

**Biography Marloeke van der Vlugt, Amsterdam**

Marloeke van der Vlugt studied Theatre Science at the University of Amsterdam. In 1997 she graduated - cum laude - with a practical research of the relationship between costume, scenography, video and movement. She studied Scenography at Goldsmith's Academy, Choreology at the Laban Center (both in London) and took diverse camera and editing courses.

Since then she works as a autonomous artist and designer of various audiovisual and theatrical productions and exhibitions.

She was adviser of the Nederlands Fonds voor Podiumkunsten+ in Den Hague and the Stimuleringsfonds Nederlandse Culturele Mediaproducties in Amsterdam. As a teacher she works for the Hogeschool voor de Kunsten in Utrecht and the Frank Mohrinstitute in Groningen.

After working as a core member of Theatre group Space for four years, she started in 2006 at Dasarts, Advanced Studies in the Performing Arts. There she conceived different works which were researching the (audiovisual and theatrical) possibilities of the Multiplayer Online World Second Life. She then started working for the Waag Society, creating - among other things - an interactive route using the locative media platform 7scenes. She graduated in 2009 with the interactive performative installation Series Patchmaker No. 1 'Marloeke, 1971' in which the body as interface is taking the central position. Currently she is researching the possibilities of 'interactive spaces' in which the audience can interact through sensory objects with the performer, the video, audio and lights.

**Artistic Statement**

The body – of both audience and performer – takes a central position in my (theatre) work. Literally and figuratively. My work constantly questions the natural borders of the body, and researches the relationship we have with our bodies. In what way can we manipulate the body? How can we use it as an instrument/interface to relate ourselves to the outside world? Can we transcend or even abrogate its mental, physical and spiritual borders? What kind of new experiences can we give it? Can we broaden our senses? Can we stretch, amplify, mould or even tear the skin apart? Can we have an equal physical sensation by stimulation from a distance (mobile skin)?

The technological bodies I create focus on the possibilities of using technology to '(re)present' information about the body our 'normal senses' can't gather. They trigger excitement and curiosity for the technological expansion and improvement of our body and our bodily functions. The used technology, however, will at the same time accentuate the beauty, the vulnerability and the complexity of these mortal bodies. In my scenographies / theatrical installations I design spaces with a direct and often physical relationship with the body of the performers and the audience.

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