

K. Danse Company

General Educational File

www.k-danse.net/en/mediation/

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- Awareness sessions in schools
- Public rehearsals / meetings with the company with backstage discussions
- Readings / presentations / demonstrations
- Conferences / debates
- Dance practice: adapted body warm-ups, structured improvisation
- Awareness workshops and/or training and/or creation around dance and digital arts, for all audiences, examples: dance and video, body and interactive digital device, dance and digital training

A- The K. Danse Company

K. Danse creates, adapts, and disseminates artistic projects linking contemporary dance and digital arts. These activities directly involve research, pedagogy, and event organization. In France and abroad, K. Dance conceives and realizes projects integrating choreographic writing, visual and musical creation, scenic devices, and interactive environments, for stage, public space, and the internet. It offers choreographic creations, shows, performances, workshops for all audiences, training, artistic consultancy (e.g., Monik Festival, Odysud, Blagnac), conception, and realization of events (e.g., Euro-regional platform CorpusMedia), European project Metabody (2013-2018, www.metabody.eu). European project WhoLoDance (2016-2018, www.wholodance.eu), Bodynet-Khoros (2022-2024).

Jean-Marc Matos is committed to bridging choreographic and digital artistic creation with mediation adapted to diverse audiences. This dossier describes several approaches that can be tailored to young audiences with schools or leisure centers, amateur or professional audiences (sensitivity workshops or creation workshops of varying durations) of all ages. These proposals open up new perspectives for in-depth, shared work, in which the investment of an entire team ensures a high-quality final result. See video excerpts on <https://www.kdanse.net/category/performances-avec-jeunes-publics/>

B- The Pedagogical Project

Origin of the project:

The K. Danse Company has been involved in the intersecting forms of live performance and multimedia for many years.

One of its primary objectives is to bring contemporary artistic creation into contact with mediation adapted to diverse audiences. Active in the Toulouse and departmental territory since 2001, it proposes to contribute its rich experience to other municipalities of the Department by associating itself with other resource structures.

Objectives:

- Develop a genuine educational action.
- Expand audiences and make innovative contemporary forms of creation accessible to as many people as possible.
- Create bridges between professional practice and amateur practice.
- Continue the development of the cross-fertilization of artistic forms (dance, multimedia), integrating the possibilities offered by remote exchanges between municipalities. Participate in Art-Science dissemination by highlighting the technologies used.
- Reach out to audiences, particularly young people (school classes, leisure centers, etc.), by creating original spaces for exchange through dance, image, and music.
- Create privileged moments of exchange and artistic enrichment between artists and initiated or non-initiated audiences.
- Explore the notion of real, imaginary, dreamed territories.
- Extend all mediation experiences conducted in France and abroad towards all audiences.
- Build an innovative creation network between municipalities of the same department using distance communication tools.

Educational Dimension:

WHY MAKE YOUNG PEOPLE DANCE?

Young people enjoy dancing. They consider dance as a form of expressive art, as a hobby, and appreciate the benefits of dance. Dance is the most popular physical activity after football.

Dancing is a creative activity that uses the kinesthetic mode (body movement) with imagination in its creation, execution, and presentation. It complements other forms of intelligence and allows young people to express themselves and communicate their ideas, identity, culture, and vision of themselves to others in the society they live in. Anyone can

dance regardless of gender, age, educational level, social background, shape, size, and experience. Participating in dance can help transcend social and cultural barriers.

This project is implemented through the combined action of the K. Dance Association and the involved Municipalities, which are thus committed to developing an innovative educational and creative program based on the interests of young people: dance, internet, video creation, video games, music, etc.

It is also based on the observation that the rapid appropriation of digital technologies by children often disconcerts parents and, more broadly, the entire educational community. This program seeks to invent new support methods to help younger generations build a critical and creative approach to virtual worlds.

