

Germany
Italy

**Topic:**
Mobility

**Achievement:**
Cross- Sectoral Pioneers

**Sector:**
Performing Arts Visual Arts

# M.oving O.thers: Choreographing AI, Audience, and Live Performance

The collaboration between Perypezye Urbane ETS and Martyna Chojnacka grew out of a shared interest in how emerging technologies can reshape the relationship between bodies, perception, and identity. Following the premiere of Mother in Venice in 2024, a dance performance merging AI and live bodies, the collaborators continued their exploration through M.oving O.thers, a new performance investigating identity in the age of artificial intelligence.

## Challenge

M.oving O.thers sought to explore how artificial intelligence and audience participation could become integral parts of live performance rather than external technological additions. The team faced the challenge of creating a reliable, intuitive interactive system that connected audience input, AI-generated visuals, sound, lighting, and choreography in real time while remaining accessible across devices and preserving the artistic atmosphere.

## Solution

During a five-day residency in Milan, choreographer Giovanni Sabelli Fioretti and creative coder Martyna Chojnacka developed an interactive performance framework where audience responses, collected through a custom survey platform, directly influenced visuals, sound, lighting, and AI-generated imagery. By integrating choreography, coding, and audience interaction into a single creative process, they transformed spectators into active co-creators of the performance.

## Impact

The project delivered a scalable and reusable performance framework that redefined audience participation in live arts. Spectators became active contributors to the unfolding performance, while the successful Berlin premiere increased the visibility of both artists within the fields of dance, AI, and interactive media. The prototype also provides a foundation for future performances, collaborations, and technological experimentation.

## Milestones & Learnings

**Developed** a fully functioning prototype integrating audience participation, AI visuals, sound, lighting, and live performance.
**Created a custom website** and survey system allowing audiences to shape performances in real time.
**Implemented WebSocket** architecture, Python-based survey tools, TouchDesigner environments, and AI image generation through Stream Diffusion.
**Successfully premiered** the system in M.oving O.thers in Berlin earlier than originally planned.
**Demonstrated that** audience data can function as choreographic and dramaturgical material.
**Learned that** simplicity, accessibility, and intuitive design are critical for audience engagement.
**Expanded expertise** in AI integration, interactive systems, audience-centred dramaturgy, and live media performance.
**Established AI** as a responsive performative partner rather than a post-production visual effect.

## Key Takeaways

- Audience participation can become an active compositional element in live performance
- Creative coders are most impactful when involved as co-authors from the beginning
- Simplicity and intuitive interaction are essential for audience engagement
- AI can function as a live performative partner rather than a post-production tool
- Modular and well-documented systems support future adaptability and reuse
- Cross-sector experimentation requires time, testing, and openness to failure

Watch their full performance here