

The Future of Theatre in the Face of Digital Technology

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Today, when screens, cables and bits are becoming the main technological means of perceiving the world, the risk that there will be soon no place left for theatre - the art of shared space, time and live experience - becomes credible. The question then arises: will theatre be able to deal with these new challenges and how?

In this research paper I will try to answer this question. First, I will look to the history with the aim to explore similar challenges theatre faced from previous technological inventions. Second, I will explore the map of today's theatre, its intersections with digital media and the problems arising from it, namely theatre's move from dramatic to visual language; the attempts to "virtualise" it; the condition of postorganic theatre and the question of the difference between live and mediated performance.

In response to the research question I assert that theatre, although facing strong challenges from digital media, will sustain the main principals of its nature, namely those of participation and real experience. Furthermore, I will argue that it is exactly these principles that will help theatre to secure its audience, regardless of how strong digital influences will become in the future.