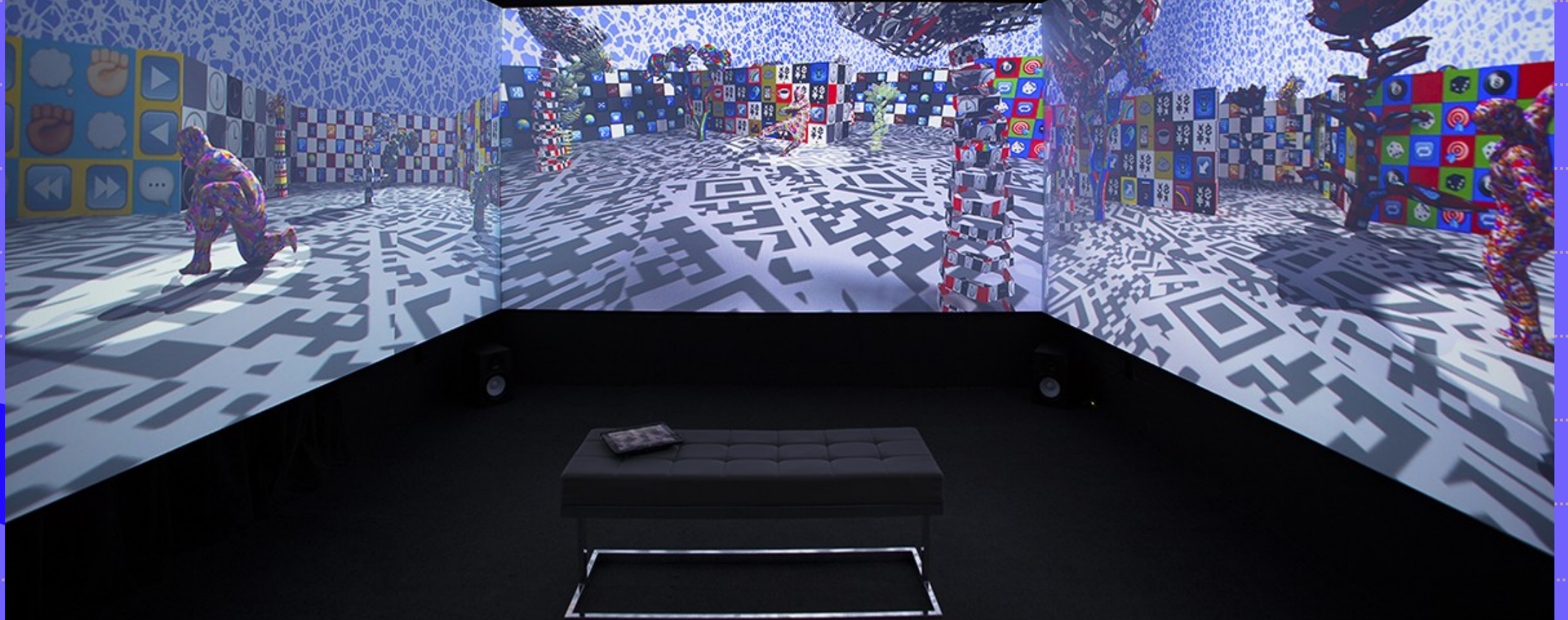


Performance, happening, sociální skulptura



Digitální performance

Typy digitálních performancí: „live theater, dance, and performance art that incorporates projections that have been digitally created or manipulated; robotic and virtual reality performances; installations and theatrical works that use computer sensing/activating equipment or telematic techniques; and performative works and activities that are accessed through the computer screen, including cybertheater events, MUDs, MOOs, and virtual worlds, computer games, CD-ROMs, and performative net.art works.“

Dixon, Steve. *Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation*. MIT Press, 2007, s. 3.



