



TEMPLATE FOR DESCRIBING GOOD PRACTICE

This template is intended to provide a common format for collecting and analysing examples of good practice of art that uses the digital technologies and the digital media.

Audiovisual:

- Attach at least two pictures of the GP (each of a maximum of 1MB).

Title	Das Totale Tanz Theater
Year of creation/ display/ stage etc. (not older than 3 years)	2019
Country	Germany
Artist(s)/ Organisation(s) (Who implements or owns the good practice?)	BAUHAUS SPIRIT, an organization of BAUHAUS. Interactive Media Foundation. Choreographed by Richard Siegal.
Website presenting the good practice	https://www.dastotaletanztheater.com/#start
Arts involved (visual, literary, performing, multidisciplinary, applied, other)	Contemporary dance and performance, sound design, scenography, and costume design.
Technology involved	Virtual reality, a "Tanzmaschine"
Abstract An abstract of a maximum of 500 words - a summary description of the practice	The "Tanzmaschine" or virtual reality technology provides a multi-user and single user 360 degree experience. 4 people use the technology and remain in contact with each other as well as their individual performances and virtual stages. The 360 degree experience is a music video with choreography by Richard Siegal. The users are integrated in this music video experience both as a group installation and as individuals.

Conceptual basis of the good practice examples (max. 2000 words)

Description of the good practice.

“A Dance addressing the question: who controls who?”
This virtual reality dance performance experience explores the 4th wall in an exciting and groundbreaking way. The audience members become not only a part of the performance, but enter a unique experience from those around them. This tanz theater utilizes technology to break down power dynamics in audience/performer relationships. The audience is both allowed and given the responsibility of being immersed inside the performance. This type of complex technology draws a fresh, young audience to dance performance. It creates a different type of visceral experience than one expects when thinking of contemporary dance. Although there is no replacement for the human vulnerability of live performance, virtual reality provides a closeness with the performers and allows them to connect with the emotional experience of being inside a performance.

References and/ or links to available visual information (photos, videos, etc.)

<https://www.bauhaus-spirit.com/>
<https://www.youtube.com/watch?v=ISpowyovAwo>
<https://www.youtube.com/watch?v=uby88sihQKE>



