

Name // Janne Kummer **Date of Birth** // 09.08.1985
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Janne Kummer (they/them) works as a cross-disciplinary artist on the intersection of performing and digital art, game design, music and critical theory. JK's work explores the representational politics of bodies in both analogue and digital space, focusing on current developments in area of Artificial Intelligence. JK uses their work as a tool to question existing power structures and develop alternative queer feminist future visions. Their creative process is based on a somatic understanding and recognises the body as a primary source of knowledge. JK's background as a martial artist forms the basis for their performative movement practice.

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
2009 // Exchange Sculpture Department, Experimental film/video class // KhB Weißensee
2006 - 2012 // Diploma Stage/Costume Design // Weißensee Academy of the Arts, Berlin

PERFORMANCE / EXHIBITIONS (Selection)

OCT 24 // Concept / Text / Mediaproduction / Choreography / Performance "Dis-Ai-identification", Realtime Affairs, Dock Digital Berlin
OCT 24 // Director / Concept / Choreography / Text / Stage "Unreal Conditionals", HAU Theater Berlin
SEP 24 // XBPM - A Travelogue of Morphing Bodies, Berlin Art Week
JUN 24 // Choreography / Performance Wrestling Show by Liminal Beast of Prey, Constellations, Polygone
OCT 23 // Artistic direction, Concept, Performance, Creative Technology "The House of Monsters Intelligenza - Hyper Velocity", Hebel am Ufer (HAU) Theater Berlin
JUN 23 // Choreografie / 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 */ ADAP
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 Monstress Intelligenza", Hebel am Ufer (HAU) Berlin & FFT Düsseldorf
FEB 22 // Concept / Composition / Performance "XOwB - Organs without bodies", Interactive Multitplayer 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:BERND - 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
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)

OCT 24 // Keynote „Unreal Conditionals“, ArtSearch 2024, Ligeti Zentrum, Hamburg
NOV 2023 // Lecture Symposium „Beyond Gravity - Virtualität des Tanzes“, Theater am Depot
JUN 2023 // Panel participant „Queering AI“, ZKM Karlsruher / 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 2022 // „How to: Queer Feminist AI“ Performersion, PAP Berlin
OCT 2021 // Artist Talk, „Wir alle spielen Theater“, Heinrich-Böll-Stiftung
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
MAY 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“
JUN 2019 // Lecture „Fluid Narrations for a (post)digital Age“, Lecture Series „Kein Kino“, ZHdK
MAY 2019 // Panel „Kino in Zeiten der Katastrophe“, DFFB Lecture „ANTI-APOKALYPSE NOW!
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 // Lecture „Theater & Netz“, Vol. 6, from Audience to Community, 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 24 // Ongoing workshop series „undisciplined fighter“, Self-defence, somatic trauma work and performative research, Studio Gottlieb-Dunkel & New Fears Gallery
Oct/Nov // Seminar „For the Love of - Non-linear Narrations in a Post-Digital Age“, Masters Module, ZhdK
MAI 24 // Workshop „AI-Imagine“, HAU Berlin
APR 24 // Workshop „AI-Imagine“, Universiteit Antwerp
OCT 23 // Workshop „AI-Imagine“, Digitale Welten Festival, CODES & FRI3NDS, Frankfurt

AUG 23 // 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 // Workshop "Body Build" - Critical SomaDesign Practice, Design & Computation, UDK Berlin

SS 23, 21, 19 // Cyber/Techno/Datafeminism Seminar, MA Spiel&&Objekt, HfS Ernst Busch

JAN 21 // Workshop „Praise the Messenger“, Tusch Theater und Schule

OCT 20 // Seminar „(Post)digital Narrations - Never Home Alone, UdK Berlin

SEP 19 // Workshop "New Collaborations" virtuellestheater, Branchentreffen PAP Berlin

WS 19 // Seminar "New Collaborations" - theory&praxis of New Materialist and Post-humanist approaches, MA Spiel&&Objekt, HfS Ernst Busch

WS 18 // "Non-linear Narrations in a Post-Digital Age", Storytelling Seminar, MA Spiel&&Objekt, HfS

GRANDS / SCHOLARSHIPS / AWARDS / RESIDENCY (Selection)

2024 // Project Grand *Unreal Conditionals*, Hauptstadt Kulturfonds Berlin

FEB - JUN 2024 // Fellow at Akademie für Theater und Digitalität, Dortmund

2023 // Residence Grand HAU + Schaubude / Fond DaKü

2022 // Process Grand *XBPM*, Fonds DaKü

2021-22 // Artistic Fellowship XR-Unites

2021-22 // Guest Researcher at Wearable Computing Department, Berlin Open Lab

AUG 2021 // Residency PIF 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)

2021 // Participant KI Camp, Bundesministerium für polit. Bildung und Förderung / Gesellschaft f. Informatik

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

Video Editing, Image Processing // Premiere Pro , Final Cut, Adobe Suit

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

Physical Computing // Arduino IDO

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

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

AI Tools (selection) // Google Colabs, Midjourney, Runway ML, Stable Diffusion, Rave, Eleven Labs, D-ID, HeyGen

MOVEMENT PRACTICE :

Muay Thai (Advanced), Coach Muay Thai / K1 (Fenriz/Kardia) since 2018

Qualification for Trauma Informed Martial Arts Coaching

Authentic Movement , Modern Dance Basics, Stunt Training (Movision Berlin)

Language // German, English