C- Proposed Actions

Actions proposed according to the performance in distribution, the hosting context, the theme of the performance itself, and the age of the participants:

- Awareness sessions in schools
- Public rehearsals / meetings with the company with backstage discussions
- Readings / presentations / demonstrations
- Conferences / debates
- Dance practice: adapted body warm-ups, structured improvisation
- Awareness workshops and/or training and/or creation around dance and digital arts, for all audiences, examples: dance and video, body and interactive digital device, dance and digital training
- Choreographic creation for amateur or professional dancers
- Creation of site-specific choreographic events

"Dance and Video Creation" Workshop:

This workshop proposes to approach the dual theme of the child's body and visual identity through a joint creative approach to dance and video image. The result of fifteen years of creation and pedagogical experiences conducted by the K. Dance Company with young audiences, this workshop is both a continuation of actions already carried out and offers a new approach to integrating body-image. It offers an introductory session within the class, practice workshops in several phases, participation in a company performance, and feedback sessions. Finally, examples of "dance and image" performances, taken from the repertoire of the K. Dance Company, are illustrated by video excerpts. The theme around identity is designed in connection with one of the disciplinary areas such as visual arts, literature, vocabulary, geography, civic education, mathematics, science, from the educational program of the year. For children from CE2 to CM2.

Sensitive expression develops from the playful nature of the proposed content and the children's ability to imagine situations akin to small dance-video scenes. A movement,

whether involving one body or several bodies, can be moving only if it retains traces of the emotion that provoked it. The image here plays a determining role. The video image is a character in itself, a reflection or distortion of oneself. The thematic elements supporting the performance they will attend are proposed.

Note: if conditions allow, it is possible to consider the realization of a short choreographic and videographic creation with the children and the help of choreographers. This is then presented in an appropriate setting at the end of the workshop.

"Body and Digital Game" Workshop:

This "Body and Digital Game" workshop proposes to approach, in a playful and creative way, the physical and reflective engagement of the child confronted with an interactive environment through a joint discovery of his body and the instant processing of video and music. The result of fifteen years of creation and pedagogical experiences conducted by the K. Dance Company with young audiences, this workshop is both a continuation of actions already carried out and offers a new

pedagogical approach to integrating body-digital arts. It offers an introductory session within the class, practice workshops in several phases, participation in a company performance, and feedback sessions. Finally, examples of "dance and digital arts" performances, taken from the repertoire of the K. Dance Company, are illustrated by video excerpts. The thematic path is designed in connection with one of the disciplinary areas such as visual arts, literature, geography, mathematics, science, from the educational program of the year. For children from CE2 to CM2.

Children attend the presentation of a dance-digital arts performance by the company, either in the form of a rehearsal, a demonstration reading, or the complete run-through of the performance. An artistic exchange takes place on-site, "on the spot", for sharing questions, immediate reactions, reflections on what has been perceived and experienced.

Note: if conditions allow, it is possible to consider the realization of a short choreographic creation directly with the deployed device in class and with the help of choreographers. This is then presented in an appropriate setting at the end of the workshop.

Dance with Digital Training
Contemporary dance and digital arts

The mixed workshops proposed by Jean-Marc Matos (www.k-danse.net/mediation/) highlight both work on writing tools in contemporary dance (composition tools, dance/physical theater, expression through the body in the broad sense, integrated with technological means), and on the handling and appropriation of digital tools (digital video, interactive devices, software, etc.) applied to artistic creation and creative pedagogy, particularly in the context of live performance. The workshops allow experimentation with various technological tools combining video, music, and computing, as well as the adaptation

of gesture-sound-image interfaces in the service of a realization that involves the body in various situations. Isadora software is particularly proposed for graphic programming of interactions and real-time processing of audio and video data. The aim is to develop, if the context allows for it, a short live realization that combines a specific technical setup with choreographic work carrying meaning in the integration thus at play.

Workshop proposed: Creation with interactive device. Inter(actions)

In a video environment including an "interactive" device (frame with semi-transparent screen, camera connected to a computer, side light, sound system), a creative work is proposed that integrates, from directed improvisations, an interaction developed with a "tracking" camera used as an optical sensor for the computer system prepared for this purpose (Isadora software).

This relatively easy-to-use software, Isadora, is first the subject of a detailed presentation. For those interested, it is advisable to download the free "demo" version from the website <http://troikatronix.com/> beforehand. This version allows you to familiarize yourself with the software, work with it freely (only constraint compared to the paid version: no possibility to save the results). Practical examples are explained in detail. Then comes a series of proposals for mini-projects to be carried out individually (or in small groups) under the guidance and supervision of Jean-Marc Matos.

