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**Don't ask what technology does to theatre: ask what theatre does to technology!**

Object theatre puts particular emphasis on the usage of artefacts on stage. The artefacts do not only serve as props, but can themselves turn into protagonists of a play. This paper studies the usage of digital technology used in object theatre. The call for papers of this conference suggests that technology in art serves as a mediator for imagination or an enabler of artistic expression. This paper comes to a completely different conclusion. Digital technology does not add value to object theatre at all. Instead, quite the opposite seems to be the case. With the integration of digital technology in their plays, artists provide a critical commentary on its usage. Drawing on recent work by German philosopher Christoph Hubig, the approach of object theatre can be described in Hegelian terms as a ruse. What the artists achieve with digital technology on stage is not meant to draw attention to these achievements, but rather to the act of staging it. The long-term progress of object theatre is therefore also not based on the technical innovations in each production, although they are often breathtaking. In the next production, they may already be forgotten. What remains is the perspective that the artists have developed on technology.

This paper would be perfectly suited for online presentation, as this would allow the presenter to include direct references from a theatrical environment.