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K. Danse Portfolio

Dancer, choreographer, and artistic director of the K. Dance company, involved in numerous creative projects mixing contemporary dance and digital arts. <https://www.k-danse.net/en/>. Graduated from the INSA (National Institute of Applied Sciences, Toulouse, France) as a computer science engineer, then trained as a dancer at the Cunningham Studio in New-York, he has performed with David Gordon (Judson Church).

He is interested in the impact of digital technology on society, to develop a meaningful relationship between dance and new media. He has choreographed more than 48 pieces, which have been presented extensively in France (Avignon Festival, the Pompidou Center, etc.) and in many countries (Europe, Central and South America, USA, Canada, Morocco, Tunisia, India, Pakistan, Burkina Faso). Since 1983, K. Danse has been present in major festivals and cultural events in France and abroad: Festivals of Aix en Provence, Avignon In, la Rochelle, Châteaueuvallon, Métafort of Aubervilliers, American Center of Paris, Georges Pompidou Center, Grande Halle of la Villette, Maison des Arts de Créteil, Maison de la Danse of Lyon, National Center of Art and Technology of Reims, Centre National de la Danse, ISEA 2000 in Paris, Monaco Dance Forum, Espace Odyssud de Blagnac, Cité de l'espace of Toulouse, the Quai des Savoirs in Toulouse, Electrochoc Festival, Digital Art Center Le Cube of Issy Les Moulineaux, Arts Center of Enghien les Bains, the Grenier à sel Gallery in Avignon, the CENTQUATRE in Paris, Le Louvre Pyramid in Paris (with the *BodyFail* project), CURIOSITAS Festival and Scène de Recherche of the ENS, Nemo Biennale (Paris-Saclay, 2019, 2020 and 2021), Scène44 Artistic Factory (European scene for choreographic creation&digital innovation) in Marseille, 2022 ... The company has toured in Central America, Senegal, India, Vietnam, Morocco, Spain, Mexico, Venezuela, Italy, Great Britain, Germany, Pakistan, Belgium, Hungary, Canada and USA, and has presented performances at the Soros Center of Budapest, Video Fest and Podewill Centrum, Berlin, Hamburg International Festival, Foundation Polar in Caracas, Festival Medi@rte in Monterrey, Festival VAD Girona and IDN Barcelona (Catalonia), The National Theatre of Guatemala, NIAS of Bangalore (India), Festival Llunes d'EsBaluard of Palma de Mallorca (Balearic Islands), ScenoFest Festival Quadrennial of Prague (Czech Republic), International Forum of Dance and Theater of Huesca, Spain (*Price for the most innovative performance, 2012, with the Tactile Sensations project*), Casa Paganini (Genoa, Italy), Romaeuropa Festival (Rome), The Sorbonne Abu Dhabi, United Arab Emirates (2018), FIAV International Festival of Video Art (Casablanca, Maroc, 2019-2021), Mercurio Festival of Palermo, Italy (2021 and 2022) Novembre numérique (Great Lakes Region, Democratic Republic of Congo, Burundi, Rwanda, 2024), French Institute (Ashgabat, Turkmenistan, 2025), ...

Recipient of the call for proposals funded by [EUNIC](#) for the *Turkmenistan Dance!* project, 2025. Laureate of the call for proposals « Cultures Connectées » launched by the Drac and the Regional Council Nouvelle Aquitaine with the *ANDS* project (Digital arts, Dance, and social inclusion), 2022-2023. Laureate of the call for proposals Euroregion Pyrénées Méditerranée (Occitania, Catalonia, Balearic Islands) with the 2021 « *Dis-TDance* », the 2023 "*Ada ArtEina*", and the 2024-2025 "*Cos(ArtEina)2*" projects. Recipient of a grant "projet Phare 2017" from la Diagonale Paris Saclay with the *RCO* project. Recipient of the Fellowship Residency from the Bogliasco Foundation 2017 (Genoa Italy, New-York). Laureate of the Open Art Pulsar Prize 2017 with the *BodyFail* project.