The workshop offers, every morning, a physical preparation adapted. Warm-up exercises are proposed followed by situational exercises favoring improvisation, self-perception and group perception, enhancement of proprioceptive experience, bodily creativity, and contact with others.

Objectives

Facilitate access to innovative creations for as broad an audience as possible, question the relationship with the spectator, raise and share aesthetic, philosophical, and social questions, when dance hybridizes with digital technologies.

It is a matter of using computer image and sound processing techniques (pre-recorded and real-time) in the context of bodily / choreographic / theatrical practice, raising awareness of the challenges of a scenic writing encompassing reflection on play, scenic space, and the use of interactive environments, to experiment oneself with a hybridization carrying meaning or approaching a particular artistic problem. It is also about getting as close as possible to the realization methods of professional creation, in contact with an artist or a confirmed team.

Audience

Ideal group: 12 to 15 people maximum.

All dance techniques, physical theater, and bodily expression are welcome.

Basic knowledge of computing desirable. If possible, come with a laptop equipped with a minimum memory capacity to store photos, music, and videos.

It is highly desirable that participants are physically involved themselves.

D- Video Links and Contacts

PERFORMANCES CARRIED OUT WITHIN CREATION WORKSHOPS
YOUNG AUDIENCES

(see video excerpts at the address <https://www.k-danse.net/en/mediation/>)

ANDS Project

Project 2022-2023

implemented by the K. Dance Company and the CAJ Bel Air-GrandFont, Angoulême.

Multidisciplinary action at the intersection of live performance and digital arts, with a social dimension.

Three action levers: creation / dissemination, hybrid performances created on site, mediation and wider dissemination to all audiences, all ages.

Creation of performances 3 Ravens, In situ Creation, Commune Beauté and the show Cristal.

Regular activities since 2014.

Project selected as part of the "Connected Cultures" call for projects launched and financed by the Drac and the Nouvelle-Aquitaine Region, 2022-2023. Video excerpts

Dance and Storytelling

Project 2021-2022 Video of the show

In collaboration with the Petite Bibliothèque Ronde, Clamart

This project aims to sensitize children, and by extension their parents, to the narrative specificities of storytelling and to multiple forms of choreographic and musical expression.

Project carried out in collaboration with the Henry Dutilleux Conservatory of Music, with the support of Drac Ile-de-France and Fondation de France, 2022.

Restitution: June 26, 2022

Numerik Dance, Dance in High School, College, Secondary, Primary, Nursery,
Human Rights

Creative workshops for young people and children (nursery, primary, secondary, colleges, high schools), offering tools for collective creation in contemporary dance, "Dance at School" (Academy of Haute-Garonne), various institutions, establishments, and cities in the Occitanie region, since 2007 ..., 2022, and mixed dance/digital arts workshops, "Body and Digital Game" (Art Passport) supported by the city of Toulouse.

2018, ..., 2023.

See each project for viewing video teasers.

Project "dance-multimedia-distance exchanges"

supported by Toulouse-Métropole

Choreographic creations for stage, in situ, etc. carried out with children from primary classes, leisure centers, Alae

2013: Launaguet, Mondonville, Dremil-Lafage (2014) video excerpts

2015: Castelginest, Pibrac, Balma video excerpts

2016: Balma, Gagnac sur Garonne (June), Fenouillet (December)

2017: Balma, St Jean, Tournefeuille

2018: Aigrefeuille

Project "dance-multimedia" supported by the Grand Toulouse
Choreographic creations for stage, in situ, etc. carried out with children from primary
classes, leisure centers, Alae

2012: Tournefeuille (l'Escale), Saint-Jean, Fonbeauzard video excerpts

2011: Colomiers (Pavillon Blanc Media Library), Mondonville, Cugnaux
video excerpts

2010: Tournefeuille (Le Phare), Saint-Orens (Altigone Theater), Aussonne
video excerpts

2009: Pibrac (Theater), Brax, Cugnaux
video excerpts

2008: Aucamville, Launaguet

Contacts

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