

#8 Hallway — ongoing
Title: *De verkenning en het gebruik van de ruimte*.
Duration: ongoing (19:20—21:45)
Work by (and Performed by):
Leontien Allemeersch
Esther Schelfhout

I – the body – certain space – the other
– given space – the sound – context

#9 Tramzward Studio 1 — 20:30
Title: *Hipnotik* (2015)
Work by: Jasna Veličković
Performed by:
Dejana Sekulić
Jasna Veličković
Duration: 12 min.

“Hipnotik” drags us into the magnetic field-scapes, using handheld inductors to bring this silent phenomenon into the audible spectrum. This is the second piece Jasna Veličković composed for her magnetic instrument and it is written for Dejana Sekulić and Jasna Veličković.

#10 Atelier 1 — ongoing
Title: *Luistert*
Work by (and Performed by)
Menzo Kircz
Sabien Van Moorster
Midas De Saedeleir
Marthe Schneider
Mats Vandrogenbroeck
Duration: ongoing (19:20—21:45)

An exploration into the listening. Listen.

#11 Hallway — 21:00
Title: *Composition Machine #1* (2014)
Work by: Mark Applebaum
Performed by:
Adam Rosenblatt
Duration: 10 min.

#12 Illustration Ateliers — 21:15
Max. 18 people
Title: *Sounddating*
Work by (and Performed by):
Freek De Craecker
David Van Dijke
Flor Vanseveren
Adja Fassa
Marie Mignolet
Duration: +/- 20 min.

Sound installation. Enter into a confrontation with the potential danger of music in everyday reality. That means: a dangerous side issue.

#13 Gang — 21:15
Title: *Composition Machine #1* (2014)
Work by: Mark Applebaum
Performed by:
Ruben Martinez Orio
Duration: 10 min.

#14 Second floor hallway
— different moments
Title: *Het leven een geluidsaanwijzing*
Work by (and Performed by):
Simon Baetens
Faustijn De Ruyck
Salomé Mooij
Rosie Sommers
Timo Sterckx
Eleonore Van Godtsenhoven
Plays at: 20:15, 20:45, 21:15
Duration: 20 min.

Exploring the tension between the performative uniqueness and categorizing them by generalizing the idea of the profession of a foley. Our research is translated into a (theatrical) composition.

#15 Zwarte Zaal — ca. 21:30
Title: *ZIMMER I-III* (2013)
Work by: Sarah Nemtsov
Performed by: GAME
Sara Baldini
Cédric De Bruycker
Lucile Buffet
Diego Coutinho
Maria Jose-Jeannin
Kaya Kuwabara
Dejana Sekulić
Primož Sukič
Geoffrey Francois, *sound engineer*
Duration: 15 min.

In this piece, simultaneity is understood as an image of our time and society – the individual (and lonely) in common, what is complex, paradoxical, even absurd and sometimes incomprehensible, at the same time can be highly sensual – and belong and be together.

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02.04
19:00

M

CAMPUS
BIJLOKE

MIRY CONTEMPORARY

Soundspotting

PROGRAM

NOTICE

- A Please make notice that some performances are happening in the same time!
- B You can find refreshments (water, juice...) on the “R” marked points on the map
- C Keep in mind: pieces performed by drama students were developed during the 5 day Project Week in March, and some concepts are still under development. The Project Week coach was Shila Anaraki. The departure of research was through the experiencing of No Music / Earpieces by David Helbich.
- D The audience is strongly advised to watch the performance #6 from the first floor balcony. #0 David Helbich: No Music / Earpieces (find your copy of the score the “R” places on the map)

- #1 Drama Studio 1 — 19:05
Title: *Rabbit Hole* (2012)
Work by: Mark Applebaum
Performed by: GAME
Diego Coutinho
Kaya Kuwabara
Benjamin Maneyrol
Ruben Martinez Orio
Hannah Reardon-Smith
Adam Rosenblatt
Dejana Sekulić
Primož Sukić
Stijn Ubaghs
Daan Janssens
Duration: 15 min.

Does music always needs pitch and sound to exist? Refraining from the use of conventional musical materials composer-inventor Mark Applebaum creates a music piece that almost makes no sound with structures based on musical marginalia. Although not intended to be simply comic, the result can still make you smile cheerfully or shake your head in exasperated disbelief, or both. It aspires to the absurd side of the ludic. The meticulous score for “Rabbit Hole” is a choreography for the musicians on a stage — fascinating amalgam of Fernyhough-like complexity and Cage-like sound experience.

- #2 Drama Studio 2 – 19:30
Audience acceptance limited.
Title: *We can not make It disappear #2*
Work by: Femke Fredrix
Performed by:
Femke Fredrix
Hannah Vanspauwen
Benjamin Cools
Duration: ±10 min.

A sound installation activated through choreography of touch.

- #3 Drama Studio 4 — 19:30
Audience acceptance limited.
Title: *Het gaat over geluid*
Work by (and Performed by):
Briek Lesage
Stien Sampers
Arne De Tremmeric
Louise Bergez
Nona Demey
Kjell Muylle
Duration: ± 10 min.

Build an allegory through structures consisting of meetings in which we continue to be driven by our physical and sensory externalization of chaos and silence; so we die sweating and we find our ultimate happy ending.

- #4 Garden — 19:45
Title: *Opbouw en afbraak en opbouw en afbraak van de/een gezamenlijke utopie en hoe dat dan klinkt. Een exploratie.*
Work by (and performed by):
Khalid Koujili
Louis Janssens
Naomi van der Horst
Imke Mol
Carine van Bruggen
Duration: ± 15/20 min.

- #5 Second floor — ongoing
Title: *We can not make It disappear #1* (video installation)
Work by: Femke Fredrix
Duration: ongoing

- #6 Main entrance hall — 20:10
Title: *I Funerali dell'Anarchico Acciarito* (2007)*
Work by: Mauro Lanza
Performed by: GAME
Kaya Kuwabara
Benjamin Maneyrol
Adam Rosenblatt
Gwenaëlle Rouger
Dejana Sekulić
Inga Huld Hákonardóttir
Tom Pauwels
Duration: ± 12 min.

*The audience is strongly advised to watch the performance from the first floor balcony.

In addition to the sounds of the strangest of instruments- bird whistles, toy trumpets, whoopee cushions, the revealing of intonarumori, authentic machines with their futurist sounds, designed by Russolo in 1913, this piece plays around with the harmonious coexistence of noise and serenity of our everydayness.

- #7 Second floor — ongoing
Title: *Mais oui.*
Work by: Anna de Rijk
Duration: ongoing

Objects bungle and sing and threaten in name of seduction and flirtation.

02.04.15 | Soundspotting | 19u – 22u

Campus Bijloke
Jozef Kluykensstraat 2, 9000 Gent

X - begin / start
R - rustplaats / rest area
#1, 2, 3... - soundspots
+1, +2 - verdieping / floor

↑ - pad / path

↑ - 1ste / 2e verdieping

#4
de tuin / garden
(buiten / outside)

BIJLOKEKAAI

INGANG
PAULI

+1

#5

#6

#7

R

R

+2

#14

#11

#8

#10

#9

#1

R

#15

Zwarte Zaal

KASK CAFE

ONTHAAL

#13

+1

#12

LOUIS PASTEURLAAN

GODSHUIZENLAAN

INGANG

