

# PLAY / Speedbattles

Louis-Clément da Costa - POL - JOU (Kaoru Matsumoto)



## NEXT PERFORMANCES

Kagoshima Japan (Showing) / 30 January 2013

Théâtre de l'Usine Genève (Premiere) / 9 to 14 April 2013

Antilope Festival Chaux-de Fonds / 22 to 26 April 2013



---

**Choregraphy & interpretation** : Louis-Clément da Costa & JOU (Kaoru Matsumoto)

**Composition** : POL

**Light designer** : Florent Naulin

**Motion-Design** : Maxime Chappet

**Scenography** : Christophe Guérin

**Pictures** : Dorothée Thébert Filliger

---

# PLAY

a game for 2 dancers, 1 musician, 1 public

---

In the 21st century, after 40 years of existence, the video game industry has become the most profitable sector of entertainment. However, its place in present day culture is far from being equivalent to that of cinema, and video games have only recently inspired artists. Between a game and a show, PLAY is a piece for two dancers and a musician which is partially re-written during each performance. Indeed as in video-games, the player-performers recompose constantly the space every time, in order to discover new possibilities, immediately followed by new tasks to accomplish. Welcome to a world of very unpredictable geometry.

## A MOVEMENT AND STRUCTURE RESEARCH

Within the speedbattles performances, choreographer Louis-Clément da Costa started to experiment new ways of inventing movement through combining different “speeds” with “modes” that affect the gestural quality. This combination system offer unlimited bodystate options: Accelerating-caoutchouc, Slow-water, Random-electric, Decelerating-explosive ... Those bodystates will show the consistence and materiality of a real body in opposition to virtual bodies.

The structure of the game-piece will try to follow informatics programing systems called “If-then/or-then” creating a partition that allows the rearrangement of the choreography within keeping a strong structure and a dramaturgical line :

For example :

“If The music goes louder, then both Players melt slowly, then...”

“If Player 1 is on the floor then Player 2 disappears or moves the space in combination B”

“If Player 2 disappears, then Player 1 becomes fragile and light is bright or starts scene 4 ”

## BETWEEN LIGHT, SET, MUSIC, PROJECTION AND DANCE

The set of Christophe Guerin is made of ecological and very resistant cardboard that will be constructing and deconstructing itself during the performance by the performers themselves. Introduction, loading processes, time and chat-rooms are projected on the cardboards, influencing players during the performance. Generally, the relationship between dance and video is very simplistic. But here, working with a motion-designer about video-games is an attempt to use new-technologies ina different way where both dance and video-work coexist and feed off each other. The motion-designer can take decision and stand as an actor of the game happening in real time. Music will be especially composed and play live by POL (famous Swiss Dj), the light-design will be created and performed by Florent Naulin (alias Nintendo).

This both innovative and audacious project involves various artists from Japan, France and Switzerland. It aims to link the fantastic social phenomena that is video-games with the contemporary dance performance field in an experimental but yet strong and exciting play. For those reasons, I think this project will match the preoccupation of The Stanley Johnson Foundation. We sincerely hope that PLAY will retain all your attention,

Sincerely yours,

Onneca Guelbenzu for Speedbattles

# ENCOUNTER



**PLAY** gathers artists fascinated by the world of games.

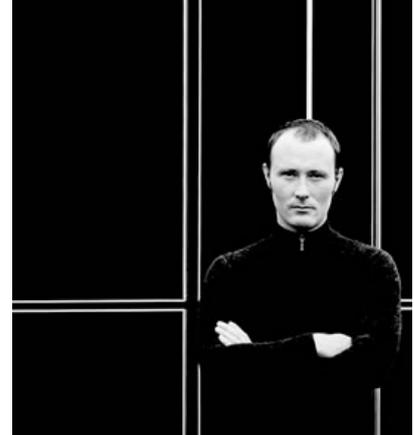
Louis-Clément and POL first meet in the workshop Live connection at the “Fonderie des Ateliers Kugler”. The workshop is organised by the Electron Festival in collaboration with Gilles Jobin Cie and directed by Alain Crevoisier and Cristian Vogel. It focuses on the use of interfaces in audio and visual performance. In August 2011, POL took over Cristian Vogel in the Cie Gilles Jobin so then POL and Louis-Clément begin to work together as interpreters for the workpiece Spider Galaxies. POL get involved in Speedbattle # 3 with MC (master of ceremonies) Foofwa d’immobilité.

PLAY have the firstfruits of places to GVA Sessions 2011 (Research Laboratory choreographic dialogue and sound in studios 44). There, POL and JOU begin the initial work which will give the desire to POL for experimenting dances around retro-games.

