

Dramatic processes

Embodied processes

Embodied processes are how dramatic practitioners use stillness, movement, space or materials to generate, communicate and interpret dramatic meaning, action and experiences.



Collaborative processes

Collaborative processes include co-creating by building trust, empathy, communication, shared ownership and intention.

Safe processes

Safe processes include considering and supporting the distinctive safety needs of dramatic practitioners and audiences to enable, share and value courageous drama and theatre for all.



Creative and critical processes

Creative and critical processes include using imaginative thinking, evaluating knowledge, taking creative risks and challenging assumptions.

Improvising processes

Improvising processes include spontaneously generating and developing ideas, impulses and images to make, perform and appreciate drama in the moment.



Devising processes

Devising processes include using research, dramatic play, experimentation and reflection to generate, structure, rehearse and refine original works of drama and theatre.

Safe processes in drama

Safe processes include considering and supporting the distinctive safety needs of dramatic practitioners and audiences to enable, share and value courageous drama and theatre for all.

Safety in drama spaces

Safety in drama spaces includes safely making, performing and appreciating drama in spaces, such as drama classrooms, backstage areas, foyers, theatres and outdoor spaces.



Physical safety

Physical safety includes preparing and supporting the body to make and perform drama.

Emotional safety

Emotional safety includes learning how to actively support the emotional wellbeing of makers, performers and appreciators.



Cultural safety

Cultural safety includes learning how to actively build awareness and respect for makers, performers and appreciators from all cultural backgrounds.

Online safety

Online safety includes taking action to treat others respectfully in online environments.

