperating with institutions and associations that share similar objectives and activities (e.g. the International Association of Libraries, Museums, Archives and Performing Arts Documentation Centers — SIBMAS),

GOALS FOR 2021/2022

—completing the COST Action Proposal for the "Digital Ecosystem for the Performing Arts" (DEPA) as a Secondary Proposer, along with the Main Proposer, Prof. Beat Estermann (CH)

—devising a methodology for the compilation of the international theater registry in collaboration with the DEPA

—organizing workshops on the usage of digital tools and technologies for the preparation of a theater performance

—preparing educational videos based on the aforementioned workshops for #dariahTeach.

Contact us: theatralia@dariah.eu
Chair: Anamarija Žugić Borić (DARIAH-HR)
Co-Chair: Tihomir Živić (UNIOS)

More information about the Working Group:
https://www.dariah.eu/activities/working-groups/theatralia/

International conference
Performing Arts: Transitioning to the Digital Age
15-17 March 2023, International Theatre Institute, Zagreb, Croatia and Zoom

Pre-conference workshop
When Theatre Meets Zoom + The "e-spect@tor" Experience
15 March 2023, Youth Centre Ribnjak, Zagreb, Croatia

Workshop leaders: Iva Srnec Hamer, Andrii Palatnyi, Cécile Chantraine Braillon, Maya Larbi, Fatiha Idmhand, Laurence Delbarre Willard, Anamarija Žugić Borić
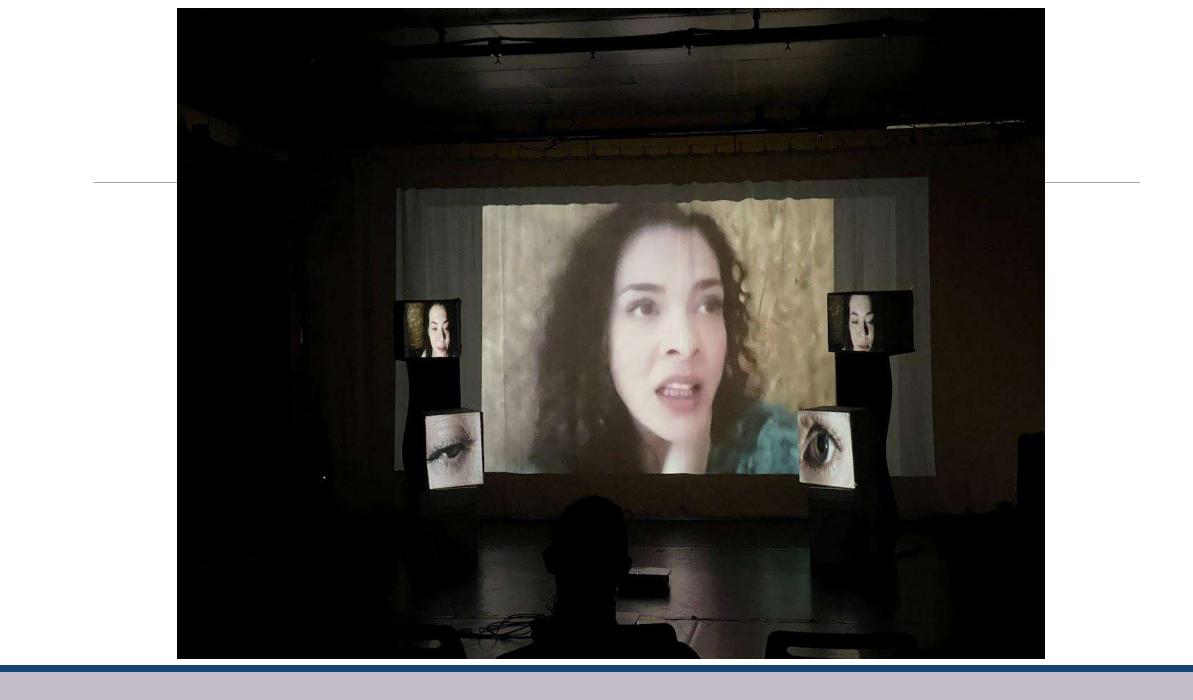
Target groups: performing artists (actors) and various theatre audiences