Partner of several European projects [Metabody \(2013-2016\)](#), [WhoLoDanceE \(2016-2019\)](#), [Bodynet-Khoros \(2022-2025\)](#), [CSGO Best](#) (AEPYDEA project, 2024-2026).

Jean-Marc Matos's choreographic approach develops a contemporary movement language by the dialectic confrontation between the physical body (lived, experienced) and the visual body (seen, virtual).

The performances question the borders between fiction and reality, the social construction of the body, and the psychological structures in human relationships. He explores choreographic composition and its links with computer sciences, mathematics, virtual reality, robotics, artificial intelligence, on line telepresence. Jean-Marc Matos, in close collaboration with other artists, creates immersive performances ([F AI LLE](#), [Immortelle\(s\)](#), [Gameplay Level2](#), [Myselfs](#), [*Magh](#), [Monster](#), [Metaphorá](#), etc.), participatory interactive projects ([RCO](#), [BodyFail](#), [Narcissus Reflected](#), [Errance](#)) and site-specific performances.

The company develops work in four main areas of activity: **performance making, mediation, research, and transdisciplinary platform.**

Productions: K. Danse produces performances (full evening long pieces and short pieces), informal and participative performances, inclusive productions, site-specific choreographies for outdoor and architectural spaces, telematics pieces connecting via internet distant cities and countries, VR projects, international collaborations. <https://www.k-danse.net/en/productions/>

Mediation: Jean-Marc Matos directs numerous workshops on contemporary dance and digital arts, for children and adults, artists and non-artists, disadvantaged youngsters. Other proposals contain meetings with audiences, collaborations with local citizens and artists, lecture demonstrations, master classes on structured improvisation, conferences, open rehearsals, theoretical courses: dance analysis. <https://www.k-danse.net/en/mediation/>

Research on Art, Science and Dance: artistic research and publications linked with technological development (partnership with the IRIT, Research Institute in Computer Science of Toulouse France, InfoMus Casa Paganini Research Center, Genoa, Italy). European funded [WhoLoDance](#) (2016-2018, H2020 program), [Bodynet-Khoros](#) (2022-2024) projects. <https://www.k-danse.net/en/art-science-projects/>

Transdisciplinary platforms: [Metabody Toulouse](#) (2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024...), as the expanded local antenna of the [Metabody](#) European project (2013-2016), offering each year workshops combining creative research oriented towards young artists and organizing performative events with international invited artists, scientists, and philosophers / [CorpusMedia](#) project (2007-2012): *Digital Performance* / artistic advice / curatorship. <https://www.k-danse.net/en/events-organization/>

K. Danse receives financial aid from the Toulouse City, the French Ministry of Culture (Drac Occitanie, Dicream/CNC), the Regional Council of Occitanie Pyrénées Méditerranée, the Local Council of the Haute-Garonne, the Toulouse-Metropole Community Area, the French Institute (for touring abroad) and the European Union.

Artistic collaborations

Dancers ([Marianne Masson](#), [Mario G Sáez](#), Fabien Gautier, Ambre Cazier, Pauline Lavergne, Izaskun Insausti Lorente, David Mazon Fierro, Ariadna Logvinova, Stefan Velosinovic, etc.), actors/actress (Laure Lapeyre, Julie Pichavant), digital artists ([Antoine Schmitt](#), [Arnaud Courcelle](#), [Thomas Peyruse](#), [Clément Barbisan](#), [Tatiana Vilela](#), [Scenocosme](#), [Albin Bousquet](#)), Indian choreographer and scientist Sharada Srinivasan, composers (Pablo Palacios, [Emmanuel Mondolfo](#), [David Fieffé](#), [Roland Cahen](#)), researcher and artist [Sarah Fdili Alaoui](#), Spanish choreographer Muriel Romero ([Stocos](#)), Moroccan choreographer Ahlam El Morsli ([Col'jam](#)), digital artist [Nataliya Velikanova](#), etc.