The Speedbattles created by Louis Clément for the Antigél Festival is already very close to the world of games: a counter-screen dictates the rules of improvisation for the two teams of dancers and musicians, as well as the time allotted for dances and score in calories. POL work around video games since 1996 where he founded the association Otaku, terminal retro arcade games in Artamis. JOU was nominated in 2011 for the price of idill dance video with video-joudance2 asakusa-stage1.

## BIOGRAPHIES

---



---

### SPEEDBATTLES

The collectif was founded by Louis-Clément da Costa in 2011 in Geneva. It is composed by Maxime-Chappet (Motion-Designer), Sophie Pouille (Visual Artist), Valentin Chémery (Doctorant in history), and Louis-Clément da Costa (Dancer, choreographer). For each project the collectif enable different artists from various disciplines and backgrounds. The collectif created the dance magazine "The Dancing Plague" which proposes to give voice to dancers, dance professionals but also, public, amateur dancers, dance lovers.

### LOUIS-CLEMENT DA COSTA

Born in France, he is now based between Brussels and Geneva..From 2005 to 2007, he danced for the Ballet National de l'Opéra de Lyon in the creations of Sasha Waltz, Tere O'Connor and Pierre Droulers among others. In 2008, he worked with Alain Platel and the Ballets C. de la B. for the creation Pitié ! and with Les Gens d'Uterpan for X-Event 0. In 2010, he joined the Cie Gilles Jobin. In 2011 he assists the Cie Peeping-tom in A louer and created the Speedbattles Collectif.

