Tetris—Created by Arch8
Family-friendly dance work inspired by the video game

This event is made possible through the generous support of the Tim and Jerryle Van Leer Education Endowment.
There will be no intermission during this performance.

Tetris

Arch8’s physically awe-inspiring work, Tetris, features a gravity-defying combination of acrobatics, extreme physicality and movement. Tetris, inspired by the addictive puzzle game and the twists and turns of a Rubik’s Cube, has performers fitting, merging, stacking and combining in various feats. The show is about fitting into a group, but also staying true to yourself. If you’ve ever been a kid who can’t sit still, who wants to hurdle over furniture and scale the walls—Tetris is for you.

Arch8

This isn’t an everyday dance company. Making dance performances for ages six and up, Arch8 views theatrical traditions as a resource, using them to create new forms, then sharing these new forms in public space, architectural space and theatrical space. Arch8 received the People’s Choice Victor Award at IPAY Montreal in 2016 for their production of Tetris.

There is a high degree of interactivity in the work. Arch8 consistently encourages an active viewing, a participatory imagining on the part of the audience. With its innovative approach, the company has performed around the globe, including St. Petersburg, Istanbul, Cairo, New York, San Francisco, Vancouver, Senegal and throughout Europe.

Choreographer Erik Kaiel has been making dances for many years in subway stations, sculpture gardens, empty swimming pools, city streets as well as on stage. In 2003, after a decade in New York City, he moved to the Netherlands. He performs, choreographs and teaches throughout the Netherlands, Europe and the world. In 2010, he won the Dutch National Prize for choreographic talent and the No Ballet Competition in Germany.

Having grown up in Portland, OR, Erik earned a master’s degree in dance and choreography from Tisch School of the Arts at NYU. He danced and choreographed in New York City for ten years before moving to the Netherlands, where he has focused on Arch8, working on a mix of performing, choreographing, collaborating and teaching.

Erik led the choreography program at the ArtEZ Institute of the Arts Arnhem for a number of years, and he regularly teaches composition workshops globally. Erik is a founding artist member of Fresh Tracks Europe and a Danslab research fellow.

Dancers:
Alberto Albanese
Mara Arts
Joseph Simon
Paulien Truijen

Music used in Tetris:
Glenn Gould – The Goldberg Variations by J.S. Bach
Birdy Nam Nam – “Abbesses”

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