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PRODUCTIONS *The main “fueling” creative activity*

K. Danse produces performances (full evening long pieces and short pieces), informal and participative performances, inclusive productions, site-specific choreographies for outdoor and architectural spaces, telematics pieces connecting via internet distant cities and countries, VR projects, international collaborations. <https://www.k-danse.net/en/productions/>

Performance making and Digital interactive technologies

The performances make use of the latest digital technologies to create live interactive environments (Artificial Intelligence, virtual reality, robotics, real time motion capture, live video mapping, mobile phones, reactive clothing, physiological sensors, optical tracking sensors, body sensors, online internet tele-presence, etc.).

Forthcoming works :

[ETERNITE](#), 2025-2026, interactive and choreographic performative installation, integrating contemporary dance, artificial intelligence (AI), XR scenography, and audience participation
[Between us](#), 2023-2024, dance performance using real time motion capture, with [Florian Girardot](#)
[Dancing with Gods](#), 2023-2024, VR installation, with [Natalya Velikanova and Manuel Siabato](#)

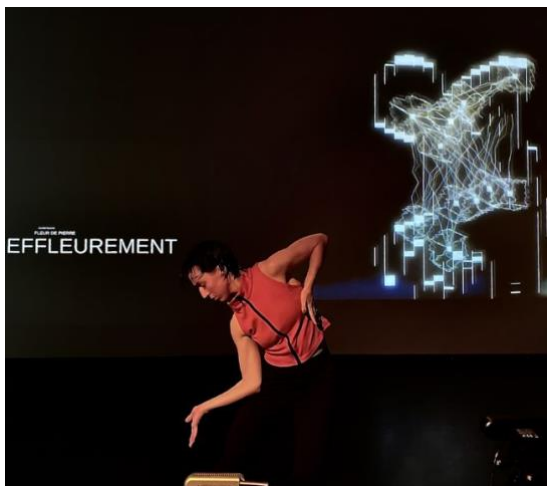
Recent and past works :

[F AI L](#) 2024, Dance and AI, interactive performative installation, with [Clément Barbisan](#)
[Immortelle\(s\)](#), 2023 participatory dance installation/performance, with [Arnaud Courcelle](#)
[Gameplay Level2](#), 2021, interactive dance performance, with [Antoine Schmitt](#)
[*Magh](#), 2020, dance and robotics interactive performance, with [Thomas Peyruse](#)
[Myselfs](#) 2018-2019, interactive dance performance, with [Antoine Schmitt](#) and [Marianne Masson](#)
[RCO](#) (Radical Choreographic Object) 2017-2019 (dance and mobile phones), with [Sarah Fdili Alaoui](#)
[RCO Remixed](#), 2018 (VR installation) with [Frédéric Daubagna](#)
[BodyFail](#) 2017-2018, interactive installation using AI, with Thomas Guillemet and Clément Barbisan
[Narcissus Reflected](#) 2017, participative performance, with [Arnaud Courcelle](#)

[Errance](#) 2015, [Metaphorá](#) 2016, interactive installation-performance-physical audience participation, with duo [1minute69](#)
[Monster](#) 2014, visual design and digital scenography, with duo [1minute69](#)
[The Tiger's Bride](#) 2013, [Tactile Sensations](#) 2011-2012, reactive costumes and augmented tactility, with duo [Scenocosme](#)
[Echo Room](#) 2009, [Para site](#) 2007, physiological sensors
[Gameplay](#) 2005, semi-autonomous objects and interactive tracking, with digital artist [Antoine Schmitt](#)
[Nuit Ecran](#) 2006, [Lovely user](#) 2004/5, interactive real time image-sound environments
[Icare Ecart](#) 2003, body sensors, interactive 3D and motion capture
[Danse e-Toile](#) 2009, [Fronter@](#) 2004, [Danse et Toile](#) 2002 (tele presence internet pieces) ...

I - Productions for immersive, contemplative interactive scenic performances:

[F A I L](#)



2024 Production [video excerpts](#)
collaboration with digital artist
Clément Barbisan

Dance and AI, performance and installation open to the public.

