



**INFO SESSION**

2 May 2017 17h-18h  
Teater Nordkraft

# INTER/AACT

INTERNATIONAL ARTISTIC RESIDENCY & WORKSHOP PROGRAMME

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TEATER NORDKRAFT IN COLLABORATION WITH  
ART & TECHNOLOGY (AALBORG UNIVERSITY)

## **APPLICATION DEADLINE**

May 11th 2017

Teater Nordkraft in collaboration with  
Art & Technology (Aalborg University)

### **Announce an open call for participants for TWO performance workshops in Summer 2017**

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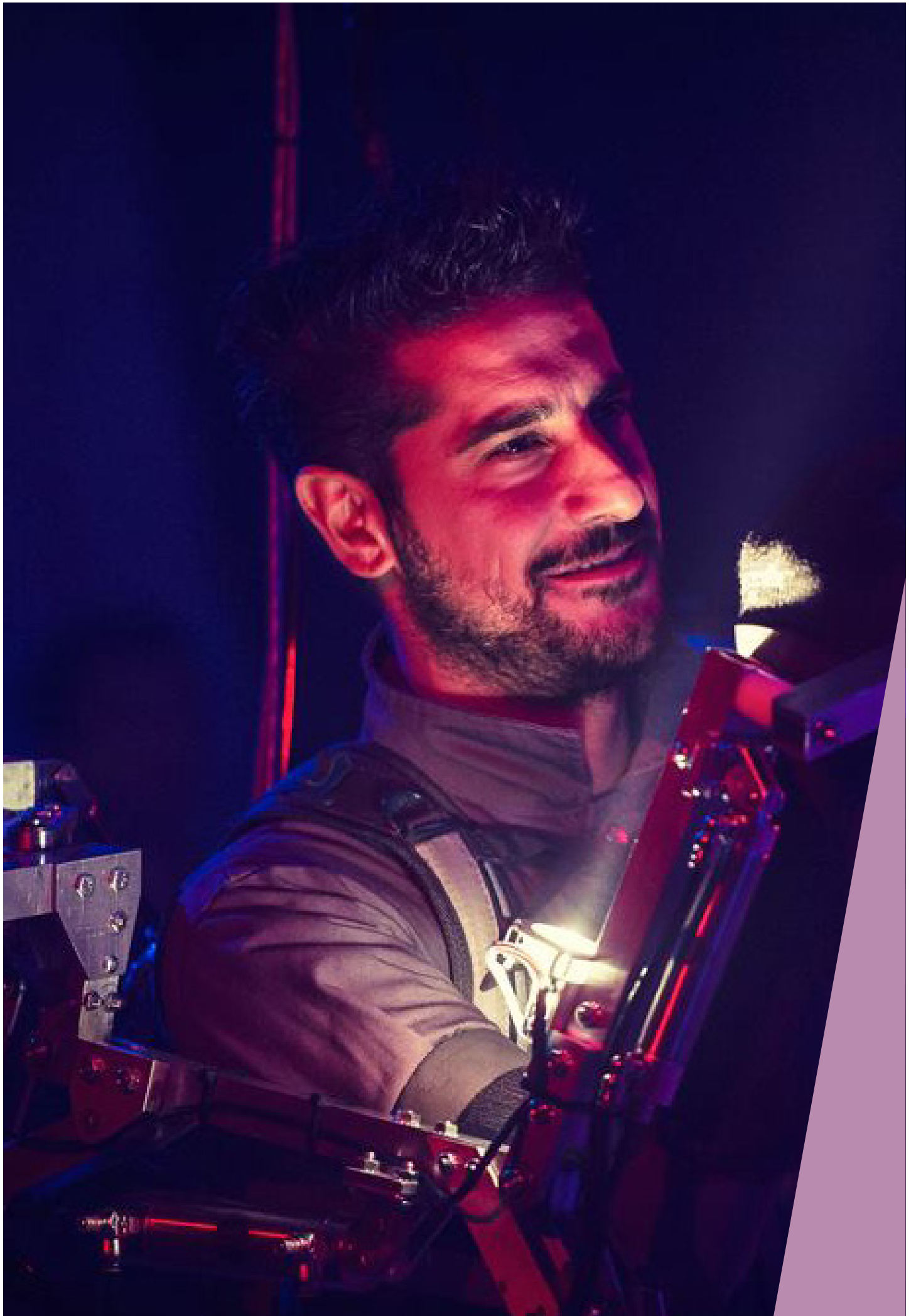
All workshops are FREE to participants, made possible  
by a grant from the Danish Arts Council.

Please complete the APPLICATION FORM  
to be considered for the workshop

We will host an information session for artists,  
students, designers, technologists, and all those curious  
about this new workshop programme, and specific  
details about applying for the workshops.

#### **QUESTIONS?**

Contact Jakob Højgård Jørgensen [jakob@teaternordkraft.dk](mailto:jakob@teaternordkraft.dk) or  
Elizabeth Jochum [jochum@hum.aau.dk](mailto:jochum@hum.aau.dk)



## WORKSHOP #1

### **This is (Not) A Drill**

– Networked Participatory Performance and Games

With Friedrich Kirschner  
(Hochschule für Schauspielkunst- HFS, Berlin)



### **Workshop dates**

June 1-3	Teater Nordkraft
July 17-22	BERLIN
August 17-22	Teater Nordkraft

## WORKSHOP #2

### **Experiences - Devised and Performed**

With Louis Philippe Demers and Astrid Kensinger  
(Nanyang Technological University, Singapore)

A workshop to investigate and create experiential  
and participatory works.

