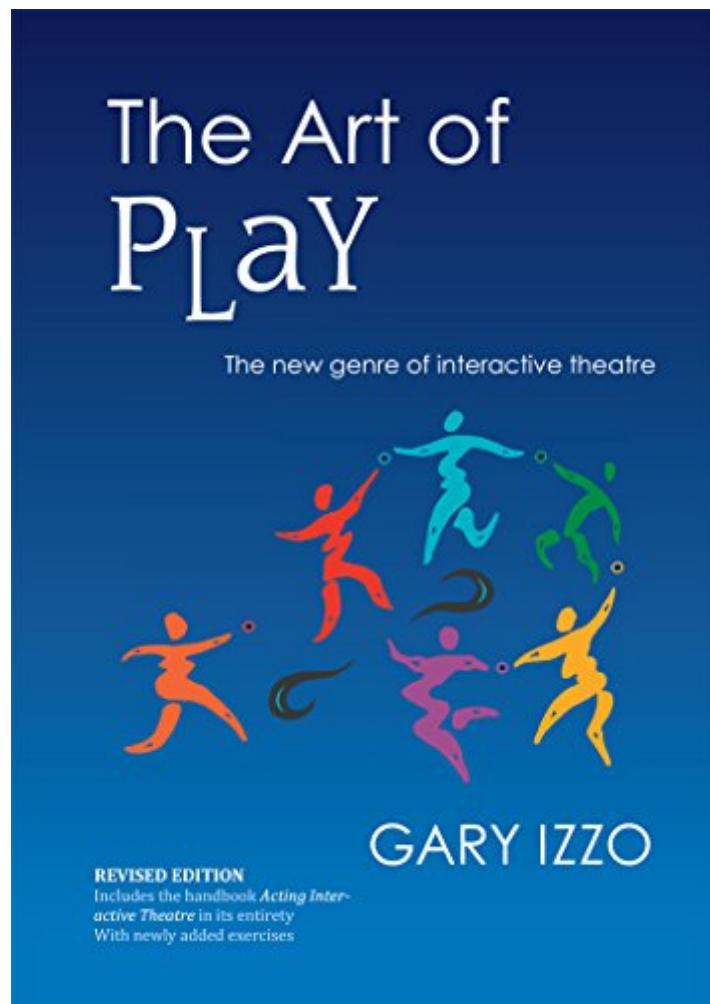


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The Art Of Play: The New Genre Of Interactive Theatre



Synopsis

NEW REVISED SECOND EDITION - With the recent surge of interactive performance venues, the demand for a definitive "how-to" guide to interactive improvisation has never been greater, "The Art of Play" fills the void with a warm, insightful, and often amusing collection of examples and anecdotes that illustrate the interactive process. Gary Izzo outlines a model interactive production that covers all aspects of interactive theatre, from concept through design and production. He also explains useful techniques in show development, character development, and ensemble improvisation. This revised second edition includes the director's handbook "Acting Interactive Theatre" in its entirety, and offers insider advice on how to workshop, rehearse and maintain an interactive production, and contains 165 fully annotated workshop exercises. Students of drama and the performing arts, teachers, and theatre and media professionals will find the practicality of "The Art of Play" invaluable. The study of play and the benefits of its techniques in freeing the imagination will appeal to anyone looking for good techniques for creativity, communication, and positive interaction. Gary Izzo was one of the first directors to experiment in the interactive theatre genre and has trained hundreds of actors in interactive and participatory theatre. He works as a freelance director, writer, producer, and teacher.

Book Information

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Customer Reviews

I very highly recommend this book for the theater professional, whether an actor, director, or teacher. Its emphasis is interactive theater (involving the audience as a character that can and will drive the plot) but has so much to offer as well in character analysis and development, exercises for creativity and improvisation, and so forth. I have used the earlier exercises and text as a rehearsal instructor with a professional acting company in a Renaissance Festival, very successfully. Patrons to the Festival were very positive about the overall interaction and experience with the cast so trained. The new edition combines the two complete volumes (the basic theory and discussion of volume 1 and the set of exercises of volume 2) adding additional exercises into a wonderful whole. I so look forward to using the book as a text and resource for our rehearsal process in a few months. This is a must for anyone in all sorts of theater. Thank you, Gary, for bringing it back in print!

I am so glad that this book (and its companion, included in this volume) are FINALLY back in print! I have recommended Gary's work to so many people it's hard to count! And now people can finally buy this book again for their own libraries! I highly recommend this book for anyone wanting to delve more deeply into creating believable characters -whether for scripted work or improvisation. Its focus is interactive theater (put to great effect at Walt Disney World in Florida, other theme parks and Renaissance festivals) and it is an invaluable handbook for creating and/or acting in an interactive show. I find I go back to my old dog-eared earlier issue(s) time and again to help me in character analysis and development. Plus, there are tons of improvisation exercises that are wonderful for building solid casts. I continue to use the techniques and exercises taught by Gary in my performing and coaching work all the time. Again, I'm so glad this book is back in print!

By far this is the best book I have come across for teaching interactive theatre. I have used it as a source in workshops for new and veteran Renaissance faire participants for years. He makes character development easy to understand and pulls all aspects in for a very 3 dimensional outcome.

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