Dance and AI project that questions the fallibility of AI when it confronts and dialogues with the body, through the interactive comparison between standardized and unusual movements.

September 9-13, Cultural Center Ernest Renan, Toulouse
> Premiere: September 13, 2024

February 28, 2025, Médiathèque Cabanis, Toulouse, Scroll Festival

August 2023: Residency at the Art and Science Center, Le Quai Des Savoirs, Toulouse

[Immortal\(s\)](#)



2023 Production [video excerpts](#)
collaboration with digital artist
[Arnaud Courcelle](#)

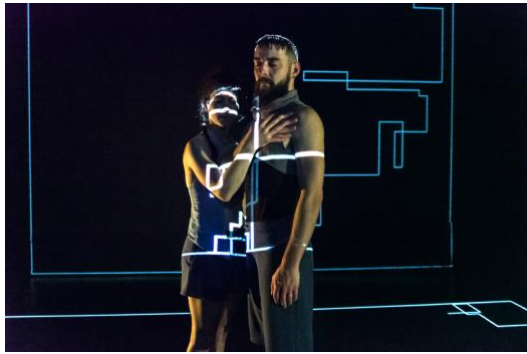
Immersive, site-specific, participatory, and interactive live performance.

A speculative and post-human science f(r)iction.

Premiere: May 2023, Cultural Center Bellegarde, Toulouse

March 2023: Residency at the Art and Science Center, Le Quai Des Savoirs, Toulouse

Gameplay Level2



2021 production [video excerpts](#) [full take](#)
New collaboration with digital artist [Antoine Schmitt](#)

Interactive choreography.

An eutopia* for two human beings immersed in a milieu with complex rules, which emphasizes the power of a relationship dealing with outside and inside authority.

Premiere: May 2021, Bellegarde cultural Center, Toulouse

Institutional support: City of Toulouse, French Ministry of Culture, Occitanie Regional Council, Haute-Garonne Council.

Residencies: Centre Culturel Bellegarde, Friche culturelle La

Vannerie, Théâtre Marcel Pagnol de Villeneuve-Tolosane, CDCN La Place de la Danse, Toulouse and [Scene44](#), Artistic Factory (European scene for choreographic creation & digital innovation), Marseille, February 2022

*Magh



2020 production

Collaboration [Caliban Midi](#) – K. Danse /

Work in progress 2020-2021

Dance and robotics: 3 women + 1 semi-autonomous animated machine.

Jean Marc Matos – Thomas Peyruse

[One page](#) - [dossier](#) - [video teaser](#) - [full take video](#)

– **Residency for Participative Open Lab: Halle de la machine, Toulouse, October 2021**, [photos](#)

– Presentation for children: October 6, 2020, Theater Marcel Pagnol, Villeneuve-Tolosane

– Premiere: October, 2020, le Ring Scène périphérique, Toulouse

Partners:

Peripheral Scene le Ring – Toulouse, Theater Marcel Pagnol – Villeneuve-Tolosane, Studio the Vannerie – Toulouse, Bellegarde Cultural Center – Toulouse, Quai des Savoirs – Toulouse, La Halle de la machine – Toulouse, International Institute of Puppetry – Charleville Mézières,

IRIT – Toulouse (scientific partner), LIRMM – Montpellier (technical partner), University of Montpellier, art/culture, INRIA – Bordeaux (technical partner), Caliban Midi (Sponsor - construction of the machine)

Institutional support: City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Local Council of the Haute-Garonne, Spedidam

Myselfs



2019 production

A human being – Her multiple selves – A digital creature

Myselfs is an interactive choreographic performance which stages a dialog between a dancer and her multiple selves, embodied in an autonomous and unpredictable visual and aural creature, which emanates from her psyche as interpreted by optical and body sensors.

