

BIOGRAPHY:

Margriet Kicks-Ass works as an interdisciplinary artist (based in the Netherlands). Her artistic process can be described as investigative. In a Dadaistic manner she combines art with technology. Already as a child Margriet asked herself: 'Why are the dishes not arranged alphabetically?' Margriet refuses to be intimidated by calls for efficiency and functionality. She is juggling the context and meaning of everyday objects with an analytical attitude which also reflects her fascination for natural phenomena. This is the starting point for the development/invention of playful kinetic sound sculptures, which she later exhibits as autonomous works of art or in theatrical live performance. Since 2016 she expanded her activities with writing (non-fiction, fiction and poetry).

SUMMARY OF OTHER PROJECTS:

Started collaboration with Dewi de Vree with an installation-based performance called Gaia-Resonance. (2018). Initiated a series of museum workshops called [Asking stupid Questions](#) (2015) and organised several times a sound-art and performance festival called [Rammelfest](#).(2010-2014). Initiated a release (together with Lukas Simonis) of the [Dutch-Experimental-Music-Scene](#), to support Motorschiff Stubnitz in Hamburg. Involved in a compilation of sound works of international female composers called [Urban Arts Berlin](#) (2014). Took a break during 2016 and 2017.

EDUCATION:

- * ArtScience (former Sound & Image) at the Royal Academy of Fine Arts and the Royal Conservatoire in The Hague (NL), graduated in 2004. This academy is about art and technology, combining disciplines, interactivity, triggering all the senses, overall environmental installations, art in public space and performance art
- * Audiovisual design at the Academy of Fine Arts Tilburg (containing film, photography, video, sound, and sculpture in an autonomous way)

COURSES:

- * Designing interactive guided tours in museums of modern art
- * Pure Data (Steim) visual programming an open source platform
- * Electronics (Dirksen online course) and DIY like Arduino, soldering sensors and trigger-modules in sound and image
- * Experimental sound by film (Steim)
- * Sound-engineer (IAB - Utrecht)
- * Landscape Photography (Fotogram)
- * Director television (Hilversum, tv College, regie 1)

MASTERCLASSES:

Selected for Masterclasses hosted by Sonic Acts of :

- Kurt Hentschläger (Stedelijk Museum Amsterdam, Feb 2015)
- Anthony Mc Call (in collaboration with the EYE-Filminstitute Amsterdam, 2014)
- CM von Hauswloff & Mike Harding (at STEIM Amsterdam 2013)

NOMINATIONS

- * Selected as semi-finalist in a contest Instrument Design, the Margaret Guthman competition at the Georgia Technical University in Atlanta (US) 2014, at Department Music Technology. (2014)
- * Nominated for the long-list of a short-story novel, published by Godijn Publishing (2018). End of September 2018 the participating stories are being announced.

GRANTS

- * Crowdfunding Platform (Voordekunst) to cover material costs to build the Splashbox. (2013)
- * The Amsterdam Fund for the Arts (2014) to organise Rammelfest
- * Stimuleringsfonds Creatieve Industrie (2015) to build a prototype based on waterdrops on a hot plate

PERFORMANCE ART:

- * Performing regularly with playable sound-sculptures in the Netherlands, Belgium and Germany, such as Urban Spree Gallery in Berlin, the Robodock Festival in Amsterdam, Urban Explorers in Dordrecht, Motor Schiff Stubnitz in Hamburg and cities like Brussels and Mainz and many more since 2006 until now. (With a break during 2016 and 2017).