Plan: rehearsing and performing a Ukrainian hybrid (onsite/ZOOM) play #WAR_DIARY (for actors) + watching the performance while testing the e-spect@tor tool (for audience) + discussion
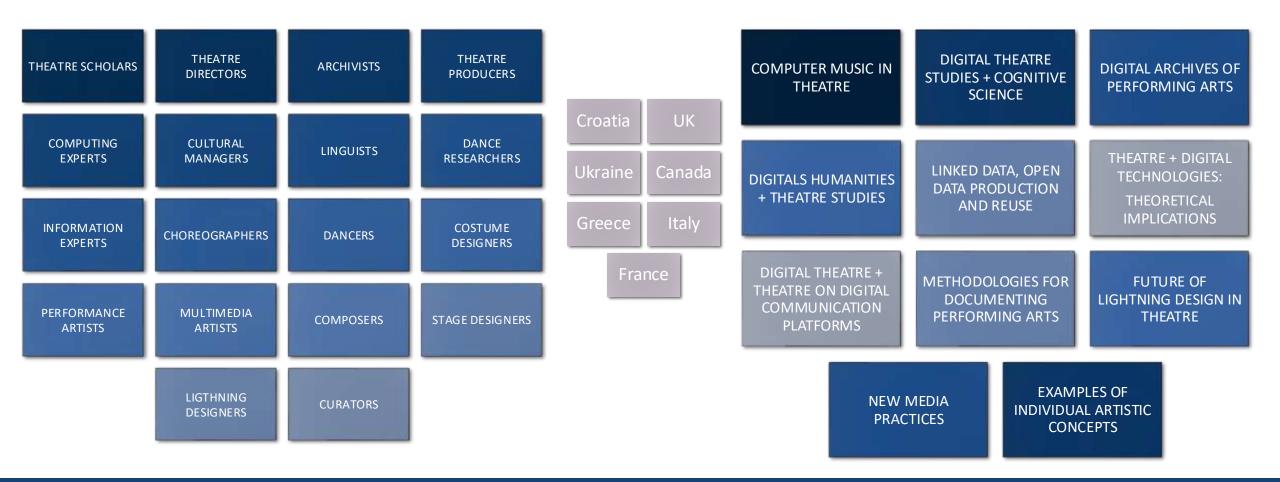
International conference
Performing Arts: Transitioning to the Digital Age
15-17 March 2023, International Theatre Institute, Zagreb, Croatia and Zoom

20 presenters, 15 presentations, 2 keynotes, 1 round table discussion, 7 countries
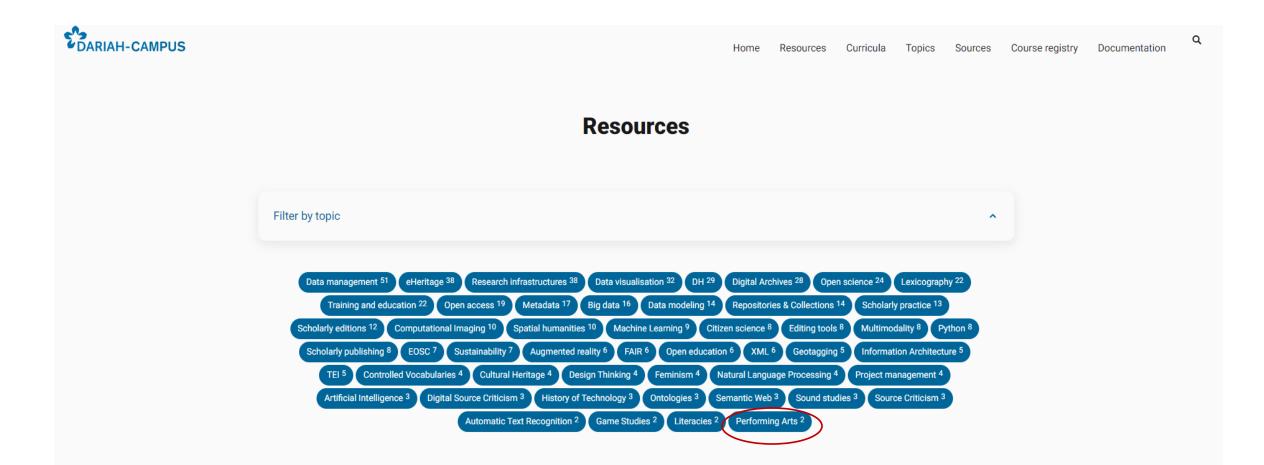
THEATRE SCHOLARS