[full dossier](#) - [artists bios](#) - [tech sheet](#) - [video teaser](#)

A contemplative, metaphysical artwork. An inner journey. In touch with the mystery of the breath of life. [Full take](#)

Jean-Marc Matos: co concept, choreography

Marianne Masson: co concept, co choreography, dance

Antoine Schmitt: co concept, interactive visual and aural creation www.antoineschmitt.com

Collaboration on the technology: Stefano Piana (engineer)

[Research Center Casa Paganini](#) [InfoMus, Genoa, Italy](#), Dir. Antonio Camurri

Residency at the Bogliasco Foundation, Genoa, Italy (Fellowship 2017) <https://www.bfny.org/>

Touring dates, amongst others:

- October 25, 2025, Festival Ecoss Festival, Barcelona
- June 21, 2025, AEPYDEA project, Sofia, Bulgaria
- May 13, 2025, Dance Festival, Skopje, Northern Macedonia
- December 12, 2024, Theater Le Kiasma, Montpellier
- November 20 – December 6, 2024, Great Lake Region, Bujumbura (Burundi), Kigali (Rwanda), Bukavu, Goma (DRC), as part of the “Novembre Numérique” yearly event, with the support of the French Institute, Paris
- May 29-June 1st, 2023, Theater Magtymgouli, Ashgabat, Turkmenistan, invited by the French Institute, as part of the 30th anniversary of EU / Turkmenistan relationships
- September 2021, [Imperio Festival, Palermo, Italy](#)
- April 2019, [FIAV \(Video International Festival\)](#), Theater of the French Institute, Casablanca, Morocco
- March 2019, premiere, Theater le Ring, Toulouse

Institutional support : City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Council of the Haute-Garonne, Spedidam

II - Productions combining immersive, participatory, and interactive, site-specific performances and installations:

[RCO \(Choreographic Radical Object\)](#)



2017-2025 production

with [Sarah Fdili Alaoui](#) (scientist and artist)

[teaser 1](#) [teaser 2 \(outdoors\)](#)

[full take](#) (password: RCO) outdoors

[full take](#) (password: RCO2) indoors

Participatory and site-specific choreographic performance with interaction via smartphones, at will...

RCO is an interactive participatory dance performance, on variable scales, which unfolds according to the physical behavior of audience participation and their reactions

instructed via their smartphones. Audiences, as they desire, trigger rules which they discover little by little. Messages, are being sent as invitations, via a local mobile telephone network (which we provide), on the smartphones of participating audiences.

A unique choreography which adapts itself to the participants, the architectural spaces and the number of dancers-performers.

[Dossier- tech sheet](#) - Outdoor version [Video teaser](#)

VR version (virtual reality): [RCO remixed](#)

Recent presentations:

- June 25, 2025, Sofia, Bulgaria, as part of the European Cooperation project AEPYDEA (France/Bulgaria/Greece, 2024-2026)
- December 14, 2024, TerraViva, Venerque (as part of the forum on AI)
- November 16, 2024, “Les trophées du numérique” Festival, Martres-Tolosane
- July 1st, 2022, « Je vous écris du futur » Festival, [Bibliothèque des Bouches du Rhône](#), Marseille
- Avril 16, 2022, Espace [Magelis](#), Angoulême, in the frame of the [ANDS](#) project
- November, 2021, Scène de Recherche, ENS Paris-Saclay, as part of the “[séquence Arts & sciences](#)” [Biennale Nemo](#) « in the frame of Nemo, International Biennale of digital arts of the Region Île-de-France. A CENTQUATRE PARIS production ».
- November 2021, inauguration evening of the future Lab Art within the engineering school INSA of Toulouse

Other presentations:

