The Theatron3 project was funded by the UK charity Eduserv and led by King's College London. As part of the project, twenty theatres from different periods in European history were built in Second Life (TM). The authors present two case studies of teaching using the Theatron builds. Dr. Katherine Rowe discusses a staging assignment that helps students learn to analyze symbolic uses of space in Shakepeare's plays, focusing on the opening scene of _Titus Andronicus_. Mark Childs presents a case study he conducted with and Dr. Iryna Kuksa at the University of Warwick. This involved taking students on a "field trip" around different theatres in Second Life (TM) and asking them about their perceptions of the environment and of the building designs and their opinions on the suitability of these for performance.

We conclude that immersive virtual worlds can be effective platforms for performance and theatre education, but that this effectiveness is dependent on the students acquiring the ability to feel presence within these environments, and more sophisticated engagement with the activities requires the ability to both become accustomed to interacting with the technology, and also to develop a form of proprioception within the environment through their connection with their avatar.

Attendees may familiarize themselves with Theatron3 at http://cms.cch.kcl.ac.uk/theatron/

Theatron Burner: why on earth do you keep dancing Rosa?

Dancing in Epidauros

Globe Theatre