



Brooklyn Academy of Music (BAM) announces 2020 winter/spring programming for kids, families, and adults, an exceptional lineup of programs for all ages

Highlights include *Teknopolis™ 2020*, the popular interactive digital media showcase, and BAM's celebration of spoken word and hip-hop, *Word. Sound. Power. 2020: Border/less*

Features the debut of BAMkids RhythmFest, three US premieres, and relaxed performances for neurodiverse audiences

Brooklyn, NY/January 7, 2020—Brooklyn Academy of Music (BAM) today announced the 2020 winter/spring programming for kids, families, and adults. Running from February through May, artists from New York and beyond will offer a full lineup of music, cirque, theater, puppetry, immersive experiences, and more.

"This season, BAMkids promises more immersive experiences and engaging performances for all ages," said **BAM Director of Education and Family Programming, Steven McIntosh**. "We invite everyone in the family to come out and experience something from the wide range of world-class programs we offer. From the debut of BAMkids RhythmFest to music-making puppets to traditional instruments to laser art, there's something for everyone in the family to share their creativity and imagine a future where we all can grow and thrive together."

The season launches with the return of the popular, interactive digital arts showcase **Teknopolis™**—designed to inspire creativity, connect with the future, and encourage a renewed sense of play for all ages. Now in its fourth year, the three-week-long digital playground offers the latest in technology-fueled art and participatory environments featuring work by leading artists and technologists who are pushing the artistic boundaries of VR, AR, mixed reality (MR), and sensor-based technology and displays. This year's lineup includes 17 highly interactive installations with artists from seven different countries. Many of them allow participants to interact with the installations directly.

BAM's 16th annual celebration of spoken word poetry and hip-hop returns with **Word. Sound. Power. 2020: Border/less**, exploring themes of inclusion and displacement through the art of rhythm and poetry (rap). Hip-hop artist Baba Israel hosts and directs a stunning lineup of groundbreaking poets, musicians, and dancers who demonstrate the vitality of hip-hop and spoken word. Featured performers to be announced.

The season's kid and family-friendly programming includes the debut of **BAMkids RhythmFest**—a two-week celebration of the power of rhythm and magic in music. The festival marks the US premiere of *Journey (Taama)*; a vibrant and heart-warming meeting of cultures and musical traditions from Théâtre de la Guimbarde (Belgium)/Théâtre Soleil (Burkina Faso) and *Cozy One Man Band*; a captivating performance from multi-instrumentalist Santiago Moreno, from Compagnie La Mue/te (France).

BAMkids' commitment to creating a friendly and inclusive audience experience for theatergoers extends to relaxed performances of **Vaivén Circo's *Esencial*** and Théâtre de

la Guimbarde's ***Journey (Taama)***. The select performances are designed for kids and families who may benefit from a more relaxed and supportive theatergoing experience. BAMkids hosted its first-ever relaxed performance in 2017 and is adding additional titles this season to offer more opportunities for the neurodiverse community to experience live theater.

In addition, the BAMkids Movie Matinee series continues, featuring films curated by BAM Film, offering an extension of BAM's repertory film program to young audiences in order to experience the joy of beloved classic family films and new independent discoveries on the big screen.

Tickets for *Teknopolis™ 2020*, *Esencial*, and BAMkids RhythmFest go on sale Jan 14 for the general public (Jan 7 for members). On sale dates for *Word. Sound. Power. 2020* to be announced at a later date. Visit BAM.org/kids for tickets. Detailed program information below.

For press information on BAMkids programming, Teknopolis, and Word. Sound. Power. 2020 please contact Cynthia Tate at ctate@bam.org or 718.724.8022.