THEATRE DIRECTORS

ARCHIVISTS

THEATRE PRODUCERS

COMPUTING EXPERTS

CULTURAL MANAGERS

LINGUISTS

DANCE RESEARCHERS

INFORMATION EXPERTS

CHOREOGRAPHERS

DANCERS

COSTUME DESIGNERS

PERFORMANCE ARTISTS

MULTIMEDIA ARTISTS

COMPOSERS

STAGE DESIGNERS

LIGTHNING DESIGNERS

CURATORS

Croatia

UK

Ukraine

Canada

Greece

Italy

France

COMPUTER MUSIC IN THEATRE

DIGITAL THEATRE STUDIES + COGNITIVE SCIENCE

DIGITAL ARCHIVES OF PERFORMING ARTS

DIGITALS HUMANITIES + THEATRE STUDIES

LINKED DATA, OPEN DATA PRODUCTION AND REUSE

THEATRE + DIGITAL TECHNOLOGIES: THEORETICAL IMPLICATIONS

DIGITAL THEATRE + THEATRE ON DIGITAL COMMUNICATION PLATFORMS

METHODOLOGIES FOR DOCUMENTING PERFORMING ARTS

FUTURE OF LIGHTNING DESIGN IN THEATRE

NEW MEDIA PRACTICES

EXAMPLES OF INDIVIDUAL ARTISTIC CONCEPTS

Resources

Filter by topic

Data management 51   eHeritage 38   Research infrastructures 38   Data visualisation 32   DH 29   Digital Archives 28   Open science 24   Lexicography 22

Training and education 22   Open access 19   Metadata 17   Big data 16   Data modeling 14   Repositories & Collections 14   Scholarly practice 13

Scholarly editions 12   Computational Imaging 10   Spatial humanities 10   Machine Learning 9   Citizen science 8   Editing tools 8   Multimodality 8   Python 8

Scholarly publishing 8   EOSC 7   Sustainability 7   Augmented reality 6   FAIR 6   Open education 6   XML 6   Geotagging 5   Information Architecture 5

TEI 5   Controlled Vocabularies 4   Cultural Heritage 4   Design Thinking 4   Feminism 4   Natural Language Processing 4   Project management 4

Artificial Intelligence 3   Digital Source Criticism 3   History of Technology 3   Ontologies 3   Semantic Web 3   Sound studies 3   Source Criticism 3

Automatic Text Recognition 2   Game Studies 2   Literacies 2   Performing Arts 2

eHeritage

eHeritage refers to the practice of using digital technologies to create, enhance, preserve, visualise, or manage cultural heritage items

📖 FAIR Multidimensional Data

`EN`

This resource offers a starting point to learn more about the different types of multidimensional media, as well as managing media in a way which promotes the FAIR principles. The resource also introduces the concept of a Virtual Research Environment to support retrieval and curation of multidimensional data for storytelling via interoperable frameworks.

Read more →

📖 Digitisation with 360 Degrees Photography

`EN`

This resource is an introduction to 360 degrees panorama photography. It explores different types of panoramic representations and examples of 360 degree panoramas in the cultural heritage domain. Practical advice and step by step guidance on how to capture data and process them is also included in order to produce and publish 360 degrees panorama images.

Read more →

📖 Data Ethics in Cultural Heritage

`EN`

This resource aims to introduce the main aspects of data ethics in the cultural heritage domain. It also examines how data management can be supported to become more ethical, while also addressing topical discourse about data ethics in the sector. The resource also aims to support in critically reflecting on some case studies with evident digital data ethics considerations.

Read more →

📖 Digital Exhibition Design

`EN`

This resource provides guidance on digital practices to curate interactive experiences through a set of practical exercises. The resource aims to support GLAM's researchers and practitioners to engage

📖 Digitisation Methods for Material Culture

`EN`

This resource is an introduction to Digitisation Methods for Material Culture.

