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JK works as a cross-disciplinary artist on the intersection of Performing Arts, Digital Media, Game Design and Critical Theory. Since 2018 they teach and research at the Masters program Spiel&&Objekt at HfS Ernst Busch and work as an associated researcher at the Wearable Computing Department of Berlin Open Lab. Their work examines the effects of Digitalisation on the assessment and perception of Bodies, referencing the thematic fields of Techno/Cyberfeminism, New Materialism and Other-than-Human-Agency. In their artistic practice, they currently develop interactive installations, that serve as interfaces between analogue and digital spaces. They use their work as a tool to expose existing power structures and develop alternative queer-feminist future vision.

EDUCATION

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

SS/WS 2015 // visiting student at 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*

DIRECTING / PERFORMANCE / DIGITAL MEDIA / CURATING (Selection)

JAN 23 // Artistic Director, Concept, Level+Game Design / Text / Stage “XBPMMM - A Travelogue of Morphing Bodies”, VR + Desktop Multiplayer Game, HAU 3+HAU 4 Berlin

MAR 22 // Concept & artistic direction / performance & production “The House of Monstress Intelligenza”, HAU4 + FFT Düsseldorf

FEB 22 // Concept / Composition / Performance “XOwB - Organs without bodies”, Interactive Multitplayer Musical, Rosy DX, Goethe Institute North America

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 Online Format, ON/LIVE FFT Düsseldorf

AUGUST 20 // Concept / Art direction / Curation of the „Challenge my Fantasy“ Festival, Theater an der Parkaue, Berlin

AUGUST 20 // Concept / 3D Design / FrontEnd Development Unity, AR GAME „Calling occupants of interplanetary Care“, Center for Literature, Burg Hülshoff, Münster

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

SEPTEMBER 19 // Concept „Air Condition“, Lecture Performance, Ballhaus Ost Berlin

AUGUST 19 // Concept / Prototyping / Code, Sensor Device „Nature Communication Glove“, DiNaCon, Gamboa, Panama

JUNE/MAY 19 // Concept / Realisation, BE:BERND - a Hyperlocal Multimedia Game, VR HAM, Re:publica Berlin
SEP 18 // Curator Exhibition „Twenty Shades of Yellow“, Venco Gallery, Berlin
AUGUST 18 // Concept / Directing / Performance / Text: „Children of Compost“, Ballhaus Ost Berlin
MAY 18 // Concept / Text / Video/ Performance, Multimedia Lecture „Twenty Shades of Yellow“, Sophiensäle Berlin
MAY 2017 // Concept / Directing / Text, Multimedia Installation + Performance: „The AE - Guidance for an extreme present“, Ballhaus Ost Berlin
SEPTEMBER 2016 // Stagedesign / Performance „Quantify Me 3D“, Ballhaus Ost, Multimedia Performance
FEBRUARY 2016 // Director / Text: „Zangezi“ - Electronic Opera, Compositor Hèctor Parra // Berliner Staatsoper

LECTURES / CONFERENCES / WORKSHOPS (Selection)

Januar 23 // Leaking Bodies Toolkit, How to connect you analog body to digital environments with the help of sensors, actuators and MQTT Protocol
December 21 // Body Building Workshop / Critical Design Practice, Design & Computation, UDK Berlin
March 22 // "How to: Queer Feminist AI" Performersion, PAP Berlin
Oktober 2021 // "Wir alle spielen Theater", Heinrich-Böll-Stiftung
Juni 2021 // Lecture Symposium, "Bridging the Gap - (Bio)Bodies in virtual spaces" Ludwig-Maximilians-Universität München „Theater als Begegnungsraum“
March 2021 // Lecture "Bridging the Gap - (Bio)Bodies in virtual spaces", The PlayOn! Digital Campus
Januar 2021 // Workshop „Praise the Messenger“, Tusch Theater und Schule
October 2020 // Workshop „(Post)digital Narrations - Never Home Alone, UdK Berlin
October 2020 // Moderator NODE For for Digital Arts, 2020, SECOND NATURE
Mai 2020 // Panel Discussion „Technik & Ästhetik im Netz - Berliner Theatertreffen, virtuell
September 2019 // Performance Lecture Global Glitch Gardens, Center for Literature, Droste Hülshoff
September 2019 // Workshop "New Collaborations" virtuelletheater, Branchentreffen PAP Berlin
August 2019 // Digital Naturalism Conference (DinaCon), Gamboa Panama
June 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! - VON MÖGLICHKEITSRÄUMEN JENSEITS VON UTOPIE & DYSTOPIE"
April 2019 // Lecture "Narrations for a (post)digital Age", (Dis)abled Technobodies, Volksbühne
February 2019 // Conference "Wir alle spielen Theater", BAT Berlin, Lecture "Possible Possibilities"
May 2018 //Conference „Theater & Netz“, Vol. 6, Vom Publikum zur Community, Lecture „Non-linear Narratives“. Heinrich Böll Stiftung
Mai 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

Non-linear Narrations, 2018, MA Spiel&&Objekt, HfS Ernst Busch
Cyber/Techno/Datafeminism, 2023, 2021, 2019 MA Spiel&&Objekt, HfS Ernst Busch,
New Collaborations, Approaches to New Materialism and Post-humanism, 2019, MA Spiel&&Objekt, HfS Ernst Busch
Never Home Alone - 2020, praxis based Intra-action with other-than-human Agents , Institut for dramatic theory, Berlin University of the Arts

GRANDS / SCHOLARSHIPS / AWARDS (Selection)

2023 // Residence Grand HAU + Schaubude / Fond DaKü
2022 // Process Grand Fonds DaKü, XBPMMM
2022 // Artistic Fellow VR-Project Support XR-Unites
2021 // PIF Summer Hacking Camp Slovenia
2021 // ATLAS Residency Impulstanz Wien
2021/22 // „AUTONOM Förderung“, Fonds DaKü
2021 // „Take Care Research“ - I see it coming
2018 - 2021 // Research Fellow „DiGiTal - Digitalisierung: Gestaltung und Transformation“
AUGUST 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 holder „Studienstiftung des Deutschen Volkes“
APRIL 2011 // Travel Fund Goethe Instituts Ouagadougou, Burkina Faso

SKILLS

Video Editing // PREMIERE PRO , FINAL CUT, DaVinci Resolve
Game - Engine // UNITY, UNREAL ENGINE (Basics)
Animation/3D Software // BLENDER
Image Processing // Adobe Photoshop, Adobe Illustrator
Physical Computing // ARDUINO IDO
Internet Protocols // MQTT,
Audio // LOGIG X PRO (Basics), Ableton (Basics)
Coding // C# (Basics), C++ (Basics), Html (Basics), Python (Basics)
Language // German, English

PHYSICAL PRACTICE :

Modern Dance (Beginner)
Thai Boxing (Advanced)
Stunt Training