

## **FRAMEMAKERS MATRIX (2003); MICHAEL KLIËN\***

a choreographic framework performing social sedimentation  
minimum participants: 5, no maximum

### INDIVIDUAL SCORE

chooses 4 points (A, B, C, D) on the floor with enough space to move  
mark spot A on the floor (chalk/tape)

Each sport on the floor signifies a certain process to be executed. The four processes are followed in no particular order.

- A. CREATING/SHARING  
create a new movement, or share a learned movement. Keep a 7 count break between each repetition of movement
- B. LEARNING  
chose a movement to learn from any movements being executed by other participants on their point A.
- C. DEVELOPING  
alter, abstract and personalize created as well as learned movement.
- D. GOLD  
collect most appealing movements that have been created, learned and/or developed.  
Movements in this collection can also be forgotten. Use this process to play with the order of your movements, set sequences, perform.

General Notes: enter and exit the matrix at your own digression; acknowledge each other as humans.  
The FRAMEMAKERS MATRIX can be publically applied, taught and adjusted by anyone. The origin and the creator of the score has to be acknowledged.

\* in this particular form first applied during the Framemakers Symposium 2005 in Limerick, Ireland.