- January, 2020, inauguration of the new building of the ENS Paris-Saclay, EXPLORE! event
- November, 2019, as part of the [CURIOSITas](#) Art&Science Festival, Conservatory of Paris-Saclay (Orsay)
- September, 2019, as part of the [Tomorrow Stories \(Les Storygraphes\)](#) Festival, Bellegarde Cultural Center, Toulouse [Video teaser](#)
- July, 2019, "RCO Moon", in the context of the 50th anniversary of the first landing on the moon, Cité de l'espace, Toulouse [Video teaser](#)
- June, 2019, as part of the European event Womarts, Caj Grand Font, Angoulême
- April, 2019, Créteil, Val de Marne (near Paris)
- July, 2018, [Museum les Abattoirs](#), Toulouse ([Science in the City Festival/ ESOF](#))
- April, 2018, [Theater Le Ring, Toulouse](#) [video teaser](#)
- March, 2018, Opening Exhibition at the [Ardenome, ancien Grenier à sel](#), (EDIS donation fund), Avignon
- December, 2017, [Bellegarde Cultural Center](#), Toulouse as part of [Metabody Toulouse 2017](#)
- November, 2017, [Le CENTQUATRE, Paris](#) (50th anniversary of the INRIA) [video teaser](#)

Choreographers: Jean-Marc Matos & Sarah Fdili Alaoui

Dancers-performers: Ambre Cazier, Izaskun Insausti, David Mazon, Mario Garcia Sáez

Technological collaboration: Arnaud Courcelle (main designer of the interactive set via mobile phones) and Jean-Philippe Rivière (LRI Laboratory)

Costumes: Aline Pérot

Partners: la Diagonale Paris-Saclay, Investissements d'Avenir, Laboratoire de Recherche en Informatique, INRIA ex(situ team, Cultural Center Bellegarde, CDCN of Toulouse, Studio the Vannerie, Theater le Ring (Toulouse).

Institutional support: City of Toulouse, Regional Council Occitanie Pyrénées Méditerranée, local Council of the Haute-Garonne. Recipient of the call for « projet Phare 2017 », la Diagonale Paris-Saclay.

Narcissus Reflected

2017-2021 production with [Arnaud Courcelle](#)

Participative performance via smartphones

[teaser](#) [10mn video](#)

[full take video](#) (password: NR)

Residency for re-enacting, September, 2021, [Maison du Savoir](#), Saint Laurent de Neste (near Tarbes), with workshops for primary and graduate schools

Other presentations:

- September, 2018, [Maison du Savoir](#), Saint-Laurent de Neste (near Tarbes)
- February 2018, Theater Roguet, Toulouse
- March, 2018, [Electrochoc](#) Festival, Bourgoin-Jallieu (near Lyon)
- November, 2017, [French Institute](#), Barcelona (as part of the [Fenomens](#) Festival)
- April, 2017, [Theater Le Ring, Toulouse](#)

Interactions with audiences are made through messages sent via a local mobile telephone network (which we provide), on the smartphones of participating audiences.

Choreography: Anne Holst & Jean-Marc Matos

Digital scenography, design of the participative set: Arnaud Courcelle

Dancers-performers, creative partners: Fabien Gautier & Marianne Masson

Music: Emmanuel Mondolfo

Lights: Yarol Stuber

Institutional support: City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Local Council of the Haute-Garonne, Spedidam

BodyFail



2017-2021 production [project site](#)

Interactive installation with performance

Dance and artificial intelligence

[teaser](#)

Collaboration with artist designer [Thomas Guillemet](#) and programmer [Clément Barbisan](#).

Recipient of the [Pulsar Open Art Prize 2017](#).

[Video excerpts of the making of >> teaser](#)

[full dossier](#)

Recent presentation:

- September, 2021, **European Night of Researchers, Quai des Savoirs, Toulouse / Cancelled because Covid.**

Other presentations:

- September, 2018, Entretiens de Royaumont, **La Sorbonne Abu Dhabi, United Arab Emirates** (Institut Français)

- February 2018, **Pyramid of the Louvre, Paris (private Accenture evening)**

- May 2018, exhibition « mutations/creations: coding the world », **Georges Pompidou Center, Paris**

- April 2018, Galerie of the Crous, Paris (personal exhibition by Thomas Guillemet)

- December 2017, [Groupe EDF Foundation](#) , Paris

Automated analysis of movement qualities with EyesWeb: **Casa Paganini-InfoMus Research Centre**, DIBRIS, University of Genoa. EyesWeb patches developed by Stefano Piana.

