

Gabriel Widing

1983-10-21

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Education

- Degree of Master of Arts* in Aesthetics at Södertörn University.
- Bachelor of Arts* in Art History at Södertörn University.
- 2021 Programming for artists, Konstfack, University of Arts, Crafts and Design. 30 ects.
- 2018 Driving license for cars.
- 2014 Somatic fields, University of Dance & Circus. 7.5 ects.
- 2010 From Concept to Affect: Choreographic Tendencies 1960-2010. University of Dance & Circus. 4,5 ects
- 2008 Swedish master year in aesthetics at Södertörn University College, 60 ects.
- 04/06 Aesthetics, theory & practice, one semester at Södertörn University College. 30 ects.
- 03-04 Art sciences at Södertörn University College. 90 ects.
- 2003 Script writing for interactive media at Dramatic Institute. 7.5 ects.
- 02-03 Contemporary aesthetics, one year at Södertörn University College. 60 ects.
- 99-02 Media program, 3 years of gymnasial practical education at Riddarfjärdsskolan.

Performance

- 2020 *Hör så tyst det är*. Director. Made with Nyxxx. Commissioned by Regionteatern Blekinge-Kronoberg.
- 2019 *Fallet Exet*. Script writer & director with Ebba Petré / Nyxxx at Teater Västernorrland.
- Melancholia* director of participation, co-directing with Jesper Mases

Berglund at Spira / Smålands musik och teater. Based on the movie by von Trier.

- 2018 *Twelve talking dolls: The Subjects* artistic director with Nyxxx at Orienteatern & Inkonst.

Tolv talande dockor: Känslor artistic director with Nyxxx at Scenkonst Sörmland.

Processen, (Kafka's The Trial), script and co-director (with Ebba Petré & Ragna Wei) at Borås stadsteater.

Frictional realities. Artistic consultant. Virtual reality with Noah Hellwig at Riksteatern.

- 2017 *Tactical meditations*, artistic director, performed at Calle Libre festival, Vienna.

Nattens gudinna (Goddess of Night), script writer and director. With Nyxxx at Uppsala Stadsteater.

- 2016 *Tactical meditations*, participatory performance made with Nyxxx. Turteatern in Stockholm, Inkonst in Malmö, Charlottenborg in Copenhagen.

Din inre röst (Your inner voice) on tour with Scenkonst Sörmland.

- 2015 *Join*, script and artistic direction of participatory performance made in collaboration with Teater Insite, performed at Bastionen, Malmö.

Din inre röst (Your inner voice), touring class room performance. Ung scen/öst, Östergötland.

Artistic development, 8-week project at Riksteatern with Ebba Petré.

- 2014 *Din inre röst* (Your inner voice), script writer & director. At Ung scen/öst, Östergötland.

The Hospitality, performance game commissioned by Göteborg dans & teater festival, played at the festival, at

Stockholm Scenario Festival and at Grenselandet in Oslo 2015.

Human Agency, script writer and artistic director. With Nyxxx at Inkonst, Malmö & Turteatern, Stockholm.

- 2013 *Drömdykarna*, (Oneironauts) script writer & director at Unga Dramaten, Stockholm.
- 2012 *Avatarvaro*, (The Avatar Condition) Performance at Inkonst, Malmö.
Visiting grant to Performing Arts Forum, France from Swedish Arts Grant Committee.
- 2011 *Avatarvaro*, (The Avatar Condition), script writer & artistic director. performance at Turteatern, Stockholm.
The Infinite Conversation, hosting and performing in Lundahl & Seidl's pitch black performance at Magasin 3.
Staged Larceny, performance with Pekko Koskinen/Reality Research Center at Baltic Art Festival in Helsinki.
- 2010 *Mer opinion*, co-producer with Hybris Konstproduktion at Göteborg Dance & Theatre festival, Folkoperan, Göteborg.
- 2009 *Möte09*, performance research project with Hybris Konstproduktion at Norrlandsoperan, Umeå.

Teaching

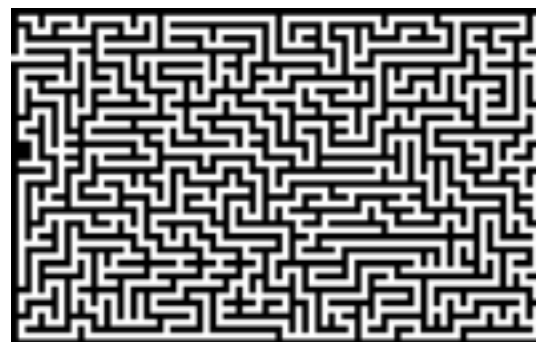
- 2020 *Visual aesthetics*, online lectures and tutoring at BTH.
The audience as community, online lecture at the course Communitas at Stockholm University of the Arts.
Interactive Storytelling, Lectures & workshops at BTH, Karlshamn.
- 2019 *Visual aesthetics*, seminars at BTH.
- 2018 *Visual aesthetics*, lectures at BTH.
Kafka – guilt and responsibility, lecture at Borås kulturhus.
- 2017 *Participatory design and artistic methodology*, workshops & talk at Stockholm academy of dramatic arts.
Visual aesthetics, lectures and seminars at BTH, Karlshamn.
- 2016 *Visual aesthetics*, seminars at BTH.

