PRIMARY: Digital Dramaturgies of Performance

This list explores approaches to developing a dramaturgy of digital theatre and performance. In this literature, "digital theatre" refers to theatre that directly employs, questions, and explores new media and computer technologies in production and performance. "Digital dramaturgy" refers to frameworks for conceptualizing structure, composition, curation, adaptation, ideology, and their implications for audiences in these digital forms of theatre and performance. The works gathered here are connected thematically and through frequent cross-citation, and they approach the topic from several directions. Some examine digital theatre directly, while others relate digital interactive media such as games to theatre, or read theatre through digital methods and games. Still others use theatre as a lens for human-computer interaction, digital modalities, history, and curated performance-adjacent work such as museums and installations. Several take up digital dramaturgy explicitly, considering the structure, history, and spectatorship of theatrical works in online and digital forms. The list is anchored by foundational texts in performance studies and in conceptualizations of "liveness." Liveness is a central question throughout the list, which asks what it means to digitize the ephemeral, space- and time-bound tradition of theatre.

1. Aliano, Kelly I. 2025. *Immersive Storytelling and Spectatorship in Theatre, Museums, and Video Games*. Routledge.
2. Auslander, Philip. 1999. *Liveness: Performance in a Mediatized Culture*. Routledge. https://doi.org/10.4324/9780203006955
3. Auslander, Philip. 2012. "Digital Liveness: A Historico-Philosophical Perspective". *PAJ: A Journal of Performance and Art*, Vol 34 Iss 3, pp 3-11. https://doi.org/10.1162/PAJJ_a_00106
4. Bay-Cheng, Sarah. 2016. "Digital Historiography and Performance". *Theatre Journal*, Vol 68 No 4, pp 507-527. https://www.jstor.org/stable/26367448
5. Bay-Cheng, Sarah. 2023. "Digital Performance and its Discontents". *Theatre Research International*, Vol 48, pp 9-23. https://doi.org/10.1017/S0307883322000372
6. Bay-Cheng, Sarah, Jennifer Parker-Starbuck, and David Z. Saltz. 2015. *Performance and Media: Taxonomies for a Changing Field*. University of Michigan Press.
7. Boenisch, Peter M. 2012. "Acts of Spectating: The Dramaturgy of the Audience's Experience in Contemporary Theatre". *Critical Stages: The IATC webjournal*, Iss 7. https://www.critical-stages.org/7/acts-of-spectating-the-dramaturgy-of-the-audiences-experience-in-contemporary-theatre/
8. Cabe, L. Nicole. 2023. "Effing Robots Online: The Digital Dramaturgy of Translating In-Person Theatre to Online Streaming". *The Journal of American Drama and Theatre*, Vol 35 No 2.

https://jadtjournal.org/2023/05/15/effing-robots-online-the-digital-dramaturgy-of-translating-in-person-theatre-to-online-streaming/

9. Cankaya, Maral. 2023. “Liveness Through Audience Participation in Digital Theatre: Map to Utopia As a Playground in Digital”. *Journal of Theatre Criticism and Dramaturgy*, No 36. 10.26650/jtcd.1277109

10. Chatzichristodoulou, Maria, Kevin Brown, Nick Hunt, Peter Kuling, and Toni Sant. 2022. “Covid-19: Theatre Goes Digital - Provocations”. *International Journal of Performance Arts and Digital Media*, Vol 18 Iss 1. https://doi.org/10.1080/14794713.2022.2040095

11. Couldry, Nick. 2004. “Liveness, “Reality”, and the Mediated Habitus from Television to the Mobile Phone”. *The Communication Review*, Vol 7 Iss 4, pp 353-361. https://doi.org/10.1080/10714420490886952

12. Curcio, Emanuele, Mirko Di Bernardo. 2025. “Knowledge and Arts: Questioning Reality Through Video Game and Theatre”. *Global Philosophy*, Vol 35 Iss 14. https://doi.org/10.1007/s10516-025-09751-8

13. Dixon, Steve. 2007. *Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation*. The MIT Press. https://doi.org/10.7551/mitpress/2429.001.0001

14. Dundjerovic, Aleksandar Sasha. 2023. *Live Digital Theatre: Interdisciplinary Performative Pedagogies*. Routledge.

15. Eckersall, Peter and Bertie Ferdman. 2021. *Curating Dramaturgies: How Dramaturgy and Curating are Intersecting in the Contemporary Arts*. Routledge.

16. Frasca, Gonzalo. 2001. “Rethinking Agency and Immersion: Video Games as a Means of Consciousness-Rasing”. *Digital Creativity*, Vol 12 Iss 3, pp 167-174. https://doi.org/10.1076/digc.12.3.167.3225

17. Fullerton, Tracy and Matthew Farber. 2025. *The Well-Read Game: On Playing Thoughtfully*. The MIT Press. ISBN: 9780262552233

18. Gross, Shad, Jeffrey Bardzell, and Shaowen Bardzell. 2014. “Structures, forms, and stuff: the materiality and medium of interaction”. *Personal and Ubiquitous Computing*, Vol 18, pp 637-649. https://doi.org/10.1007/s00779-013-0689-4

19. Homan, Daniel, and Sidney Homan. 2014. “The Interactive Theatre of Video Games: The Gamer as Playwright, Director, and Actor”. *Comparative Drama*, Vol 48 No 1/2., pp 169-186. https://www.jstor.org/stable/24615358

20. Hunter, E. B. 2020. “Enactive spectatorship, critical making, and dramaturgical analysis: building Something Wicked, the Macbeth video game”. *International Journal of Performance Arts and Digital Media*, Vol 16 Iss 1, pp 1-17.

21. Keogh, Brendan. 2018. *A Play of Bodies: How We Perceive Videogames*. The MIT Press.

22. Laurel, Brenda. 1993. *Computers as Theatre*. Addison-Wesley Publishing Company.

23. Ma, Ming and Kang Yuping. 2025. “Revolutionizing the Stage: exploring the multidimensional landscape of digital theatre”. *Digital Scholarship in the Humanities*, Vol 40 Iss 2, pp 575-586. https://doi.org/10.1093/llc/fqaf015

24. Mason, David. 2015. “Videogames, Theatre, and the Paradox of Fiction”. *The Journal of Popular Culture*, Vol 46 Iss 6, pp 1109-1121. https://doi.org/10.1111/jpcu.12200

25. Murray, Janet Horowitz. 1997. *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. Free Press.

26. Romanska, Magda (ed). 2015. *The Routledge Companion to Dramaturgy*. Routledge.

27. Schechner, Richard. 2002. *Performance Studies: An Introduction*. Routledge.

28. Szatkowski, Janek. 2019. *A Theory of Dramaturgy*. Routledge.

29. Taylor, Diana. 2003. *The Archive and the Repertoire*. Duke University Press.

30. Turner, Victor. 1982. *From Ritual to Theatre: The Human Seriousness of Play*. PAJ Publications.