



## RETUNE

Dance maker Masako Matsushita worked over the last two years on the development of her creation RETUNE for Replay, the European project bringing together gaming and dance.

“Replay” is a European fabrique of innovative participatory experiences combining dance, gameplay and digital media, allowing European citizens to share playful performative experiences and replay them. “Replay” explores the rules and mechanisms of the “game” that allows the performance and how they engage participatory audiences to design innovative collective experiences with a high replay value.



### Artistic team and credits:

Choreography: Masako Matsushita in collaboration with Elena Sgarbossa Performers: Agostini Paola, Baraldo Franca, Battistella Vanna, Belon Giuseppina, Bertoncello Paola, Boarotto Eva, Cavallin Giuseppina, Conte Lorena, Dal Santo Carmen, Dalla Palma Luisa, Gasparetti Silvana, Marcolin Gabriele, Marin Livia, Nicolli Eleonora, Peron Cristina, Peron Roberta, Pomero Mario, Quaggiotto Ida, Scotton Daniela, Tessarolo Pia

Music : Ove Holmqvist, Xavier Boissarie

Game design : Xavier Boissarie

Digital creation : Tomek Jarolim

Producers/Co-producers: Operaestate Festival Veneto, Fattoria Vittadini, Orbe with the support of Hangartfest



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Italian-Japanese multidisciplinary artist, **Masako Matsushita** deals with movement analysis through choreography and dance, performative installations and community interaction. She explores the presence of the body into the space aiming to generate architectures for socialisation through senses, scores, maps, while enquiring the connection between culture and aesthetics, identity and tradition, virtual devices and sensorial practices. In collaboration with the Norwegian artist Ingvild Isaksen they form the duo called A mas.ing, experimenting with how digital behaviours and virtual realities can be transformed into tactile social experiences.

### **Creation Process and Presentations to the public:**

Masako Matsushita with Elena Sgarbossa worked over two years with the Orbe team on the development of the concept and creative process of RETUNE.

With residencies in France and Italy, where they could translate Masako's ideas into actions, they developed the format that is at the core of the performances.

They developed remotely the choreographic concepts, the music, game design and digital creation. They tested the ideas, sounds and music, game design and the digital creation in Bassano del Grappa with two groups of non-professional dancers collecting their critical responses and feedback at the end of each test. The testing process was vital to understand how the performances could take shape.

A final residency, with all the involved team, took place in Bassano del Grappa in August 2024. RETUNE was presented to the public in the frame of the B.Motion programme and Operaestate Festival, in the Cà Erizzo Church on August 28<sup>th</sup> and 29<sup>th</sup> 2024.

The performance was attended by 106 audience members.

### **Experience description:**

RETUNE is a melting pot of resonances, each with a specific and interchangeable role. The involved dancers are connected through a dispositive that generates sound according to how they move in the space. RETUNE is the coming together of entities vibrating at their own frequencies evading planning and control rather generating axes of resonance. RETUNE became a game on the entering into relationship of two or more entities: Spectators, Participants, their interactions.

The audiences were invited into a game where they could put their tuning and adaptation skills to it. The dynamic interaction between players and sound, resonated in a motion of constant transformation, in a flow of emotions and composition of bodies in space and time with rhythms.

*Video introduction to RETUNE: <https://youtu.be/k3HUBYRWPQI> (by Matteo Maffesanti, Aug. 2024)*

The project achieved the aim to allow diverse and mixed audiences to share joyful moments in venue of representation. The initiative has also contributed to support the processes of social cohesion by mixing diverse audience and performers with diverse ages, genders, cultural backgrounds, abilities and by highlighting the value of being exposed to different definitions of beauty and excellence.



The audiences' responses were very positive. The work behind the creation and the level of active listening and support between the performers, during the representations, were well understood and appreciated. The singularity and innovative approach of the performance, and project behind it, were also highlighted by public members. Some audience members expressed the desire to re-attend the performance to dive more into its layers and poetic images, and therefore replay the experience.

**Perspectives:**

RETUNE has the potentials to have a life beyond the Replay project, it has been documented and the information about the performance, its process and responses will be shared with international dance and performing arts presenters and promoters.



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