BAMkids and Families programming:

Feb 22—Mar 8	<i>Teknopolis™ 2020</i>
Mar 1—May 29	BAMkids Movie Matinees (details to be announced separately)
Mar 28—29	<i>Esencial</i>
Apr 23—Apr 25	<i>Word. Sound. Power. 2020: Border/less</i>
May 2—10	BAMkids RhythmFest: <i>Journey (Taama)</i>
May 2—10	BAMkids RhythmFest: <i>Cozy One Man Band</i>
May 9	Puppetry Masterclass: Making Puppets that Create Sounds and Rhythms

To view multimedia assets, please click [HERE](#)

BAMkids and Families programming details:

[Teknopolis™ 2020](#)

BAM Fisher (321 Ashland Pl)

Feb 22 & 23; Feb 27—Mar 1; Mar 5—Mar 8

2 hour 30 min (daytime) and 3 hour (evening) timed-entry sessions

Tickets: \$18 (children ages 6—8) NO VR; \$25 for youth (ages 9—14); and \$45 (adults)

Ages 6+

Teknopolis™ returns to the BAM Fisher for the fourth year with an ambitious new program designed to inspire creativity, connect with the future, and encourage a renewed sense of play. The three-week-long digital playground offers the latest in technology-fueled art and participatory environments featuring work by leading artists and technologists who are pushing the artistic boundaries of VR, AR, mixed reality (MR), and sensor-based technology and displays. The selected installations use technology to inspire the same exploratory and creative impulses we satisfy when we set foot on a stage or grab a musical instrument. The full lineup with links is below.

Teknopolis™ is limited to ages six and up and is not appropriate for audiences 5 and under. Each person must have a ticket to be admitted, regardless of age. Children under age 12 must be accompanied by an adult. For more information, call 718.636.4100 or visit BAM.org/kids.

Teknopolis™ 2020 lineup

Colors

By COMPAGNIA TPO/ Rossano Monti (Computer Engineer) (Italy)
Fishman Space

Blurring the lines between art and play, this installation blends environmental performance and immersive technology. As users move around the interactive canvas, sensory-based technology turns their shadows into colorful objects and settings that appear and disappear, creating momentary arts of work. Compagnia TPO is the world's foremost pioneer in interactive performance media—creating works for proscenium and alternative spaces—and melding astonishing digital imagery with multi-disciplinary performance techniques in the use of music, dance, art, sculpture, digital media, computer technology, lighting, and sound. This installation allows the visitor to be an active participant in the whimsical dance that took place between the performer and the technology in their live dance performance of *Colors* (2019 BAMkids Winter/Spring). The Italian theater ensemble also performed at BAM in its popular pieces *Bleu!*, 2015 and *Kindur*, 2012.

SMing

By Superbe & Dogstudio (Belgium, USA)
Fishman Space

From Superbe & Dogstudio, the multi-award-winning studio behind *Geometric Music* (*Teknopolis™ 2019*), comes *SMing*, an interactive choir installation offering users the chance to simultaneously be both conductor and an entire choir. Users make a brief recording of their voice, which is then multiplied and processed to create a full choir. Using a sensitive conducting baton, users can change pitch and tempo to create their choral masterpiece. *SMing* is designed by Superbe and Dogstudio, international sister companies based in Chicago, Brussels and Mexico City that take pride in crafting immersive digital products and emotion-filled interactive installations.

Light Pong

By David Åhström, Håkan Lidbo, and Max Björverud (Sweden)
Fishman Space

Light Pong brings together music and gameplay in this futuristic installation featuring a projection-mapped carpet. Players send rays of light across the floor by standing, jumping, and dancing on the pressure zones, shooting light to their opponent on the other side. Movements and events are synchronized with sounds as the game becomes a melodic composition. *Light Pong* was created by artists Max Björverud, Håkan Lidbo, and David Åhström at Rumtiden idea Lab in Stockholm, Sweden.

Virtual Growth

By Lieven van Velthoven (The Netherlands)
Fishman Space

Virtual Growth is a real-time interactive projection mapping installation. Light grows to trace the environment, illuminating hidden edges and organically interacting with people and objects. Users become a living light artwork as the installation responds to

their body, and they become part of the larger painting. Netherlands-based artist Lieven van Velthoven designs interactive software, games, and digital art.

[ObOrO](#)

By Ryo Kishi (Japan)
Fishman Space

Illuminated spheres hover in the air with no support from strings or wires in this interactive kinetic sculpture installation. The spheres continually turn and vibrate like living organisms, responding in unexpected ways to visitors' interactions with the air around them. Japan-based artist, Ryo Kishi's interest is in spreading art expression through technology. His experimental projects focus on experiences rather than techniques and tools.

