RCO (Radical Choreographic Object): dance and digital arts project, created by K. Danse. https://www.k-danse.net/en/portfolio/rco/

As dance artists involved with digital arts, and this is precisely what makes the approach quite fascinating, we refuse to make technology the focus of our work. Instead, we prefer to turn it into a kind of interface through which other forms of being can coexist.

RCO is a participatory, all-inclusive dance and technology performance. It incorporates various sets of rules: those provided by performers inviting audiences in physical engagement and via invitations sent on their smartphones. Audiences participate at will, they either interact with performers or via their smartphones, or simply watch. RCO adapts to its context, relying on audience interactions and location factors, and challenges our relationship with technology while maintaining a playful atmosphere.
The choreographic approach develops a contemporary movement language by the dialectic confrontation between the physical body (lived, experienced) and the mediated body (seen, virtual). A close encounter between the living and its mediated facets.

RCO involves collaborative choreography with non-professional participants, inviting them to co-create the performance in situ by inventing instructions and rules, which are then sent to a web application accessible via smartphones. These instructions form the choreographic score, determining the composition of the performance and the relationship between all the participating audiences. RCO fosters a symbiotic relationship between participants, audience members, and the smartphone-embedded computer system. Examples of situations: dancers enact choreographies while audience members move freely and receive instructions on their smartphones, such as simple dance patterns collectively embodied, audiences can influence the music by shaking their phones, are invited to various physical actions like coming together to lift a specific dancer, etc. Thus, living a co-creative, performative situation lasting 40 to 90 minutes. Interactions are soft and never intrusive.
The performance evolves based on audience interaction: it is like a living organism.

The founding work originates in the invention of choreographic rules implemented by the performers and by mediated messages sent to smartphones. Each tableau contains different rules, with adapted messages. Workshops allow participants to invent their own rules, becoming future authors. They create actions, movements, messages, and quizzes for interaction, shaping scenarios for playful interactions. Other compositional tools, like diverse movement qualities are also explored.

Before the interactive dance performance, small cards with QR codes are distributed, for connecting to the local network specially programmed for the event, not requiring internet access or specific applications. Preliminary technical tests are offered for comfort.

Technically, it requires minimal resources – amplified sound and accessible 4G smartphone connections – and is adaptable to various spaces, indoors or outdoors, day or night time.
 It caters to diverse audiences, with messages translated into all languages.
RCO uses open-ended software with low energy consumption, shareable for other projects. The traveling team consists of six members – one digital artist, one choreographer, and four performers – adjusting based on venue size, technical conditions, and number of participants.

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