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 Festival is a festival between Digital Media and Performing Arts. In 2023 it happened the first time with a focus on dance and Virtual Realities. The program was developed from a preceding residency at Theater im Depot in which three projects have been developed. The Festival presented eight artistic positions as well as a symposium with another three artistic-scientific presentations and seven scientific lectures. The festival in 2023 was a co-operation between Theater im Depot and the Academy for Theatre and Digitality.

In 2025 the festival will be a cooperation between the Academy for Theater and Digitality, Kulturforum Witten and Theater im Depot. Our new residency program is headlined with the title Decolonizing the Digital. The three international curators Viviane Maghela (Cameroon), Marlon Barrios Solano (Venezuela/USA) and Laura Cugusi (Italy with an expertise in the southern Mediterranean) have been invited to develop a project together with an artist of their choice – Eric Takukam (Cameroon), Maria Luisa Angulo (El Salvador/France) and Nada Zanhour (Lebanon). These three project tandems are developing projects for which we are now inviting tenders for cooperation. We are mainly focusing on artists/developers from Ruhrgebiet/NRW.

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?

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 inter-active narration as the core element of the installation.

What are we looking for?

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

THEATER IM DEPOT

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)

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

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