



## 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
- \* Jeffrey Shaw
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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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The knowledge that you get from *Virtual Theatres: An Introduction* could be the more deep you searching the information that hide into the words the more you get serious about reading it. It does not mean that this book is hard to comprehend but *Virtual Theatres: An Introduction* giving you thrill feeling of reading. The author conveys their point in selected way that can be understood by means of anyone who read the idea because the author of this reserve is well-known enough. This particular book also makes your own personal vocabulary increase well. It is therefore easy to understand then can go together with you, both in printed or e-book style are available. We suggest you for having this particular *Virtual Theatres: An Introduction* instantly.

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