[Algae: Lux, Aux, Nox](#)

By Marpi Studio (Marpi, Bent Stamnes, Will Atwood) and Looking Glass Factory (USA/New York)
Fishman Space

Three-dimensional holograms provide an interactive digital aquarium of fascinating creatures, designed by the Polish-born, San Francisco-based artist Marpi and showcased on a light field display called the Looking Glass. Marpi's Algae installations include *Lux*, *Aux*, and *Nox*. These 3D holograms respond to outside manipulation and can be viewed from all angles, allowing for a shared experience among users. Looking Glass Factory, the creators of the Looking Glass, have provided a way to view 3D assets as holograms without the need for VR headsets. With offices based in Brooklyn and Hong Kong, the company became the most widely adopted holographic light field display in the world in 2019.

Marpi's mission is to build tools that enable people to create digital art that they can claim as their own. His art is interactive, scalable, and multi-platform. By creating windows into the same universe, Marpi provides an empty canvas where the art does not exist until people create it. Marpi's career started in the commercial world for clients, including Google, Microsoft, and Adobe. Marpi returns to BAM following the presentation of popular installations *Mass Migrations*; *Binary Gardens*; and *Melting Wall (Teknopolis™, 2018)*.

[Style Transfer Mirrors](#)

By Gene Kogan (USA/New York)
Fishman Space

Style Transfer Mirrors allows users to see themselves reflected and transformed into various iconic painting styles. It uses a method called "style transfer," which regenerates one image in the style of another image. Participants see themselves reflected and transformed into a work of art, which they then bring to life with their movement. "Cubist Mirror," the original "mirror" in New York artist Gene Kogan's series, reflects the world in the style of a Cubist painting and has since been joined by various other paintings. Gene Kogan is an artist and a programmer who is interested in autonomous systems, collective intelligence, generative art, and computer science. He is a collaborator within numerous open-source software projects. He gives workshops and lectures on topics at the intersection of code and art.

FIGURATION

By MASARY Studios (USA/ Massachusetts)
Fishman Space, Balcony

Figuration illuminates the human body through light and sound. Using custom-built software and a stereoscopic live camera, users are invited to interact with the piece as their movements are presented in real-time on a large display. The camera finds human silhouettes and displays them in various colors, filters, and animations on the screen, encouraging social interaction and play to create complex, dynamic visuals. When the body moves, twists, reaches, and hops, they sometimes trigger a specific set of sounds creating a one-of-a-kind sound score. Based in Boston, Masary Studios is a team of artists transforming built environments through live music performance and video projection mapping. By unlocking the hidden possibilities of an urban landscape, Masary's works are at once a performance, a dissection of architecture, and an immersive visual spectacle.

Ghost Sine

By Christopher Short (USA/New Mexico)
Fishman Space, Balcony

Ghost Sine is an interactive laser display that explores the relationship of shapes, motion, and symmetries, designed by New Mexico-based mixed media artist Christopher Short. Using ultraviolet projection on a slow phosphor screen, motion acquires ghostly trails. Patterns of light and dark emerge that constantly refresh and fade in a spirograph of symmetry and photon decay, crystal structures, sacred geometries, and organic shapes. Participants play with the global effects and shape motion of the laser projections by using an iPad control panel. Short is a mixed media artist who incorporates graphic elements, laser engraving, and photography in his work. His work incorporates video projection, strobes, flashlights, and custom laser hardware that he designs and builds. Short has won 19 International Laser Display Association artistic awards for his laser art and was recently featured on the *BBC World News Travel* show.

Nature Abstraction 2.0

By Matteo Zamagni in collaboration with Marco Martignone (Creative Developer) and Daniel Ben Hur (Sound Artist) (UK)
Fisher Hillman Studio

Nature Abstraction 2.0 is an immersive sensory experience designed to play with perceptions and induce a meditative state. Inspired by visual artist Matteo Zamagni's extensive research into the immersive sensations tied to "consciousness, quantum physics, neuroscience, sacred geometries, fractals, ancient civilizations, the etheric body, the astral plane, and so on." Users explore an ever-changing 3D geometric environment in real-time, accompanied by a musical score by Daniel Ben Hur designed to facilitate meditative state and relaxation. Like a digital kaleidoscope, users can shift the topography of the visual environment through remote controls, gaining insight into the seemingly familiar mathematical structures of biological and non-biological forms. *Nature Abstraction 2.0* will leave users pondering how accurate their perceptions really are. Zamagni is an Italian-born, new media artist and director based in London. He uses technology as a tool to create immersive and interactive videos, installations, and performances. His research stands between spirituality, art, and science to create works

that explore themes of consciousness, the body as a perceptive interface, the expansive impact of mankind on the ecosystem, and the recursive relation of natural phenomena spanning across the observable world.