Concept & creation: Clément Barbisan (programmer), Thomas Guillemet (artist and designer), Jean-Marc Matos (choreographer)

Team: Pauline Lavergne (dancer-performer), Yoan Rihouay (video film maker), Stefano Piana (computer engineer at the Research Center InfoMus Casa Paganini, Director Antonio Camurri, Genoa, Italy)

Partners: [Pulsar The Open Art Prize](#), [Fondation Groupe EDF](#), [TechShop Paris/Ivry](#), DRAC Ile de France, The Contemporary Art Center of Auvers sur Oise, The Fondation de France, campus for startups [Station F](#), [Accenture](#)

(In)tact



Production with [Tatiana Vilela](#)

- Installation performance - May , 2017, with Pauline Lavergne & Mario Garcia Sáez

[Le Cube, Issy Les Moulineaux](#)

- 1st prototype – September, 2016, in situ, with Marianne Masson & Mario Garcia Sáez, Horizons numériques Festival - [Escaladieu Abbey](#) (Hautes-Pyrénées)

The installation comes alive only via the physical participation of visitors [Video excerpts](#)

Metaphorá (Transport en commun)



2015-2017 production

[video excerpts 1](#)

[video excerpts 2](#)

[full take](#)

Metaphorá (Public transport), continuation of [Errance](#).

Interactive, immersive installation, choreographic performance, audience participation. A unique environment as a shared experience between choreography, sensitive

bodies, and a community of audience members.

Touring dates, amongst others:

- Performance at the [Ramonville Cultural Center](#), Novembre, 2017
- [Quai des Savoirs](#), Toulouse, for Metabody_Toulouse, in the context of the [European Night of Researchers](#), September, 2016
- Festival Horizons numériques, [Abbaye de l'Escaladieu](#) (65), September, 2015

Choreography/staging / concept: Anne Holst & Jean-Marc Matos

Partners (interactive design, video, generative images): Aurélie Dumaret & Emilie Villemagne (1minute69) www.1minute69.com

Dancers, performers: Marianne Masson & Mario G. Sáez

Interactive environment programming: Arnaud Courcelle

Original musical composition: Emmanuel Mondolfo

Technical installation: Yarol Stuber

[WITH THE SUPPORT OF THE CULTURE PROGRAM OF THE EUROPEAN UNION](#)

Institutional support: City of Toulouse, Occitanie Regional Council, Local Council of the Haute-Garonne

Monster



2014-2017 production [8 mn video](#) [photo animation](#)

[full take part 1 \(pas: kdanse1\)](#)

[full take part 2 \(pw: kdanse2\)](#)

A performance combining contemporary dance and interactive digital media based on a contemporary rewriting of The House of Asterion by Jorge Luis Borges (inspired by the myth of the Minotaur).

The performance can be seen from inside or outside.

[press](#) [Press in Barcelona](#) [brief artistic dossier](#) [technical rider](#)

Choreographers: Anne Holst & Jean-Marc Matos

Digital artists: Aurélie Dumaret & Emilie Villemagne

Created with and danced by: Marianne Masson & Mario Garcia Sáez

Yarol Stuber, technician and light designer

Performing dates, amongst others:

- May, 2017, Espace Franquin, Festival "Je suis en corps humain...", Angoulême
- October, 2016, Altigone, St Orens de Gameville (near Toulouse)

Performing dates abroad, amongst others:

- October, 2015, [Hiroshima Theater](#), Barcelona part of the Ciclo Fenomens, with the Espacio Erre.

