



***Infinite Dabke* in Bassano del Grappa (Italy, December 2024)**



In the frame of the REPLAY project, supported by the Creative Europe programme of the EU, the creative process for ***Infinite Dabkeh* by dance artist Nur Garabli** was hosted in the spaces of the Operaestate festival/CSC Bassano del Grappa dancehouse, with the support of the Orbe team, and has been **opened up to the local communities three times during a week.**

The creative team, consisting in dance artist Nur Garabli with Orbe's Xavier Bossaire and Tomek Jarolim, first encountered the local community during the weekly Dance Well classes: an occasion to connect with one of the most active and engaged communities around the dancehouse, and through them, being introduced to a wider audience. Their presence has also been advertised on Operaestate's website and the related social media profiles, so to make it more visible also to those who don't usually attend workshops, and to local dance professionals too.

On December 3rd, 4th and 5th the team has opened up the creative process, and then tested *Infinite Dabkeh* with respectively 29, 25 and 18 participants of different generations and backgrounds, who attended 3 hours session and then stayed for the feedback sessions, facilitated by the in-house dramaturg.

On December 3rd, in particular, the event was **joined by 10 students of the local high-school Liceo Brocchi and their teacher**: it has been their first encounter with contemporary dance, and they then shared – during the feedback session – how the playful approach brought in by technology helped them feel less insecure (many of them never danced before) and how Nur's way of sharing her creative process helped them recognise immediately a shared vocabulary and the core of this traditional dance: freedom to express themselves. As 15 years old, it was also important for them to meet with Nur and learn from her the background of her research, and how it expands beyond the artform, but also gather from Orbe the multiple possibilities of technology applied to the arts, and the way the EU supports the project.

All the sessions were also attended by Dance Well participants, local dance artists and different members of the community who were interested in either the dance language or the technological aspect of the project, with them, also a researcher from IUAV University in Venice, who was researching applied philosophy and found the project very inspiring for her research too.

The tests were positively received by the participants, who had the privilege to have a glimpse of the background research, and then share the responsibility of putting it in practice: they especially **enjoyed the joyful and playful environment** that the practice builds through every step of the game, but also how the **active listening, the active observing and the different spatial and body awareness are activated** without the participants even thinking about it, too busy with **sharing a special moment all together.**



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