[Reincarnation - Virtual Reality Recreation of Yves Tanguy's World](#)

By Jing Yan (USA/California)

Fisher Hillman Studio

Adapted from the works of French Surrealist painter Yves Tanguy, *Reincarnation* is a virtual reality (VR) art experience that invites audiences into a surreal symbiosis of abstract creatures where they can encounter primitive life forms at different scales, and embody and interact with the creatures—challenging the anthropocentric worldview in an artificial intelligence era. Creator Jing Yan is a media artist and interaction designer whose work seeks and argues for essential qualities of materials, living beings, and hybrid entities through computational virtual and physical environments.

[Singing Tunnels](#)

By Max Björverud and Håkan Lidbo (Sweden)

Fisher Hillman Hallway

A regular hallway becomes a music-making chamber in this interactive sound installation by Swedish artist Max Björverud and Håkan Lidbo. Participants sing or play a single note into the space. A microphone picks up the sound, detects the pitch, and plays back a sampled female voice singing the same pitch, creating a hallway that sings along with visitors. The tunnel only responds to singing, not talking, shouting, or traffic noise. The more people singing, the more melodies the hallway will learn. Björverud is a sound artist working with technology, interactive installations, and urban sound.

[Star Jam Street – Musical Cleaning Instrument Reverie](#)

By TETSUJIN - AUDIO VISUAL / Tetsuto Takahashi and Maiko Moshimura (Japan)

Fisher Lower Lobby

Interactive performance art transforms everyday objects into rock instruments. Users can play a broom guitar, dustpan keyboard, and duster drum. When the objects are activated through motion—similar to playing air guitar—the position and pressure connect with a sensor and convert to MIDI data, which causes video and lighting to run. Anyone can pick up and play easily, and more advanced musicians can create songs. Tetsuto Takahashi and Maiko Moshimura are audiovisual and media artists based in Japan. Their work focuses on the interconnectivity of audio and visuals to emotional expression, which allows them to create “audiovisual music.”

[Beat Blox](#)

By Per Holmquist (Artist), Jacob Stenman (Advisor), and Mårten Hedlund (Full stack Developer) (Sweden)

Fisher Lower Lobby

Beat Blox is a series of three colorful turntables loaded with physical sequencers—electronic instruments that translate basic analog gestures into digital notes. As users arrange and manipulate blocks on top of the turntables, they create complex

compositions with sensors and MIDI sounds controlled by Arduino micro-controllers. The resulting musical experience is equal parts intuitive and whimsical. It's all the fun of musical creation in a language anyone can appreciate. Swedish-based artist, Per Holmquist is interested in blending the lines of artist and observer, where his work is a tool for the user to create rather than to observe.

[Aerodrums](#)

By Richard Lee and Yann Morvan (UK, Ireland)
Fisher Lower Lobby

Aerodrums is an air-drumming instrument that allows drumming without a drum kit. The drums are based on motion capture technology. A bright light illuminates retro-reflective markers on the users' sticks and feet. A high-speed camera tracks the motion of these markers to determine when sounds should be triggered in response to their movement. *Aerodrums* was created by Irish designer Richard Lee and French designer Yann Morvan. They are former researchers from the computer graphics lab at Trinity College Dublin.

[Doodle Lens](#)

By Aidan Wolf (USA/California)
Fisher Rooftop

Drawings leap off the page and come to life in this augmented reality app by Aidan Wolf. Users create their own augmented reality (AR) doodles, which can be animated and layered into scenes, then digitally incorporated into live video of the surrounding area. Looking through the app, users can discover the doodles of those who came before, as well as leaving their own mark.

