

game over

In this performance, the clarinet player uses a motion sensor to navigate an avatar through various bizarre 2D game worlds. The performer is invited to explore the environment, interact with strange computer controlled creatures and exploit the game mechanics to provoke unconventional musical structures. The audience is taken on a journey over a wide range of emotional and musical states, from subtle sound experiments to psychotic episodes. There is no winning or losing. The performance is a reflection on the role of the individual within a system of constraints and searches for the expressive potential of rebellion against predefined rules.