

**Movement Notation Principles as Tools for Scriptwriting
for Dance on Screen / Choreography for the Camera**

**Format: Workshop (incl. lec dems as introduction to the subject),
duration: 4 hours**

WORKSHOP DESCRIPTION

By using movement notation systems we can produce scores of movement sequences. Beyond this obvious outcome of a notation process though, movement notation systems provide us with thorough and methodized concepts and practices on how to approach the complexity of the phenomenon of human movement.

When a choreographer works with the camera, he/she might initially experience a frustration and wonder, why a movement that looked exceptional in the dance studio doesn't seem quite so on screen and vice versa. The answer to this question might be as simple as a change of perspective or a far more intricate one; in any case in movement notation we can seek and find answers to questions such as this, understand why e.g. the change of front for the moving body or of perspective for the filming camera can have such an impact on the perception of a movement and become aware of how to modify movement aspects in order to create dance specifically for the screen.

In this joined workshop by choreographer and movement researcher Foteini Papadopoulou (Essen, DE) and media artist Martin Schulte (Cologne, DE) the participants will be presented with ideas on how to use movement notation principles and methodologies (primarily Kinetography Laban) for the production of a script when creating choreographies for the camera.

At the example of the creative process from Papadopoloulou's and Schulte's dance performance project *as far as abstract objects*, the participants will interpret selected tasks in a new way, their own way. During the first two practical parts of the workshop they will create short movement sequences based on concrete given concepts that are representative of the variety of basic notation aspects. In the last part of the workshop the participants will then have the possibility to try out some of the media art and dance interaction concepts from the project *as far as abstract objects* and by doing so to observe their movement creations come to a different kind of life as animations.