

Avant-garde Performance

Live Events and Electronic Technologies

Günter Berghaus

palgrave
macmillan

Contents

<i>List of Illustrations</i>	x
<i>List of Tables</i>	xii
<i>List of Boxes</i>	xiii
<i>List of Chronologies</i>	xiv
<i>Acknowledgements</i>	xv
<i>Preface</i>	xvii
1 The Genesis of Modernity and of the Avant-garde	1
The Evolution of Modernity	1
‘Modern’ as an Aesthetic Term and Period Designation	7
The Crisis of Modernity and the Advent of Modernism	11
Avant-garde, Modernism and the Mainstream	14
2 Towards an Avant-garde Performance Practice, 1896–1919	22
Alfred Jarry, <i>Ubu Roi</i>	23
Oskar Kokoschka, <i>Murderer Hope of Women</i>	27
The Futurist <i>Serate</i>	31
The Dada Soirées in Zurich	39
The Influence of the Historical Avant-garde on Mainstream Theatre	45
3 From Late-Modernism to Postmodernism	48
The Emergence of a Post-industrial Information Society	48
From Mechanical to Electronic Culture	50
The Formation of a Postmodern Identity	55
Postwar Art in Europe and the USA	60
Postmodernism and the End of the Avant-garde	71

4	Happening and Fluxus	79
	Allan Kaprow and Early Happenings in the USA	84
	The New Realism in France, Germany and Italy	92
	Wolf Vostell and Jean-Jacques Lebel	96
	Action Art in Japan: the Gutai Group, Neo-Dada Organizers and Hi Red Center	101
	George Maciunas and the Birth of Fluxus	113
	Nam June Paik and Charlotte Moorman	119
	Conceptual Performances of Robert Filliou and Ben Vautier	127
5	Body Art, Ritualism and Neo-Shamanic Performances	132
	Corporeal Identities in a Postmodern Age	132
	Carolee Schneemann	140
	Vito Acconci	145
	Viennese Actionism	152
	Joseph Beuys	158
	Gina Pane	165
	Marina Abramović	171
6	Video and Multi-media Performance	179
	From Video Art to Video Performance	179
	Vito Acconci's Video Works	191
	Nam June Paik	197
	Joan Jonas	205
	Valie Export	210
	Laurie Anderson	217
	Videodance and Cyberdance	224
7	Performances in Cyberspace	236
	From Electronic to Digital Culture: the Emergence of a Second Modernity?	236
	Interactive Cyberart as a Performative Medium	237
	The Virtual Body in Cyberspace	241
	Virtual Reality: from Video Games to Immersive Environments	243
	Stelarc and Virtual Performances of the Post-human Age	251

8 Epilogue: the Future of the Avant-garde	259
<i>Notes</i>	265
<i>Bibliography</i>	310
<i>Subject Index</i>	354
<i>Name Index</i>	366