Programme Storytelling in Classical Music

11:00 – 11:30
Arriving at the Theater Heerlen, coffee/tea

Contextualizing storytelling

11:30 – 11:50
Welcome and introduction by prof. dr. Peter Peters (director Maastricht Centre for the Innovation of Classical Music) and dr. Veerle Spronck (associate lector at HKU University of the Arts Utrecht)

11:50 – 12:20
Presentation by Jeroen Vanacker (artistic director Concertgebouw Brugge)
On storytelling in classical music programming
How can 600 years of classical music connect with what is alive and important today? What universal and timeless stories are hidden behind the notes? The Concertgebouw in Bruges has been working with themes for seasons and festivals for 15 years, and is increasingly focusing on stories that connect with the lives of a wide diversity of people. Storytelling not only makes a difference at project level, but also at season and festival level! Jeroen Vanacker presents his vision on storytelling with classical music.

12:20 – 12:40
Presentation by dr. Maarten Overdijk (visual artist and researcher mixed reality spatial design at HKU Creative Technology)
On spatial narratives

12:40 -13:00
Presentation by dr. Christian Roth (media psychologist, lecturer interactive narrative design and meaningful game design at HKU Games & Interaction)
*On interactive digital storytellin*g

13:00 – 14:00
Lunch

Part II: Rehearsing Storytelling

14:00 – 15:30
Two parallel working sessions

Parallel working session 1: Developing classical music stories
Interactive working session In which the participants explore and compare various strategies to give meaning to classical music through storytelling.
T&P Lounge

Parallel working session 2: Storytelling through sound and space
Interactive workshop in which participants learn to explore and create spatial narratives
ING zaal

15:30 – 15:45
Plenary closing

16:00 – 18:30
Attending the dress rehearsal of *De Verhal-ententoonstelling*

Dinner on your own

20:30 – 21:45: Attending the concert-experiment *De Verhal-ententoonstelling* (optional)