Blast Theory – Desert Rain (2000)



Eva a Franco Mattes – Synthetic Performances (2007)



Eva a Franco Mattes – Synthetic Performances (2007)

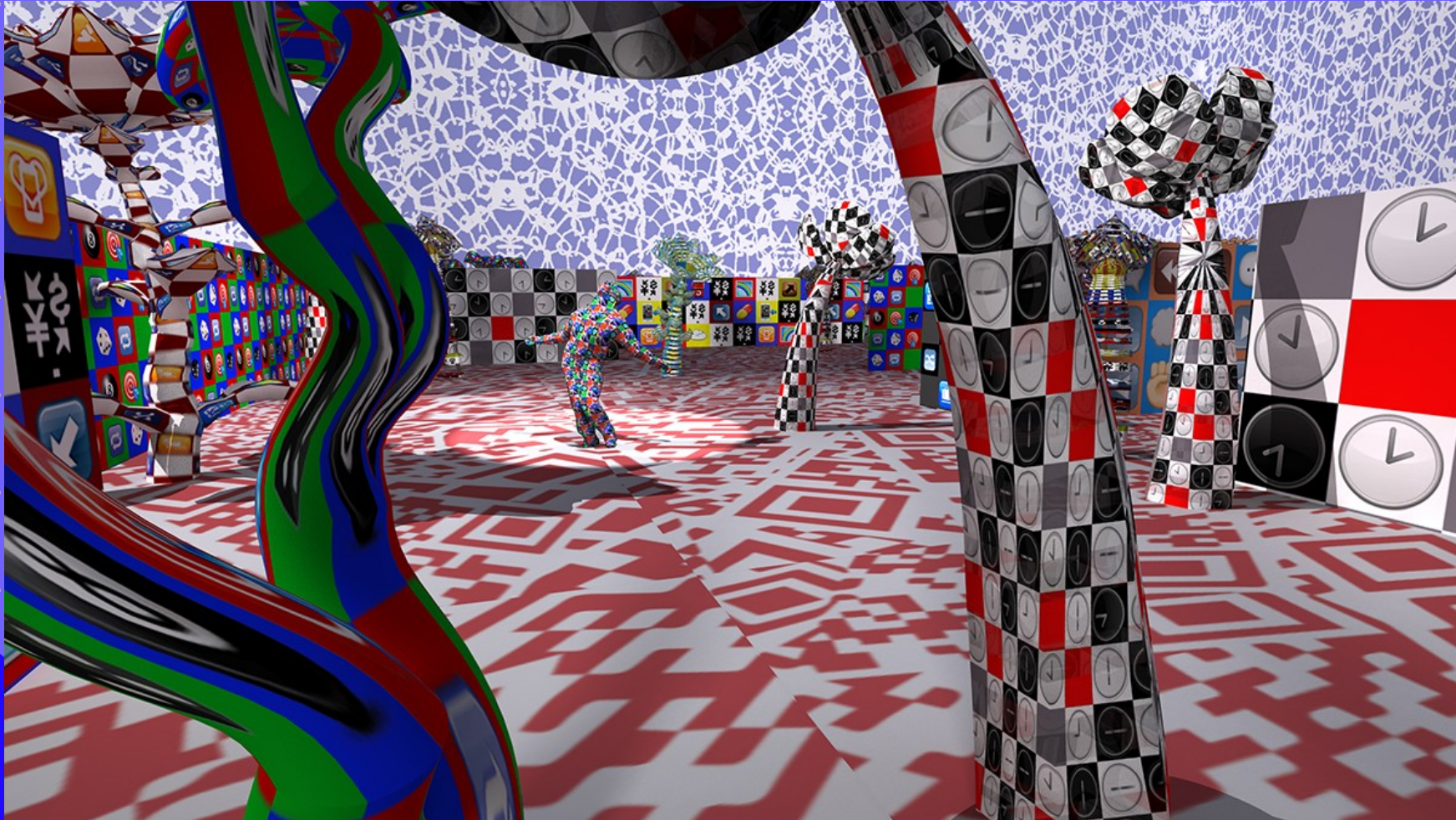


<https://0100101110101101.org/readme-code-of-chris-burdens-shoot/>

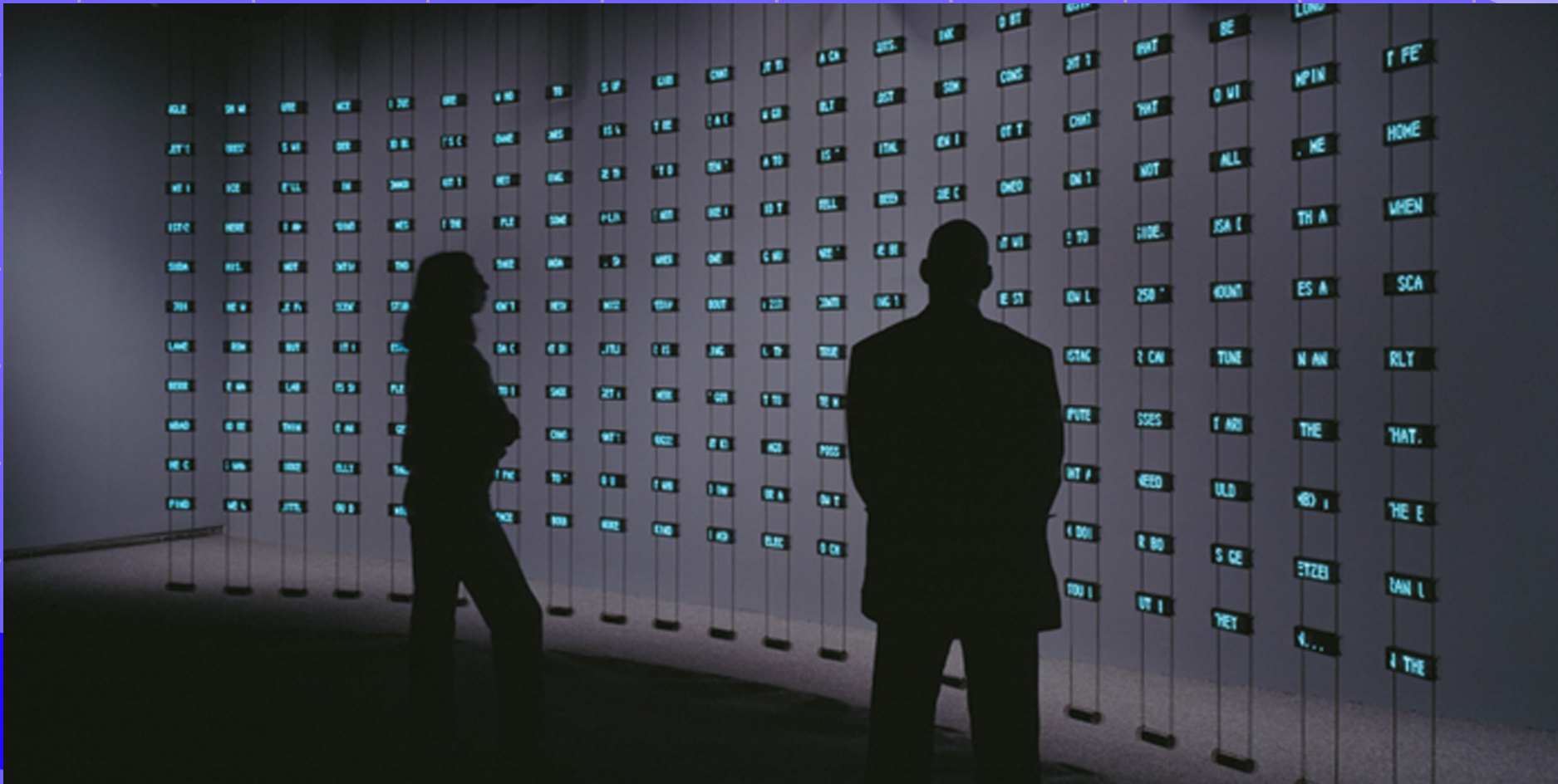
Eva a Franco Mattes – No Fun (2010)



Claudia Hart - Alice Unchained XR: 3 Channel Video Installation + Vive VR (2018)



Mark Hansen a Ben Rubin - Listening Post (2001)



Auslander, Phillip. At the Listening Post, or, do machines perform?
International Journal of Performance Arts and Digital Media, roč. 1, č. 1, 2005.

Marina Abramović - The Artist Is Present (2010)



Golan Levin - Telesymphony (2001)