[YoPuppet](#)

By Hart Woolery (USA/California)
Fisher Rooftop

Virtual hand puppets come to life through augmented reality in this experience designed by 2020CV creator Hart Woolery. *YoPuppet* uses technology to capture 22 points on participants' hands in real-time and map them to a digital puppet's face, allowing users to manipulate the puppet as it appears on the screen. Users can choose between a variety of characters, from animals to aliens, and use voice-changing effects to manipulate the sound of the puppet's voice. Woolery's 2020CV Inc. creates augmented reality experiences using machine learning and computer vision.

[Esencial](#)

Vaivén Circo (Spain)
BAM Fisher (Fishman Space, 321 Ashland Pl)
Mar 28 & 29 at 11am & 2pm
(Relaxed performance, Mar 29 at 2pm)
Tickets: \$18
Ages 6+

Acclaimed Spanish cirque company Vaivén Circo returns to BAM following the success of *Do Not Disturb* (2017 BAMkids Winter/Spring). *Esencial* invites young minds to join them on an

adventure of imagination. Five performers leap, dive, dance, and juggle through a puzzle-like world of pillars and arches that continually unfolds into new possibilities. With infectious energy and humor, they use world-class acrobatics to create a mesmerizing story of collaboration and creative problem-solving.

To better support the needs and enjoyment of neurodiverse audience members, the Mar 29 (2pm) performance of *Esencial* will be a relaxed performance. Modifications will include enhancement of multi-sensory elements of the show elimination of blackouts and sudden theatrical cues, maintaining moderate house lighting through the performance, lowering the overall volume of sound elements, allowing for audience vocalization and movement, and allowing for patron exits and entrances whenever needed.

Word. Sound. Power. 2020: Border/less

Hosted/Directed by Baba Israel (USA/New York)

BAM Fisher (Fishman Space, 321 Ashland Pl)

Apr 23—25 at 7:30pm

Tickets: \$25

Ages 14+

BAM celebrates the 16th year of its popular *Word. Sound. Power.* showcase with some of the best hip-hop emcees, poets, dancers, and DJs from Brooklyn and beyond for two nights of electrifying performances hosted by acclaimed hip-hop artist Baba Israel. Audiences discover how the political becomes poetic, and vice versa, through these powerful performances. This year's performances explore themes of inclusion and displacement using the art of rhythm and poetry (RAP). Full artist lineup to be announced in February.

BAMkids RhythmFest

BAM Fisher (321 Ashland Pl)

May 2—10

Ages 3+

BAMkids presents RhythmFest, a celebration of the power of rhythm. The two-weekend festival features imaginative, interactive shows that explore how music moves our minds, bodies, and spirits to new possibilities. In playful stories from around the world, artists find common ground with one another—and the audience—through the power of a shared beat.

Journey (Taama)

US Premiere

Théâtre de la Guimbarde (Belgium, Burkina Faso, France)

BAM Fisher (Fishman Space) 321 Ashland Pl

May 2 & 3 at 10:30am & 3:30pm; May 9 & 10 at 10:30am & 3:30pm

(Relaxed Performances, May 3 & May 9 at 3:30pm)

Tickets: \$18

Ages: 3—6

Using music and movement, a Burkinabe singer and a Breton violinist come together in a story designed to enchant and engage young minds. Journey, or “Taama” in the Dioula language, centers on a woman in exile and the home that she rebuilds with the help of a new friend. Through traditional nursery rhymes and classical melodies, this heartwarming show introduces young audiences to musical styles from across the globe—and ultimately invites them to join in the music-making fun.

[Cozy One Man Band](#)

US Premiere

Compagnie La Mue/tte (Argentina, France)

BAM Fisher (Fisher Hillman Studio, 321 Ashland Pl)

May 2 & 3 at 11am & 2pm; May 9 & 10 at 11am & 2pm

Tickets: \$15

Ages: 6+

Music comes alive through the enchanting performance of Argentinian multi-instrumentalist Santiago Moreno. Mixing puppetry and performance, this musical inventor builds from small musical assemblages—such as the “one hand man”—up to a remarkable one-man-band playing Latin American music. With humor, charisma, and incredible artistry, Moreno draws young audiences into a world of rhythm and imagination.

