

# KINETIC LIGHT

## Workshops + Classes



*Backs facing the camera, Kinetic Light artists Jerron Herman, Laurel Lawson + Alice Sheppard sit alongside music collaborator Ailís Ní Ríán, a moderator, and an ASL interpreter. An audience dappled in light looks back at them from a small tiered seating area. Photo: Grace Kathryn Landefeld, courtesy Jacob's Pillow*

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# Introduction to Technique

*Want to dance? Come learn some of the fundamentals of disabled movement.*

Audience: Disabled artists; no prior experience required. 20 students max.

Format: 90-120 minutes. Requires sound system and wheelchair accessible studio with professional dance floor (wood or marley - ideally sprung).

Outcomes: Participants gain experience with some basics of dance and the specifics of moving with their particular Bodyminds.

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# Introduction to Wheelchair Technique

*Come learn the fundamentals that started it all for Kinetic Light.*

Audience: Anyone wanting to learn how to dance in their wheelchair; no prior dance experience necessary. 20 students max.

Format: 90-120 minutes. Requires sound system and wheelchair accessible studio with professional dance floor (wood or marley - ideally sprung).

Outcomes: Experience foundational ideas about the relationship of body & chair, as well as principles of wheeled movement: pushing, pulling, weight shifting, balancing, turning, & other techniques that support disabled dancers in their work.

# Integrated Dance Workshop Level 1

*When disabled and nondisabled movers enter the space, what can we create?*

*This workshop invites you to explore your body in different ways, together.*

Audience: All are welcome; no prior movement experience needed. 20 students max.

Format: 90-120 minutes. Requires sound system and wheelchair accessible studio with professional dance floor (wood or marley - ideally sprung).

Outcomes: Learn the basics of integrated technique through deep investigation of our own moving bodies.

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# Integrated Dance Workshop Level 2

*Want to know how to do those spectacular partnering moves? This one's for you.*

Audience: Prior movement experience in integrated environments preferred. 20 students max.

Format: 90-120 minutes. Requires sound system and wheelchair accessible studio with professional dance floor (wood or marley - ideally sprung).

Outcomes: Utilize collaborative, strategic interpretation of each other's movement vocabularies to explore KL partnering technique.

# Integrated Dance Workshop Level 3

*Want to make work with disabled and nondisabled dancers? Join us here.*

Audience: Prior movement experience required. 20 students max.

Format: 90-120 minutes. Requires sound system and wheelchair accessible studio with professional dance floor (wood or marley - ideally sprung).

Outcomes: Investigating excerpts of Kinetic Light repertory, we will focus on and uncover choreographic techniques for creating integrated work.

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## Lighting Our Worlds

*Wondering how DESCENT's ramp comes vividly to life, how the wire spins like that, or how disability aesthetics inform lighting design and tech processes? Learn from our designers themselves.*

Audience: Adjustable level, high school, college, or professional Theater & Lighting students.

- In classroom: 16 max; in theater: 8 max.

Format: 90 minute seminar. Wheelchair accessible space. Requires soundsystem, ASL, and/or CART. Classroom option requires HD projector + screen. Theater option requires access to lighting + video control.

Outcomes: Learn how lighting and projection become integral parts of our immersive worlds onstage. Projection and lighting techniques will be discussed.

## Dance *DESCENT*

*This repertory dance masterclass shares some of the lyrical floorwork and intricate, yet powerful, partnering work from DESCENT.*

Audience: Experienced nondisabled + disabled dancers. 10-12 dancers max.

Format: 90-120 minutes. Requires sound system and wheelchair accessible studio with professional dance floor (wood or marley - ideally sprung).

\*Class does not take place on ramp.

Outcomes: Guided by Laurel Lawson + Alice Sheppard, discover how to embody the story and emotions which inspired *DESCENT*'s stunning lifts and balances in your own body.

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## Inside Disability Arts + *DESCENT* For Artists + Cultural Workers

*Get an insider's take: Artistic Director Alice Sheppard opens up about the world of DESCENT, sharing choreographic and access practice, plus behind-the-scenes artistic info.*

Audience: Disabled artists + arts cultural workers. 20-30 participants.

Format: Seminar. Requires projector or screen (in-person), sound system, ASL, CART, + describer if requested or publicly offered.

Outcomes: Learn the importance of race and queerness in *DESCENT* and spot which of Auguste Rodin's sculptures appear in projections and in movement vocabulary. Get the backstory of the ramp, choreography, and our approach to description for this work.

