

FUCK YOU BUDDY

Choreographer/company: recoil performance group
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ABOUT FUCK YOU, BUDDY

Welcome to the game!

Choose your characteristics:

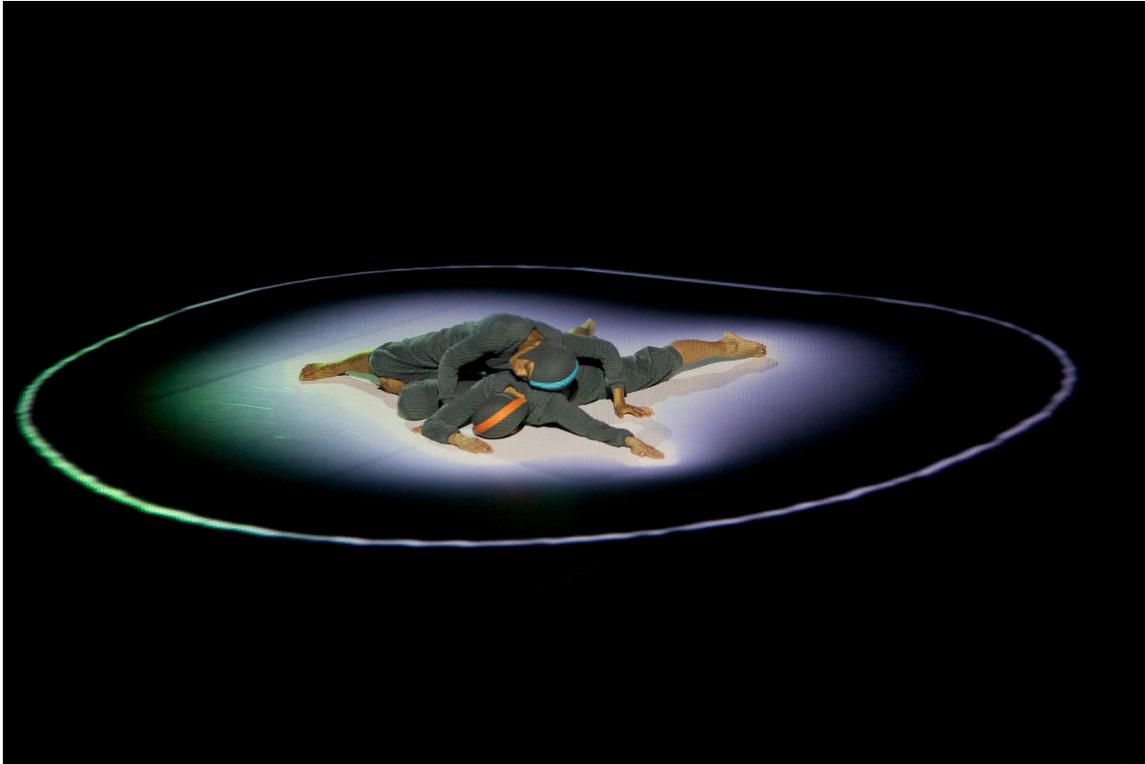
1. Do unto others as you would have them do unto you
2. "Do unto others as they do unto you."
3. Do unto others as you wish, before they do it unto you

The fusion of game theory (a mathematical attempt to predict human behaviour) and the dramaturgical development in computer games in the last decade, is the conceptual and visual frame of this performance for 4 dancers and an interacting video scenography.

With graphics and choreography inspired by the totalitarian collectivism in games like Lemmings to the anarchistic individualism in GTA, Fuck you Buddy is a performance for the sake of the game, a game about winning at any cost and about being born inherently selfish.....or?

Fuck You Buddy is a dance/technology performance.. It's dramaturgy is a chorological and satirical description on our generation, framed by the computer games that followed us from childhood. Born in the cold war, watching the fall of the wall in our teens before finally growing up in an age of hyper individualism.

It has been produced touring friendly and the first tour will take place in October 2010 to Florence in Italy.



Duration: 58 min.

Premiere, place and date: Danse Scenen, København, 22 march 2010. Touring to Florence Oct. 9th 2010 and Stockholm dec. 3rd 2010.

Choreographer: Tina Tarpgaard

Video artist: Jonas Jongejan, Ole Kristensen

Light design: Michael Breiner

Composer: Pelle Skovmand

Dancers: Rumiko Otsuka, Patricia Seron Pawlik, Maxim-Jo Beck McGosh, Nassim Meki

TECHNICAL AND STAGE REQUIREMENTS:

Please see the attached technical rider for this information.

Other information:

Online documentation in HD

Full documentation: <http://www.vimeo.com/10865845>

8 min trailer: <http://www.vimeo.com/11418798>

For further information about recoil please see: www.recoil-performance.org