[WITH THE SUPPORT OF THE CULTURE PROGRAM OF THE EUROPEAN UNION](#)

Institutional support: City of Toulouse, Occitanie Regional Council, Local Council of the Haute-Garonne

MEDIATION

A constant preoccupation for K. Danse

III - Performances as community artistic work, combining interactivity and site-specific interventions, for/with youngsters, adults, disadvantaged, and disabled children:

[ANDS project](#)



Project with/for children and adults (living in rather poor conditions and semi abandoned neighborhoods), in close collaboration with the CSCS CAJ Grand Font of Angoulême, combining full immersion with citizens of all ages, master classes, multidisciplinary workshops, commun creative research and site-specific performance making ([3 Ravens](#), [Site specific](#), [Commune Beauté](#), [Crystal](#), etc.), regular activities since 2014, leading to the “ANDS” (Arts numériques, Danse, inclusion Sociale) participatory project, supported by the Nouvelle Aquitaine Drac and Region, 2022-2023. [Video excerpts](#)

[Dance and Tales](#)



Project dedicated to young and very young children, coming from poor families living in the City of Clamart (South of Paris) with the objective of providing them with the necessary discovery of existing tales for them to write their own, and co creating a dance performance. Project lead by the Petite Bibliothèque Ronde, in collaboration with the Music Conservatory, with the support of the Drac Ile-de-France and the Fondation de France, 2022.

[Numerik Danse](#), [Dance in graduate](#), [secondary](#), [primary](#), [nursery schools](#), [The Human rights](#)



Participatory workshops for children (nursery, primary, secondary and graduate schools), offering tools for collective creation in contemporary dance, “Danse à l’Ecole” (Academy of the Haute-Garonne), the city of Villeneuve-Tolosane, and various cities of the Occitanie Pyrénées Méditerranée Region, since 2007, ...2022, and mixed participatory workshops proposing a hybrid approach on contemporary dance and digital technology, as part of the “Corps et jeu numérique” (“Passeport pour l’Art”) project supported by the City of Toulouse, 2018-2022.

[Click on each link/project to view video teasers](#)

RESEARCH ON ART/SCIENCE/DANCE

A central axis for K. Danse

Art and Science research linked with technological development (partnership with scientific institutions and research Labs: IRIT, Research Institute in Computer Science, University Paul Sabatier of Toulouse, LRI Paris Saclay).

[Bodynet-Khoros](#) (2022-2025) European funded project

European project [WholoDance](#) (2016-2019) : collaborations with Institutions such as Infomus Casa Paganini (Genoa, Italy), Coventry University, Politecnico de Milano, Motek, TMA Hellerau, HyperBody TU Delft (Holland), Brunel University, and Reverso (Madrid, Spain) among others.

Please find the description of the various projects here: <https://www.k-danse.net/en/art-science-projects/>

Papers, texts, and publications can be found here: <https://www.k-danse.net/en/portfolio/papers-articles-mentions/>

Theoretical texts can be found here (in French): <https://www.k-danse.net/portfolio/textes-theoriques/>

TRANSDISCIPLINARY PLATFORM

Creating synergies: an indispensable objective

Organization of transdisciplinary events / artistic advice / curatorship.

→ European funded [Bodynet-Khoros](#) project (2022-2025)

→ Collaborative platform [Metabody Toulouse](#) ([2013](#), [2014](#), [2015](#), [2016](#), [2017](#), [2018](#), [2019](#), [2020](#), [2021](#), [2022](#), [2023](#), [2024](#), ...)

→ Euroregional “[Dis-TDance](#)”, “[Ada ArtEina](#)”, and “[Cos\(ArtEina2\)](#)” projects (Occitania, Catalonia, Balearic Islands), Euroregion Pyrénées Méditerranée, 2021-2025

→ European research project [WhoLoDance](#) (2016-2019, H2020 program)

→ Co organizer partner of the European project [Metabody](#) (2013-2016) /

With the Support of the Culture Program of the European Union

→ [CorpusMedia 2012](#) project/ Art-Science-Dance / CorpusMedia (2007-2011): *Digital Performance*, connecting the French and Spanish regions of Midi-Pyrénées, Languedoc-Roussillon, Catalonia, Balearic Islands and Aragon <http://corpusmedia.k-danse.net/en/>

All links can take you to a full description of the various projects

Contact: www.k-danse.net/en/

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