📹 Linking Digital Heritage, Games and Virtual Tourism

`EN`

This talk gives an overview over developments in digital cultural heritage in

Performing Arts

Performing Arts with reference to Digital Humanities mostly focuses on the use of digital tools in the study, creation and archiving of various materials and performances within theatre, dance, music and related arts

👥 Performing Arts: Transitioning to the Digital Age

EN

The conference aimed to examine the possibilities of connecting information sciences and computer science with performing arts, focusing on three thematic blocks: archiving, artistic practices and scholarly research. The international scientific and professional conference is part of the project of the same name by the DARIAH-EU Working Group Theatralia, which is dedicated to the research of digital technology in the performing arts and the digitization of theatralia, financed from DARIAH-EU funds.

Read more →

📖 Introduction to the E-spectator Digital Tool for Analysis of Performing Arts

EN

The Performing Arts' aesthetic and poetry can be sometimes destabilising at first glance and difficult to analyse because it is ephemeral by nature. The E-Spectator tool enables annotation of videos to better analyse and understand the performing arts. This course from dariahTeach introduces learners to the E-Spectator tool, with practical examples and quizzes to guide you along.

Read more →

PERFORMING ARTS: TRANSITIONING TO THE DIGITAL AGE

15 - 17 March, Zagreb, Croatia

The conference aimed to examine the possibilities of connecting information sciences and computer science with performing arts, focusing on three thematic blocks: archiving, artistic practices and scholarly research. The international scientific and professional conference is part of the project of the same name by the DARIAH-EU Working Group Theatralia, which is dedicated to the research of digital technology in the performing arts and the digitization of theatralia, financed from DARIAH-EU funds.

SESSION 1	Workshop: When Theatre Meets Zoom + The "e-spect@tor" Experience
SESSION 2	Digital Theatre Studies: Crossing Perspective and Methods with Cognitive Science
SESSION 3	Theatre and Performance Studies Meet Digital Humanities – Possibilities and Challenges
SESSION 4	Challenges of Archiving Performing Arts: Eurokaz Digital Archive
SESSION 5	Three Project Challenges: Italian Theatres and Archives Registry, Research Centre "IDOS_ARTS" and PhD in Data Science on Digital Humanities
SESSION 6	The Potential of Computer Music in Theatre
SESSION 7	Modelling of Theatrical Archives: Use of Linked Data in the Machine-Readable Representation of Theatrical Information
SESSION 8	Open Data Production and Reuse in the Canadian Performing Arts Ecosystem
SESSION 9	Offline vs/ & Online: Digital Theatre in COVID and War
SESSION 10	Body Archives: Strategies for Documenting Dance
SESSION 11	Processes & Practices: Understanding Dance Researchers and Dance Archivists to Develop Future Online Dance Archive Resources

AUTHORS

Elodie Chazalon

Cécile Chantraine Braillon

Fatiha Idmhand

TOPICS

EDITING TOOLS, PERFORMING ARTS

Introduction to the E-spectator Digital Tool for Analysis of Performing Arts

Performing Arts are artistic disciplines such as dance, music or theatre that involve the realisation of a "performance": that is, they compose an event whose action and temporal unfolding create the artistic work. It is, therefore, an artistic practice that is expressed and appreciated in its realisation, not in its result. For this reason the Performing Arts' aesthetic and poetry can be sometimes destabilising at first glance and difficult to analyse because it is ephemeral by nature. Yet the Performative Arts are bearers of an alternative vision of the world that allows us to maintain a critical view of events and our environment.

This training course introduces the E-Spectator tool for analysis of performing arts. The E-Spectator tool enables students and pupils to better understand and analyse the Performing Arts through annotation of videos of plays, dance, and other performative activities such as fashion shows, providing new methods for their study along with digital technology.

Learning Outcomes

After completing this course, learners will be able to:-

- Understand the basis and value of the performing arts
- Recognise the main points of analysis of a live performance
- Understand the basic functions of the E-Spectator tool
- Conduct analysis of the performing arts using digital annotation tools such as E-Spectator

Interested in learning more?

Check out "Introduction to the E-Spectator digital tool"

Performing Arts: Navigating through Digital Knowledge Models (2023-2025)

Goals:
- Provide universal tools for creating, studying, and archiving performing arts
- Preserve and value national specificities
- Raise universal questions on the status of performing arts in digital context
- Explore creation and interpretation through digital technologies and humanities tools

Broader mission:
- Open the door to all arts in the frame of the DARIAH digital infrastructure
- Strive for balance between *arts* and *humanities* in DARIAH

Thank you!