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Name // Janne Kummer **Date of Birth** // 09.08.1985

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Janne Kummer (they/them) ist Performance und Medienkünstler*in, Regisseur*in, Choreograph*in und Kämpfer*in. JK's künstlerische Praxis ist eine kontinuierliche Untersuchung von Machtstrukturen mit Fokus auf die Darstellungspolitik von Körpern, im analogen als auch im digitalen Raum. Ihre* Arbeiten sind poetische Interventionen, die darauf abzielen, dominante Systeme zu hinterfragen und alternative Realitäten jenseits kapitalistischer (Ver)wertungslogik zu erschaffen. JKs kreativer Prozess basiert auf einem somatischen Verständnis, das ihren* Körper als primäre Wissensquelle anerkennt. JKs Hintergrund als Kampfsportler*in (Muay Thai und K1) bildet die Grundlage ihrer* performative Bewegungspraxis. .

EDUCATION

2011 - 2017 // Diploma Theater Director // School of performing Arts „Ernst Busch“

SS/WS 2015 // Exchange Medienhaus (Media House) at Berlin University of the Arts (Experimental Cinema, Generative Art)

WS 2014 // Exchange Semester Choreographie // Dance, Den Danske Scenekunst Skole Kopenhagen DDSDKS, Copenhagen, Denmark

2006 - 2012 // Diploma Stage/Costume Design // Weißensee Academy of the Arts, Berlin

PERFORMANCE / DIGITAL MEDIA / EXHIBITIONS (Selection)

OCT 23 // Artistic direction, Concept, Performance, Creative Technology "The House of Monsters Intelligenza - Hyper Velocity", Hebel am Ufer (HAU) Theater Berlin

JUNE 23 // Choreography / Performance queer Wrestling Show "CORE OF GENESIS" by Liminal Beast of Prey, Kunst im Untergrund, NGBK Berlin

MAI 23 // "XBPM - A Travelogue of Morphing Bodies" exhibited at Athens Digital Arts Festival */ ADAF

JAN 23 // Artistic Director, Concept, Level & Game Design / Text / Stage "XBPM - A Travelogue of Morphing Bodies", VR + Desktop Multiplayer Game, Hebel am Ufer (HAU) Berlin

MAR 22 // Artistic direction, Concept, Performance, Creative Technology "The House of Monstres Intelligenza", Hebel am Ufer (HAU) Berlin & FFT Düsseldorf

FEB 22 // Concept / Composition / Performance "XOwB - Organs without bodies", Interactive Multplayer Musical, Rosy DX, Goethe Institute North America, Online

OCT 21 // Concept / Performance / Graphics "I want to believe", Interactive Game Show, Live Performance @HybridPlay Festival, Hellerau - European Centre of the Arts

MAY 21 // Concept / Performance / Graphics "I want to believe", Interactive Game Show, ON/LIVE FFT Düsseldorf +. Online

AUG 20 // Concept / Artistic director / Curation „Challenge my Fantasy“ Festival, Theater an der Parkaue, Berlin

AUG 20 // Concept / Coding / 3D Design / Frontend Development Unity, XR Installation „The Implicit Order“, Ecology of Attention #1 - Montag Modus, Alte Münze Berlin

SEPT 19 // Concept / Performance / Text / Video „Air Condition“, Lecture Performance, Ballhaus Ost Berlin

JUN/MAY 19 // Concept / Realisation, BE:BEND - a Hyperlocal Multimedia Game, VR HAM, Re:publica Berlin

SEP 18 // Curator Exhibition „Twenty Shades of Yellow“, Venco Gallery, Berlin

AUG 18 // Concept / Director / Performance / Text: „Children of Compost“, Ballhaus Ost Berlin

MAY 18 // Concept / Performance / Text / Video „Twenty Shades of Yellow“, Sophiensäle Berlin

MAY 2017 // Concept / Directing / Text, Multimedia Installation + Performance: „The AE - Guidance for an extreme present“, Ballhaus Ost Berlin

FEB 2016 // Director / Text: „Zangezi“ - Electronic Opera, Compositor Hèctor Parra // Berliner Staatsoper

PAPERS / PUBLICATIONS

2024 // Kummer, J.; „XBPM - raising somatic awareness with sensor based digital Feedback systems“, In: Atlas der Datenkörper II, Transcript Verlag Berlin, In Press

2023 // Kummer, J., Holl-Trieu, S., Starke, M.; „XBPM - A Travelogue of Morphing Bodies - The Expanded Playbook“, HTW Berlin, Germany

2018 // Römer, F., Popp, S.B., Kummer, J., Gadow, M.; „Children of Compost - Textbook“, Self-published booklet, Berlin, Germany

2017 // Römer, F., Popp, S.B., Kummer, J.; „The AE - Guidance for an extreme Presents“, self-published booklet, Berlin, Germany

LECTURES / CONFERENCES / TALKS (Selection)

NOV 2023 // Lecture Symposium „Beyond Gravity - Virtualität des Tanzes“, Theater am Depot

JUN 2023 // Panel participant „Queering AI“, ZKM Karlsruhe / Online

MAY 2023 // Panel moderation & participant, A-Maze, Int. Games&Playful Media Festival Berlin

JUN 2022 // Artist talk + Resident, Hauptsache Frei Festival Hamburg,

FEB 2022 // Artist talk, The House of Monstress Intelligenza, Digitales Labor HAU Berlin,

MAR 22 // „How to: Queer Feminist AI“ Performersion, PAP Berlin

OCT 2021 // Artist Talk, „Wir alle spielen Theater“, Heinrich-Böll-Stiftung

JUN 2021 // Lecture Symposium, „Bridging the Gap - (Bio)Bodies in virtual spaces“ Ludwig-Maximilians-Universität München „Theater als Begegnungsraum