EXHIBITIONS:

- * Exhibition about sound art in Melbourne, Australia in 2013.
- * Dutch Design Week 2012 in Eindhoven with an interactive sound sculpture the Rauschmaschine. Open for visitors to explore and play themselves. http://www.margrietkicks-ass.nl/picture_files/flipside.html
- * Participation with the Rauschmaschine in an exhibition on Futurism in Gallery Roodkapje in Rotterdam. Visitors were invited to play themselves on the instrument during one month. http://www.margrietkicks-ass.nl/picture_files/roodkapje.html
- * A sound walk designed for CBK Dordrecht (2009) http://www.margrietkicks-ass.nl/2009_files/tentoonstelling.html

ARTIST IN RESIDENCE

Most of the kinetic sculptures have been developed during an artist-in-residence period. For example:

- * Satellietgroep Den Haag, the coastal project called BADGAST in 2014.
- * Artspace Flipside in Eindhoven in 2013: Built kinetic sound sculpture "The Splashbox" based on underwater resonancies. Research about water, sound, resonance and video projection and light. http://www.margrietkicks-ass.nl/splashbox_files/Splashbox-updates.html#Flipside
- * Rhizomatic Artspace for artistic research in Amsterdam in 2012 Artistic research about projection combined with sculpture. Video mapping on my soundsculpture combined with live performance . http://www.margrietkicks-ass.nl/picture_files/rhizomatic.html
- * NDSM Treehouse, a creative hotspot in Amsterdam. I Built my sound sculpture the Rauschmaschine during a stay in NDSM in 2011 <http://www.margrietkicks-ass.nl/sound-quaker.html>

TEACHING:

LECTURES

- * Invited to provide an online lecture for an university in Scotland (Music Technology department), about my take on interactive sound sculptures. Because of my walking completely my own path in between the different art-forms, designing and building kinetic sound sculptures which can be interactive or combined with performance. (2014/2015)

WORKSHOPS

- * My self-developed workshop "asking stupid questions". This workshop trains participants to get rid of (unconscious) automatic mechanisms and exercises to observe precisely. It tries to break free of our habits to behave cool and act intelligent. Asking free questions is a huge liberation and encourages free thinking. The workshop takes place in museum of modern art de Pont in Holland (Tilburg) and invites the participants to look in a different way to modern art with the help of stupid questions (2015) <https://www.facebook.com/WorkshopDommeVragenStellen>
<http://dommevragenstellen.nl>

ART INSTALLATIONS AND THEATRICAL ENVIRONMENTS:

- * Worked for theater-group Dogtroep, assisting with a technical art-installation and theater-show "CARWASH", built on a trailer (2005)
- * Worked for the organisation Hummelinck and Stuurman, assisting with a big background decoration piece for theaters consisting of mechanical flowers growing slowly during the piece (2012).
- * Worked for opera and ballet, technical assistance and building and breaking down backgrounds and requisites. (2015-2016)

INTERACTIVE ENVIRONMENTAL ART INSTALLATIONS:

- * 2012: During BLIKOPENER FESTIVAL in Delft

RELEASES:

January 2015:

Bandcamp release: If the ocean was square and filled with bits.
Connected to this album there's a video clip on Vimeo.

<https://margrietkicks-ass.bandcamp.com/album/if-the-ocean-was-square-and-filled-with-bits>
<http://vimeo.com/113127990>

November 2014:

Selected in a compilation of sound works of female composers working professionally in the sonic field, from all over the world (Vietnam, China, South Africa, Bolivia, Venezuela, Mexico, Australia, Europe and the US) called Urban Arts Berlin.

<https://urbanartsberlin.bandcamp.com/album/synthesis-vol-1>

September 2014:

Initiated SOS save MS Stubnitz Release together with Lukas Simonis. This online compilation contains 30 tracks of actual sound artists to support the German cultural ship Ms Stubnitz. Because this vessel moored several times in Rotterdam and Amsterdam, we decided to look over the borders of our country, to support this international important crossover initiative. Some tracks were played on the concertzender recently.

<https://dutch-experimental-musicscene-supports-ms-stubnitz.bandcamp.com/>

From 2004 until now: developing and building (interactive) soundsculptures

(KINETIC) SOUND SCULPTURES IN CHRONOLOGICAL ORDER BACK IN TIME:

Gaia-Resonance (2018) collaboration with Dewi de Vree

Drops on a hot Plate (2015)

Sound-case (2014/2015)

Splashbox (2013/2014)

Rauschmaschine (2010/2012)

Noise-lab (2007/2009)

Pneumatix (2005/2006)

Krankenhaus (2004)