Notes on the black box. Lecture at Larpwriter summer school, Lithuania.

- 2015 *Interactive performance art*, lecture & workshop at the Participatory Storytelling course, SADA, Stockholm.
Bodies in live action role-play, keynote talk on Knudepunkt conference, Denmark.
- 2014 *Voice, body, direction*, lecture at Audiowalk course, SADA, Stockholm.
Visual aesthetics and cultural studies. teaching at BTH, Karlshamn.
- 2013 *Game aesthetics and cultural studies*. BTH, Karlshamn.
- 2012 *Game aesthetics and cultural studies*. BTH, Karlshamn.
- 2011 *Art history and game aesthetics* teaching at BTH, Karlshamn.
- 2010 *Game aesthetics and cultural studies*. BTH, Karlshamn.
Art history and game aesthetics at BTH, Karlshamn.
- 2009 *Game aesthetics and cultural studies*. Teaching at the Digital Games program at BTH, Karlshamn.
Participation design. Teaching at the Choreography master program, University of Dance & Circus.
Interacting Arts Sessions. Lecture at Knutepunkt, Oslo.
- 2008 *Verklighetsspel*. Lecture on reality games at Stockholm Games Con.
Deltagarkultur. Lecture on participatory arts at ABF.
Game aesthetics and cultural studies at BTH, Karlshamn.
- 2007 *Games in city spaces*. Lecture at Beckmans, Stockholm
Games and play in city spaces. Lecture with Leo Nordwall at Konstfack, Stockholm
Game aesthetics and cultural studies. BTH, Karlshamn.
- 2006 *Game aesthetics and cultural studies*. BTH, Karlshamn.
- 2005 *Games and play in city spaces*. Lecture with Leo Nordwall at Konstfack, Stockholm
- 2004 *What is participation?* Lecture on at Solmukohta, Helsinki, Finland

Writings

- 2019 *Öppet brev* poetic text in Tidningen Brand #1 2019.
- 2013 *Publik i handling* (Audience in action) article at Gothenburg city theatre forum, Teaterrummet.
- 2012 *Och nu då?* Tidningen Brand #2 2012.
Labyrinth of possibilities article in *States of Play*, ed. Juhana Petterson.
- 2011 *Enjoy it while it lasts* essay in *Talk Larp - Provocative Writings from KP2011*, ed. Claus Raasted.
- 2010 *6 common mistakes in live role-playing design*, essay in *Playing Reality*, ed. Elge Larsson.
- 2009 *Textual Ruptures*, essay in the anthology *To Do*, edited by Thelander & Jacobson.
Kokoro, some notes in *The Swedish Dance History*, art book edited by Inpex.
- 2008 *Deltagarkultur* (Participatory arts). Book written with Kristoffer Haggren, Elge Larsson & Leo Nordwall. Published on Korpen förlag, Göteborg.
Staden är ett territorium, article in *Fältbiologen* #4/08.
- 2007 *Maskeradliv i mellankrigstid*, essay on the masquerades of the twenties, published in Tidningen Kulturen.
Alive and roleplaying. Article in the book *lifelike* edited by Gade, Thorup.
- 2006 *The Character, the Player and Their Shared Body*. Article with Tova Gerge in the book *Role, Play, Art – Collected experiences of Role-Playing* ed. Fritzson & Wrigstad.
- 2004 *Post panopticon*. Article in the book *Beyond Role and Play - Tools, Toys and Theory for Harnessing the Imagination* published in 2004, editors: Stenroos & Montola.



Game and larp design

- 2017 *X-dimensional card game*. Collective storytelling game created with Liv Kaastrup Vesterskov, Thom Kiraly & Ebba Petré. Production by InSite, Malmö.
- 2014 *Artist Survival Simulator*. Web based game on the conditions of being an artist.
- 2013 *Bureau e Agent* cell-phone based game played at Lekklubben & Malmö Playdays in Malmö
- 2012 *2027 – Life after Capitalism*, concept development and script writing for a larp about participatory economy and sustainability, for Teater K.
- 2010 *Anti-racist role-playing scenario* for Arbetarnas Bildningsförbund.
- 2009 *The Artists*. Reality game design for tv-broadcasters at the Company P