

An Apology for Declamatory Acting: Reclaiming a History of Amateur Theater through the Digital Shakespeare Game

Gina Bloom, UC Davis



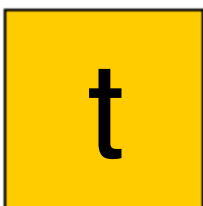
Friday, October 21

Multipurpose Room,

Installation & Game : 12-245 pm Student Resource Building

Talk: 3 pm

Gina Bloom is Associate Professor of English at the University of California, Davis. She is the author of *Voice in Motion: Staging Gender, Shaping Sound in Early Modern England*. She has published over a dozen articles on early modern drama, theater history, and performance studies as well as a set of essays on *A Midsummer Night's Dream* for Folger Luminary Media. Current print projects include a monograph entitled "Gaming Theater: Interactive Play before Digital Media" and a co-edited collection (with Tom Bishop and Erika Lin) on games and early modern drama. Bloom is also the Project Director for [Play the Knave](#), a 3D motion-capture video game about Shakespeare performance that was recently featured on BBC News.



transcriptions

