

Game Over

Music	Son Thomsen
Dance	Maria Speth
Time	4/4
Intro	none
Musical Genre	dance, fusion
Formation	open space
Target group	suggested 9 – 15 years

Background Information

- It is easy to spend hours on the Game Boy. Sitting immobile with all fingers moving rapidly over the keys, while computerized figures fly back and forth over the screen. Have you ever thought about what it would be like to step inside a computer game?
- It is advised to listen to the music together with the pupils before beginning the dance. Are they able to distinguish the 4 different levels in the music? The following explanation is meant as a guide only.
- The music in this dance is divided over 4 tracks. This enables the various parts of the dance to be studied separately.

Dance exploration

- Ask the pupils to describe their favourite computer game. Each game has its own story, its own assignments. Can they name a few? What do the character figures do in the games? How do they move? Do the pupils know what levels are? Can they explain what to do in each level? Explain that this music provides 4 levels for this dance. In the music you can clearly hear when you move from one level to the other. There are index points on the cd as well.
- **1st level:** you are in a small space (shed, closet, box, tube) and you need to find the exit. Do you escape by feeling your way, with your hands, your feet, your elbows, your body, your whole body? Is the opening high, low, down on the left, up on the right? Can you show the shape of your small space through your movements? How can you escape?
- **2nd level:** you find yourself in a sort of underground vault, with a low ceiling. It is so low that you cannot stand straight up. To escape you must crawl, roll, wriggle, turn, slide, twist, etc. You can avoid the pitfall of constantly clashing with each other by providing a clear framework that prevents physical contact: suggest the presence of Aliens in the game disguised as human beings. Being touched by an Alien immediately means 'Game Over', so stay away from other students. You never know... Suddenly, you shoot through to the...
- **3rd level:** You are standing on a huge surface and walls are shooting up on all sides, only to disappear again. Walls can suddenly emerge in front of you as you walk, stopping your progress. You must manipulate your way back and forth between flapping doors or hallways that suddenly change direction. You rush over the surface diving, turning, jumping, and zigzagging. Of course, there is no bumping into others! Your route keeps changing... throughout the space.
- **4th level:** you've made it into the space that is light-years away. While meteors are flying past you in every direction, you move in slow motion with total concentration. Every move must be well planned in order to avoid collision with flying particles. You hold perfect balance even if you must stand on one leg once in a while.

- **Game Over:** show through your dance if you've 'made it' or if you've sunken back to the 1st level...

Dance Structure

This dance does not have a set structure, but in the music you can hear when the next level is attained. The indexing marks each new level.

Tips

- Each level has a different quality of movement. It is important to emphasize this.
- New computer games are constantly being invented. Allow the pupils to design their own computer game either alone or in small groups. They must think about reasons for movement and how to give shape to these movements.