[Puppetry Masterclass: Making Puppets that Create Sounds and Rhythms](#)

In Association with *Cozy One Man Band*

BAM Fisher (Fisher Hillman Studio, 321 Ashland Pl)

May 9 at 7pm

Tickets: \$25

Ages: 15+

Argentinian multi-instrumentalist Santiago Moreno has created a unique one-man-band puppet that mirrors his own solo multi-instrumentalist performance where all of his instruments can be played by the parts of his body that they are connected to. In this workshop, Santiago will model where sound and rhythm exist in certain puppet materials, and explore how to find music in physics, and poetry in the mechanics of puppet movement. He will guide participants in constructing their own sound puppet prototype and facilitate how to manipulate them.

Additional programs for kids

BAMkids Movie Matinees

BAM Rose Cinemas (30 Lafayette Ave)

Mar 1—May 29, Sundays at 2pm

Tickets: \$7 for children (13 & under) and \$10 for adults.

Featuring films curated by BAM Film, BAMkids Movie Matinees offer an extension of BAM's renowned repertory film program to young audiences, introducing them to beloved classic family films and new independent film discoveries.

****Note:** Full schedule and details for winter/spring 2020 BAMkids Movie Matinees will be announced separately.

For BAMkids Movie Matinees press information, contact Shelley Farmer at 718.724.8023 or sfarmer@bam.org.

Credits

Leadership support for the BAM Hamm Archives and BAM Film, Community, and Education programs provided by The Thompson Family Foundation

Leadership support for BAM Access Programs provided by the Jerome L. Greene Foundation

Con Edison is the Major Sponsor of BAM Community Programs

Support for A Year of Resistance, amplifying marginalized voices in cinema, provided by The Academy of Motion Picture Arts and Sciences

BAM Rose Cinemas would also like to acknowledge the generous support of The Peter Jay Sharp Foundation, Brooklyn Borough President Eric L. Adams, Brooklyn Delegation of the New York City Council, New York City Department of Cultural Affairs, New York State Council on the Arts, and Bloomberg

Your tax dollars make BAM programs possible through funding from the City of New York Department of Cultural Affairs and the New York State Council on the Arts with the support of Governor Andrew M. Cuomo and the New York State Legislature. The BAM facilities are owned by the City of New York and benefit from public funds provided through the New York City Department of Cultural Affairs with support from Mayor Bill de Blasio; the New York City Council including Council Speaker Corey Johnson, Finance Committee Chair Daniel Dromm, Cultural Affairs Committee Chair Jimmy Van Bramer, Council Member Laurie A. Cumbo, and the Brooklyn Delegation of the Council; and Brooklyn Borough President Eric L. Adams. BAM would like to thank the Brooklyn Delegations of the New York State Assembly, Delegation Leader Joseph R. Lentol; and New York Senate Senator Velmanette Montgomery.

General Information

BAM Howard Gilman Opera House, BAM Rose Cinemas, and BAMcafé are located in the Peter Jay Sharp building at 30 Lafayette Avenue (between St Felix Street and Ashland Place) in the Fort Greene neighborhood of Brooklyn. Harvey Theater at BAM Strong is located two blocks from the main building at 651 Fulton Street (between Ashland and Rockwell Places). Both locations house Greenlight Bookstore at BAM kiosks. BAM Fisher, located at 321 Ashland Place, houses the Judith and Alan Fishman Space and Rita K. Hillman Studio. BAM Rose Cinemas features first-run independent and foreign film and repertory programming. BAMcafé, operated by Great Performances, offers varied light fare and bar service prior to BAM Howard Gilman Opera House evening performances.

Subway: 2, 3, 4, 5, Q, B to Atlantic Avenue – Barclays Center (2, 3, 4, 5 to Nevins St. for Harvey Theater) D, N, R to Pacific Street; G to Fulton Street; C to Lafayette Avenue
Train: Long Island Railroad to Atlantic Terminal – Barclays Center
Bus: B25, B26, B41, B45, B52, B63, B67 all stop within three blocks of BAM

For ticket information, call BAM Ticket Services at 718.636.4100, or visit BAM.org.

###