## Under *Wired*

*Get an insider's take: Alice Sheppard opens up about Wired's world by sharing bits of her research and choreographic processes, as well as secrets about the making of the work.*

Audience: Disabled artists & arts cultural workers. 20-30 participants.

Format: Seminar. Requires projector or screen (in-person), sound system, ASL, CART, + describer if requested or publicly offered.

Outcomes: Learn the history of barbed wire and the disability and race stories intertwined with American barbed wire culture; understand how these stories inform the making of *Wired*. Get the story behind the barbed wire coils + sculptures, and learn about Kinetic Light's approach to aerial movement.

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## Inside Disability Arts + Aesthetics

*Discover intersectional disability history, aesthetics, and culture.*

*\*Offered at all Kinetic Light performance venues*

Audience: Open to all. 20-30 participants.

Format: Seminar. Requires projector or screen (in-person), sound system, ASL, CART, + describer if requested or publicly offered.

Outcomes: Learn about current thought leaders + cutting-edge artists; develop an intersectional disability lens; learn the differences between current approaches + practices in the United States + United Kingdom.

# Introduction to Product Design

*Interested in innovative product design? Laurel Lawson, CTO & head of product design at CyCore Systems, brings a practical approach to software, hardware, and program design backed by real-world implementation.*

**Audience:** Advanced undergraduate, graduate, professional, and professional UI, product, and access engineers. Customizable level.

**Format:** Lecture + discussion. Requires sound system, ASL, CART, + describer if requested or publicly offered.

**Outcomes:** Using Kinetic Light's Audimance as an example, this talk engages user-focused design processes, research, user interface design, and product architecture.

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## Access ALLways

*Ready to dive into equitable access practices for a broad range of events, communications efforts, and organizational priorities? Start here.*

**Audience:** arts workers and venue staff, artists, nonprofit workers, faculty and students, event and community organizers, marketing and communications professionals, and interested community members.

**Format:** 3 hours. Requires sound system. ASL + CART required if requested or open to public. May be combined with Venue workshop (below) for a 5-6 hour session.

**Outcomes:** Move your organizational practices, processes, + artistry beyond minimal legal compliance to equitable and hospitable accessibility for physical, virtual, and asynchronous events. Using guest-centric, experiential, + goal-oriented models, discover principles and learn specific techniques for artistic, aesthetic, equitable access. Build your audiences and engage your community with accessible communications and community-building techniques. Uncover WHY + HOW equitable access benefits your staff, artists, organization, and

audiences.

Internationally recognized as the gold standard for equitable artistic accessibility, the **ALLways** curriculum introduces the fundamentals of accessibility and disability equity in the arts, *and* incorporates the latest results and technical tools from Kinetic Light's ongoing research and development as well as our network of researchers, artists, and professional practitioners. Furthermore, all participants in an ALLways class get ongoing access to a community of practice and first access to new tools, data, best practice, and resources.

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## Accessibility: Your Venue, Your Hospitality

*Explore your venue with guest-centric and disability lenses and use creative tools grounded in experience design to reimagine equitable hospitality.*

*\*Offered at all Kinetic Light performance venues*

Audience: All facility/organization employees\*

Format: 2.5-3 hours depending on venue + class size. Requires sound system; ASL or CART on participant request. Experiential + interactive.

Outcomes: Learn principles and tools that help you transform a physical environment into an active extension of your organization's mission; use experience design, audience engagement, and community-building techniques to create and deepen relationships with artists and audiences; apply successful, strategic, concrete, and affordable concepts to your venue and programs; practice situational hospitality, with special attention to equitable and welcoming access at each stage of patron engagement.

\*This workshop is best attended by people who serve a variety of roles, including administrative, marketing, fundraising, programming, production, and leadership. Organizations may also wish to inquire about including community partners or artists in this workshop.



# About Kinetic Light

[KineticLight.org](http://KineticLight.org)

Working in the disciplines of art, technology, design, and dance, Kinetic Light creates, performs, and teaches at the nexus of access, disability, dance, and race. Through rigorous investment in these cultures, we promote disability as a creative force enabling new understandings of the moving world. Disability is not the deficit of diagnosis. In our work, intersectional disability is an aesthetic, a culture, and an essential element of our artistry. Access is a central part of the art and our creative process.

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## Let's Connect

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