MAR 2021 // Lecture „Bridging the Gap - (Bio)Bodies in virtual spaces“, The PlayOn! Digital Campus

OCT 2020 // Moderator NODE For for Digital Arts, 2020, SECOND NATURE

Mai 2020 // Panel participant „Technik & Ästhetik im Netz - Berliner Theatertreffen, virtuell

SEP 2019 // Performance Lecture Global Glitch Gardens, Center for Literature, Droste Hülshoff

AUG 2019 // Residency at Digital Naturalism Conference (DinaCon), Gamboa Panama

JUN 2019 // Lecture "Fluid Narrations for a (post)digital Age", Lecture Series "Kein Kino", ZHdK

MAY 2019 // Conference "Kino in Zeiten der Katastrophe", DFFB Lecture "ANTI-APOKALYPSE NOW! - Of Possibility Spaces Beyond Utopia & Dystopia"

APR 2019 // Lecture "Narrations for a (post)digital Age", (Dis)abled Technobodies, Volksbühne Berlin

FEB 2019 // Conference „Wir alle spielen Theater“, BAT Berlin, Lecture „Possible Possibilities“

MAY 2018 // Conference „Theater & Netz“, Vol. 6, from Audience to Community, Lecture „Non-linear Narratives“, Heinrich Böll Stiftung Berlin

MAY 2017 Re:Publica17 - Lecture "Why virtual?", Real Bodies - True Emotions, Why is the body the ultimate factor for emotional immersion in virtual, mixed and augmented reality?

SEMINARS / WORKSHOPS (Selection)

SINCE APR 2024 // Ongoing workshop series „undisciplined fighter“, Self-defence, somatic trauma work and performative practice

MAI 2024 // Workshop „AI-Imagine“, HAU Berlin

OCT 2023 // Workshop „AI-Imagine“, Digitale Welten Festival, CODES & FRI3NDS, Frankfurt

AUG 2023 // Workshop „Dis-AI-Dentification“, Europefiction Festival, Dortmund

JAN 23 // Workshop „Leaking Bodies Toolkit“, How to connect you analog body to digital environments with the help of sensors, actuators and MQTT Protocol, HAU Berlin

MAR 22 // Workshop, "Cooking with Monstress Int", Hackspace x Digitales Labor, HAU Berlin
JUN 22 // Workshop "How to Queerfeminist AI?", Hauptsache Frei Festival, Hamburg
DEC 21 // Body Building Workshop / Critical Design Practice, Design & Computation, UDK Berlin
2023, 2021, 2019 // Cyber/Techno/Datafeminism Seminar, MA Spiel&&Objekt, HfS Ernst Busch
SEP 2019 // Workshop "New Collaborations" virtuelletheater, Branchentreffen PAP Berlin
JAN 2021 // Workshop „Praise the Messenger“, Tusch Theater und Schule
OCT 2020 // Workshop „(Post)digital Narrations - Never Home Alone, UdK Berlin
2019 // New Collaborations Seminar - theory&praxis of New Materialist and Post-humanist approaches, MA Spiel&&Objekt, HfS Ernst Busch
2018 // Non-linear Narrations, Storytelling Seminar, MA Spiel&&Objekt, HfS Ernst Busch

GRANDS / SCHOLARSHIPS / AWARDS / RESIDENCY (Selection)

FEB - JUN 2024 // Fellow at Akademie für Theater und Digitalität, Dortmund
2023 // Residence Grand HAU + Schaubude / Fond DaKü
2022 // Process Grand Fonds DaKü, XBPMMM
2022-23 // Artistic Fellowship XR-Unites
2021-22 // Guest Researcher at Wearable Computing Department, Berlin Open Lab
AUG 2021 // PIF Summer Hacking Camp Slovenia
JUN/AUG 2021 // ATLAS Residency for Choreography, Impulstanz Wien
2021/22 // „AUTONOM Förderung“, Fonds DaKü
2021 // „Take Care Research“ - I see it coming (HAU)
2018 - 2021 // Research Fellow „DiGiTal - Digitalisierung: Gestaltung und Transformation“
AUG 2019 // Travel Fund Berliner Senat, Digital Naturalism Conference
JUN - AUG 2018 // „Einstieg“ Berliner Senat, Project funding HKF + Kulturstiftung Pankow, „Children of Compost“
2010 - 2013 // Scholarship „Studienstiftung des Deutschen Volkes“
APR 2011 // Residence Goethe Institut Ouagadougou, Burkina Faso

SKILLS

MOVEMENT PRACTICE :

Muay Thai (Advanced), Coach Muay Thai / K1 (Fenriz/Kardia)

Qualification for Trauma Informed Martial Arts Coaching

Gaga (Batsheva), Contact Improvisation (Marameo Berlin) , Flying Low (David Zambrano CHP), Authentic Movement , Modern Basics (Knowledge from courses at Motion* Berlin, Flying Steps, Impulstanz)

Stunt Training (Movision Berlin)

Voice Somatic Voice Training (Harald Stojan)

Video Editing // Premiere Pro , Final Cut

Game Engines, Animation, 3D // Unity, Unreal Engine (basics), Blender (basics)

Image Processing // Adobe Photoshop, Adobe Illustrator

Physical Computing // Arduino IDO

Internet Protocols // MQTT (basic)

Audio // Logic X Pro (basic), Ableton (Intermediate), Max for Live (basic)

Coding // C# (basic), Html (basic), Python (basics)

AI Tools (selection) // Google Colabs, Copilot, Midjourney, Stable Diffusion, Avia, Mubert, Rave, ChatGpt, Claude , Eleven Labs, Runway ML, Div. Ableton Plug-Ins

Language // German, English