

Open Call

Viviane Maghela & Eric Takukam – KAM (noble)

Technical Realisation and Artistic cooperation
for developing a project
between media installation and interactive gaming

Beyond Gravity Festival and what is the call about?

Beyond Gravity is a transdisciplinary platform and a festival at the intersection of digital media, performance and speculative technologies. Launched in 2023 with a focus on dance and virtual realities, the festival emerged from a preceding residency hosted by Theater im Depot, during which three prototype projects were developed and later presented as coproductions. The inaugural edition featured eight artistic positions, alongside a symposium that brought together artistic-scientific collaborations and scholarly contributions through lectures and presentations. This first festival was a cooperation between Theater im Depot and the Academy for Theatre and Digitality.

The upcoming 2025 edition marks a new phase in the festival's evolution, presented by the two previously mentioned institutions and Kulturforum Witten in addition. Centered around the theme Decolonizing the Digital, the new residency program invites critical engagement with power structures and imperialist tendencies embedded in technological development, representation, and (artistic) infrastructures.

The residency program unfolds from an initial invitation of three international curators working in different focus regions – Viviane Maghela (Central & West Africa), Marlon Barrios Solano (Middle Americas/USA, working on Migrating Forms and Nomadic Knowledges) and Laura Cugusi (Southern Mediterranean). They have been invited to conceptualize a new project in collaboration with artists from their region – Eric Takukam (Cameroon), Maria Luisa Angulo (El Salvador/France) and Nada Zanhour (Lebanon). These curatorial tandems are now in the development phase, and we are issuing an open call for collaborators preferably from Ruhrgebiet/NRW to join the development of these works. We encourage applications of artists, developers and technologists who are open to co-create experimental, critically engaged and cross-disciplinary digital artworks that will be presented as part of the festival program from October 1st-5th 2025.

The Project

Whose project is it?

KAM (noble) is project by the curator Viviane Maghela and the media artist Eric Takukam from Douala/Cameroon.

Viviane Maghela's practice in an active decolonial process through research, colaboration, learning and bulding platfoorms aimed to re-inscribe histories and perspectives, which have been devalued through 'radical exercises of un-thinking, de-disciplining, and re-educating. She is interested in projects that reach beyond the institution to embrace other spaces and communities.

Eric Takukam is a Cameroonian digital artist living in Douala. He works on the preservation of African cultural heritage through immersive and interactive artworks. His work also addresses issues related to mental health and ecology.

Background

In a world full of uncertainty, complexity and ambiguity, the interactions and exchanges between different disciplines are fundamental to achieving a relational approach that responds to the environmental, political, social, economic and technological issues we must address today.

The process of decolonizing knowledge and technologies begins by decentralizing and including a greater diversity of experiences and perspectives. New categories and epistemologies need to be invented or old ones reinvented.

Whose stories haven't been told and what technological ways unimagined, labelled wild and rendered invisible, known to few other languages, cultures and territories, but to themselves?

The visual representations of African identities and spaces have often been distorted and misappropriated by colonial legacies and they continue to evolve in contemporary society. Entire indigenous cultures die out, languages get forgotten, literatures disappear. Unique stories remain untold and unheard, experiences remain unshared: What role do technologies play in reproducing power disbalances and how could such technologies be used as means of political participation?

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What's the plan?

The plan is to develop a playful installation that immerses the visitors in an interactive setting. In its core stands a character that represents the development of a character from the Bamilekè culture – from a child to a Nekang dancer to the FO'O (a principal figure). The work is meant to be an audiovisual installation that integrates AI-driven image generation, visual programming and interactive technologies. A focus of the joint development would be to develop a visitor oriented interactive narration as the core element of the installation.

Required expertise

We are looking for someone with technical skills in one or more of the following areas:

- Character creation with Artificial intelligence tools for image and video generation (Stable Diffusion, ComfyUI, Runway Gen-3, or similar)
- Creation of an interactive situation (e.g., using TouchDesigner, VVVV, or similar tools)
- Real-time interaction using Kinect, camera tracking or other sensor-based technologies
- Projection technology (mapping, MadMapper, Resolume Arena)
- Game engines for interactive art (e.g. Unreal Engine, Unity, Houdini)

What are we looking for?

We are looking for a technically skilled artist/developer, preferably from Ruhrgebiet/ NRW who is interested in co-developing the described project with a focus on technical-artistic realization.

Responsibilities

- Supporting the technical implementation of the installation
- Artistic-technical cooperation in the development of the project
- Assisting with the integration of interactive and generative elements
- Providing technical setup and projection support on-site
- Being available for an intense cooperation for about 10 weeks in June/July and September/beginning of October 2025
- Knowledge sharing within the residency program

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What we offer

- Participation in an artistically and transculturally very relevant project
- Exchange with international artists and experts
- A fee for joint development work for 10 weeks in total
- Being part of Beyond Gravity Festival from October 1st -5th 2025

Application

Please send a short application outlining your motivation, your technical expertise and previous projects by April 17th to soeren.meffert@theaterimdepot.de (not more than 2 DinA4 pages).

We look forward to your application!

THEATER IM DEPOT

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The Beyond Gravity Festival is hosted by Theater im Depot, in cooperation with the Academy for Theatre and Digitality Dortmund and the Kulturforum Witten.



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