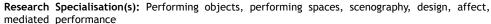


Faculty of **Arts & Design**

MEET YOUR SUPERVISOR

Dr. Mienke Fouché

Lecturer, Department of Performing Arts



mediated performance

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Google Scholar link: https://scholar.google.com/citations?hl=en&user=uOUjX38AAAAJ

Brief Bio:

Dr Mienke Fouché is a design-led performance scholar whose research explores scenographic affect, object performance, and technologically mediated storytelling. Her work investigates how space, gesture, and animated objects—ranging from marionettes to digital game environments—evoke emotional and embodied responses. With a background in puppet design and a keen interest in minimalist aesthetics, Fouché examines how nonhuman agents perform character, agency, and presence in both live and virtual contexts.

Her recent projects include the development of the Degree of Agency Tool (DoAT) for evaluating animated objects in performance, alongside peer-reviewed studies on spatial storytelling in horror video games, affect theory in scenographic design, and experimental approaches to remote learning. Her research has been published in Games and Culture, South African Theatre Journal, and Contemporary Theatre Review, with forthcoming work in Eludamos.

An experienced educator with over a decade of teaching, Fouché lectures in set design and critical thinking. Her puppet-making practice and engagement with digital culture enable her to supervise across disciplines—from technical investigations in practice-as-research to experience design and performing object and space theory. She is a past recipient of the NRF Innovation Master's Scholarship and has presented her research nationally and internationally.

Fouché welcomes students interested in affective environments, object performance, and interdisciplinary design.

Examples of previously supervised projects:

Masters Degree: Aesthetic Preference in Hand-Sculpted and 3D-printed Figures by Estian Gericke Supervisor: O. Seda, Co-supervisor: M. Fouché.

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