

Gameplay

Interactive dance performance

Web site: <http://www.gratin.org/as/gameplay/support/>

A meeting between dance and programmed art – a ritual of initiation

A performance in which a dancer is confronted with a visual and sonic semi-autonomous environment sensitive to her/his presence.

Collaboration between the artist-programmer Antoine SCHMITT and the choreographers Jean-Marc MATOS and Anne HOLST (K. Danse Company).

Premiere: Autumn 2005

By Anne Holst, Jean-Marc Matos and Antoine Schmitt

Concept : Antoine Schmitt, Anne Holst, Jean-Marc Matos

Choreography : Anne Holst, Jean-Marc Matos

Programs, visuals, sounds : Antoine Schmitt

Dancer : Benjamin-Aliot Pagès

Duration: 50 minutes, in 12 stages. Variable depending on context.

The performance can be followed by a discussion session with the audience.

Project Description

Gameplay transposes the language and technology of video games to a choreographic environment where the dancer is confronted with challenges paralleling the notion of the physical test present in many rites of passage. Dance and the language of video games thus retrace common ground in a completely contemporary encounter. The minimal visual language of Antoine Schmitt, author of the interactive levels, resonates with the tension of the choreographic writing of Jean-Marc Matos and Anne Holst and the vibrant dancing of Benjamin-Aliot Pagès in a staging where dance and the dancer find their *raison d'être*.

Context, Team

Gameplay is at the crossing of two artistic paths:

[Antoine Schmitt](#) has been exploring programming as an artistic material for more than 10 years, in a body of work that has been awarded internationally (including Unesco Video Danse 2003) and

[The K. Danse company, composed of Jean-Marc Matos and Anne Holst](#), pioneers in the joint writing of choreography and technology (video and digital) for more than 15 years.

Touring

9 Nov 2005: [Festival VAD \(Video i Arts Digitals\)](#), Girona (Catalogna-Spain)

3 Dec 2005: Festival nuit numérique #3, Reims (FR)

11 Dec 2005: Le Cube, Issy Les Moulineaux (FR)

13 Jan 2006: Espace Infomédi@, Pessac (FR)

18 Mar 2006: Le Périscope, Nîmes (FR)

9 June 2007: Médiathèque Louis Aragon, Fontenay-sous-Bois

17 November 2007: Digitalis Festival, Langogne, as part of the euro regional project *CorpusMedia*

12-13 February 2008: Théâtre Universitaire, Nantes

24 October 2008: Centre des Arts, Enghien les Bains

27 February 2009: Festival DiD, Milano (Italy)

12 February 2010: Centro Cultural El Matadero, Huesca (Spain), ...

Partners

Ministry of Culture (France) (Aide à la maquette and Aide à la réalisation DICREAM/CNC)

Cultural Affairs of the City of Toulouse (France)

Regional Council of Midi-Pyrénées (France)

General Council of the Haute-Garonne (France)

In Vivo program (CDC, Toulouse, France)

Rehearsal residency, Théâtre Marcel Pagnol, Villeneuve-Tolosane (France)

Contacts

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