### **Workshop dates**

June 7-14	Teater Nordkraft
August 17-24	Teater Nordkraft



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Public showing of completed projects during  
Aalborg Festivals 17 - 24 August

## WORKSHOP #1 - DETAILS

### **This is (Not) A Drill**

– Networked Participatory Performance and Games

With Friedrich Kirschner

(Hochschule für Schauspielkunst- HFS, Berlin)

### **About the project**

For 2017, the Bulletin of the Atomic Scientists changed its Doomsday clock to two and a half minutes past midnight, the closest it has been since the end of the cold war. This seems to be a good enough reason to start practicing for the worst possible scenarios. "This is (not) a drill" will present a practice scenario for the end of the world and how to structure society from then on.

Three select groups of people will be able to guide the well being of society in giant robotic "Arks", deciding political, economic and social structure for a post-armageddon society, while the audience can take on the role of judging the decisions and policies of these newly appointed leaders.

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### **About the artist**

**Friedrich Kirschner** is a filmmaker, theatre director, software developer and digital artist. He re-purposes video-game structures and technology to create participatory performances, real-time interactive experiences, and animated narratives and short films.

Since 2012 he has been Professor for Digital Media in Puppetry at the HfS Ernst-Busch, University for Performing Arts in Berlin.

In 2014 he established with Christiane Hütter, The Society for Cultural Optimism. They develop site specific social games that engage participants through overwhelming optimism.

Friedrich's works have been shown and performed at many international animation festivals and exhibitions, including the Laboral Gameworld exhibition in Gijon, the Museum of the Moving Image in New York, the Ottawa International Animation Festival and the Seoul Media Art Biennale. He was director of the Machinima Film Festival in New York in 2008, and joined Eyebeam as a fellow in the Production Lab. He is also a board member of the Academy of Machinima Arts and Sciences.

## **WORKSHOP #2 - DETAILS**

### **Experiences - Devised and Performed**

A workshop to investigate and create experiential and participatory works

With Louis Philippe Demers and Astrid Kensinger

### **About the project**

The workshop is about experiences and how to devise, make, perform and document them. Central to our exploration of experiences is the human body, and talks will cover various key concepts from history and contemporary practice. We will investigate experiential and participatory works that activate the collective body, or audience.

From analog to digital, from object to space, from data to sensors, from scores to systems, the workshop will explore both artistic and technological aspects of the experiential situation. The workshop shifts the focus from interactive artworks to experiential artworks. We will aim towards more embodied and “radical” interactions, addressing reciprocal, scenographical and dramaturgical relations between bodies, objects, spaces and technology.

Participants will devise their own experiences while being presented with case studies and participating in many experimental hands-on exercises. Participants are invited to develop stand-alone projects or interconnect and collaborate with other workshop members. We will foster projects that can take any form or utilise any media.

The workshop does not require background or experience with any specific form of technology. However, we wish to gather participants with backgrounds in any of these fields: art&technology, performance, dance, theatre, games, robotics, interaction design, exhibit design, stage design, experience design, visualization, architecture, etc. We then hope to be able to establish synergies within the group so teams can be formed with complementary skill sets from all participants.

*About the artists on the following page*

## About the artists

**Astrid Kensinger** holds an MFA in Graphic Design from the Rhode Island School of Design and a BA in Classical & Near Eastern Archaeology from Bryn Mawr College. She works in the tradition of Somatics, where direct experience and the body are key ingredients in exploring the inner world through physical engagement with location. As an artist much of her understanding of place is through walking, mapping and history. Her current major projects involve investigations of sacred and historically rich sites, examining the process of pilgrimage and methodologies of performing and delineating such actions, as well as staging endurance art performances, mapping, tracking and visualising data. Astrid has led courses and held numerous workshops in Experience Design in the UK and Asia. She is currently an Assistant Professor of Visual Communication at the School of Art, Design & Media, NTU, Singapore.

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**Louis-Philippe Demers** makes large-scale installations and performances. His projects can be found in theatre, opera, subway stations, art museums, science museums, music events and trade shows. Over the past two decades, he participated in more than seventy artistic and stage productions and has built more than 375 machines. Demers' works have been featured at major venues such as Theatre de la Ville, Lille 2004, Expo 1992 and 2000, Sonambiente, Sonar, ISEA, Siggraph, Science Museum London and the Polytechnic Museum Moscow. He received six mentions and one distinction at Ars Electronica, the first prize of Vida 2.0, mentions at Vida 12.0 and 15.0, two jury recommendations at the Japan Media Arts Festival, the Interactive prize for Lightforms 98, six prizes for Devolution including two Helpmann Awards and four prizes and mentions for his latest performance Inferno. Demers was Professor of Digital Media and Exhibit Design/Scenography at the Hochschule fuer Gestaltung Karlsruhe, affiliated to the world renowned Zentrum fuer Kunst und Medientechnologie (ZKM, Germany). Then he joined the Interaction and Entertainment Research Centre at the Nanyang Technological University prior to teach at their newly founded School of Art, Design and Media.

## QUESTIONS?

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