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

Adresse // Wildenbruchstrasse 10, 12045 Berlin **Phone** // +49 176 638 29 285

Email // j.n.kummer@posteo.de

Website // www.jannenorakummer.de www.virtuelletheater.net www.spielundobjekt.de

I work at the intersection of performing arts and digital media. Since 2018 until 2021 I teach and research at the Masters program Spiel&&Objekt at the HfS Ernst Busch and at Berlin Open Lab, as part of the transdisciplinary research program for Digital Transformation „DiGiTal“ for female* researchers in Art and Science. My work examines how Digitalisation effects the perception and identity of Bodies, referencing the thematic fields of Techno/Cyberfeminism, New Materialism and Other-than-Human-Agency.

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 Art, Berlin*

DIRECTING / PERFORMANCE / MULTIMEDIA / CURATING (Selection)

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 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“, Montag Modus, Alte Münze Berlin

SEPTEMBER 19 // Concept „Air Condition“, Lectureperformance, 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

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 / 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, Composer Hèctor Parra // Berliner Staatsoper

LECTURES / CONFERENCES / WORKSHOPS (Selection)

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 Collab-orations" 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?

GRANDS / SCHOLARSHIPS / AWARDS (Selection)

2021/22 // „AUTONOM Förderung“, Fonds darstellende Künste
2021 // „Take Care Research“ - I see it coming
2018 - 2021 // Fellow „DiGiTal - Digitalisierung: Gestaltung und Transformation“
AUGUST 2019 // Travel fund Berliner Senat, Digital Naturalism Conference
JUN - AUG 2019 // „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
Animation/3D Software // BLENDER
Image Processing // Adobe Photoshop, Affinity Designer / Photo
Physical Computing // ARDUINO, PROCESSING
Audio // Basics LOGIG X PRO
Language // German, English