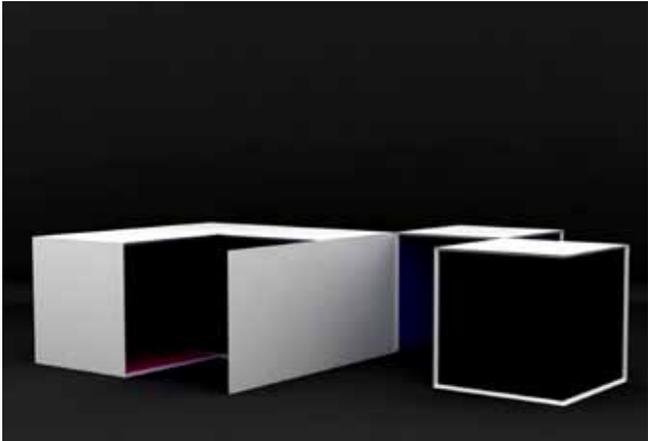
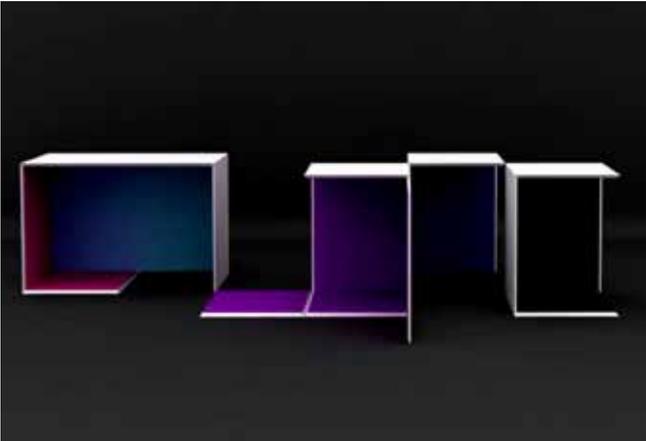
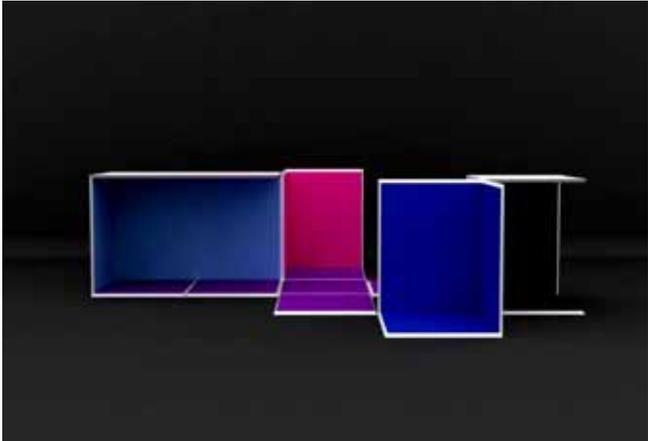
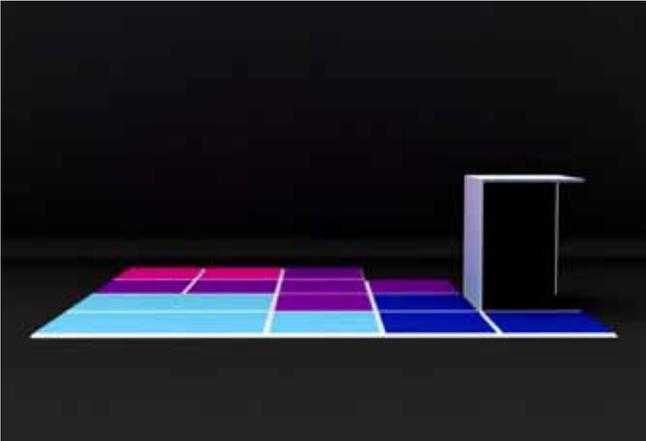
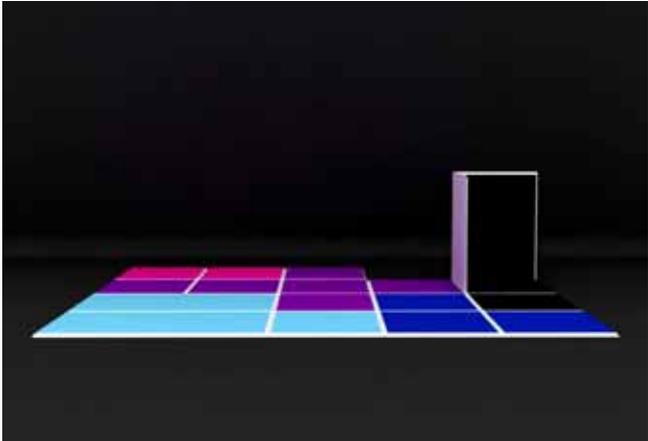
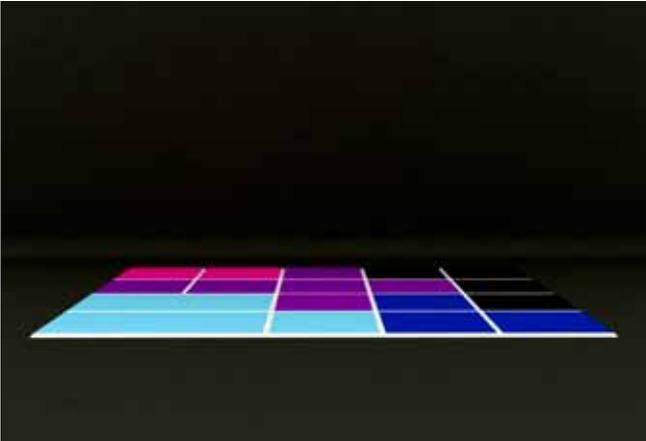
### JOU

Lives now in Kagoshima Japan after ten years of both dancing and teaching mutlimedia arts in Tokyo university. She is a contemporary dance artist and director of «Odorujou». She worked in U.S.A and Malaysia where she created many projects which always show a new way to connect between different peoples, cultures, places, and fields. She won the Special Prize for Foreign Choreographer in 2008 Seoul International Choreography Festival.

### POL

Electronic music producer since the dawn of the nineties, is nested between the persistant hammering of an electro dancefloor and the dark backstages of the post-industrial civilisation. At the decks or performing live, we follow his footprints from the techno underworld of Geneva to the clubs of the planet (Paris, Barcelona, Berlin, New York, Lisbon, Bogota...). In 1996 POL open an old-style videogame terminal : Otaku. On record, his productions are hosted by Helvet Underground, a digital label that he runs himself, and on CD on Poor Records, a small swiss label gaining attention on the world circuit with artists such as Kid Chocolat. His last album TENSION is out on Urgence Disk.

SET



Principe Set © Christophe Guérin



## **CONTACT**

speedbattles@gmail.com  
www.speedbattles.com & www.otaku.ch  
www.maxime-chappet.com

## **Louis-Clément da Costa**

louisclementdacosta@gmail.com

## **POL**

pol@otaku.ch

## **JOU**

odorujou@gmail.com

## **MAXIME CHAPPET**

maxime.chappet@gmail.com

---



**Cie Speedbattles** / speedbattles@gmail.com  
44 rue de la coulouvrenière c/o Neopost Ahrrrt  
1204 - Genève - Suisse  
T: +41 77 477 84 88