

La Escucha Errante 2015

Encuentros de Investigación, Creación sonora y Electroacústica

Locus

[bio of the players](#)

Jung In Jung is a audiovisual artist who has been collaborating with contemporary dancers, and considers how to present audiovisual composition with interactivity and physical movement. Her collaborative works were funded by Arts Trust Scotland and commissioned by UNESCO and Glasgow City Halls, and her installation works and performances have been shown in different cities in the UK and other European countries at various festivals. She is a current PhD in Music Technology at University of Huddersfield.

Katerina Foti is a choreographer from Greece. She studied dance at Rallou Manou Professional Dance School and teaches contemporary dance at Dance Cultural Centre. In 2014 she presented her first choreography work, Depth Pulses, in Arc for Dance International festival based in Athens. She is participating in two productions, Arsi/thesi, which will be presented in Jarmila Novotna Festival in Prague, and Vortex in Athens in 2016.

Natasha Pantermali was born in Athens, Greece, and graduated Greek National School of Dance. During her studies, she performed as a member of Hellenic Dance Company in festivals and performances. She worked intensively with Konstantina Efthimiadou and Yen-Ching Lin (Akram Khan Dance Company) on an excerpt of Akram Khan's 2010 piece, Vertical Road, for performances in Athens Concert Hall and Athens and Epidaurus Festival. During the last years, she has attended a lot of workshops in Athens and Europe.

[a short programme note for the piece](#)

It seems like we are freed from so many tasks by computer technology but it makes us move in very limited ways in order to execute our commands successfully. Whichever kinds of controllers or sensors I used, they needed to be calibrated to adapt them to human movement. I felt we were put in a box (or I placed performers in a box) which could not be exceeded. Since there will always be a manual to use a controller, why not to focus on its readily 'limited' functions rather than seeking a higher and better technology? Locus is a latin word meaning 'room'. I have been using the hacked game controllers, Gametrak, to let dancers to interact with my audiovisual work. In a previous experiment, I asked some dancers to connect the wires of the controllers to their different parts of bodies. This condition naturally made them repeat the same movement to check how far they could move or not. This idea was discarded, because it made the dancers difficult to move freely. However, this repeated movement, which looks somewhat like physical stuttering as an error, inspired me to create an audiovisual piece which works with failure. Katerina Foti and Natasha Pantermali devised choreography for Locus under these conditions. Over time the dancers are completely entangled to limit them physically, unable to control the piece, struggling to finish their routine. (Jung In Jung)