PRESS RELEASE — FESTIVAL OF AUGMENTED DANCE
Oulu, Finland, November 2026

Where Dance Meets Technology: Festival of Augmented Dance Brings Six Days of International Performance to Oulu

A dancer's movement becomes a stream of data, driving sound and light in real time. The audience guides a performer's actions straight from their own phone. The Festival of Augmented Dance — Finland's first festival dedicated to the dialogue between dance and technology — brings international artists from Hungary, Spain, Sweden, Estonia, the Netherlands, Poland, Canada and Taiwan to Oulu from 23–28 November 2026, in works where sensors, algorithms, virtual reality and live broadcasts meet the human body. For many of us, daily work revolves around exactly the networks and systems the festival's works examine. The Festival of Augmented Dance looks at them from an unusual angle: not through the screen, but through the body. Presented by TaikaBox as part of Oulu2026, the festival runs across the free Festival Lounge at Itu Artlab and the ticketed main programme at Kulttuuritalo Valve.

“We want the Festival of Augmented Dance to show that technology doesn't have to be seen as a cold, hard element — the opposite of the human body and of dance — but can instead be experienced as a ‘living’ continuum of embodied expression, one that lets us explore deep questions about what it means to be human,” says Tanja Råman, Artistic Director of TaikaBox and producer of the Festival of Augmented Dance.

The festival mood can be felt on the street a week early: from 19–28 November, the windows beside Kulttuuritalo Valve's front entrance turn into a screen as night falls, showing the dance video work 65°N (created together with hundreds of Oulu residents) daily from 16:00–22:00 — first as part of Lumo Light Festival, then continuing throughout the Festival of Augmented Dance until Saturday 28 Nov.

Festival Lounge — Itu Artlab, 23–28 November, 16:00 - 21:00, free entry

At Itu Artlab (the Festival Lounge, 23–28 November), the whole week is a free peek behind the scenes: the festival opens on Monday 23 November at 18:00 with an evening to meet the artists over coffee. The programme includes video works, Marta Kosieradzka's exhibition and performance: Material Landscapes of Impermanence, Amit Palgi & Matunda Groenendijk's VR experience Cycle, and Ongoing Realities' AR-enhanced photography exhibition and animated choreography. The dance films run in the window all week, alongside two artist encounters: a conversation with Romanian arts & science collective Marginal on Wed 25 Nov and a Meet the Artist event on Thu 26 Nov.

Main programme — Kulttuuritalo Valve, 25–28 November, tickets €17–28

At Valve, four very different evenings run from 25–28 November — a journey from gravity to the

Northern Lights, from privacy to mental health:
The week opens on Wednesday 25 November with a triple bill (85 min), created in collaboration with TaikaBox: sensor technology from Belgium's Pipo Interfaces and software from Germany's Troikatronix turn movement into sound and imaginative visuals. Noora Juppi and Aino Palosaari open the evening by blending pole dance with classical music in A Song of Gravity. They're followed by five local dancers — Elina Tähtelä, Silja Tuovinen, Anniina Haapalainen, Maarit Utriainen and Milla Topi — joined by musician Jussi Alaraasakka in Porous, a collaboration with Japanese-German artist Yurika S. Yamamoto. The evening closes with Hungarian aerial acrobat Dorottya Podmaniczky, who floats mid-air in Deep Outside, making visible the effects of space travel on the body.
Thursday night belongs to the Northern Lights: Anna Borràs's Boreali (50 min) fills the room with light and scent at the centre of a 360° projection as the performance builds to its auroral climax.
On Friday 27 November, the audience becomes part of the work itself across a double bill (70 min): in (re), the audience directs performer Rebecca Green straight from their own phone to co-create an interactive performance, while Ongoing Realities' award-winning [e s c] (Innovation in Performance Award, Stockholm Fringe 2023) invites us to explore how social media algorithms shape our escape from reality.
The festival closes on Saturday 28 November with Chimerik 似不像's meditative piece SI(x) (70 min), on the fragility and sanctity of schizophrenia. (This performance contains flashing lights)

Dance Hack Summit for professionals — Oulu Theatre, Pikisali, 23–27 November, 9am–4pm

The same week, Oulu Theatre's Pikisali hosts the international Dance Hack Summit for dance and technology professionals (23–27 November, 9am–4pm), bringing together artists, researchers and coders for five days of knowledge-sharing and new collaborations.

Festival of Augmented Dance
23–28 November 2026, Kulttuuritalo Valve (Valve Cultural Centre) and Itu Artlab, Oulu, Finland
Tickets and full programme: taikabox.com/festival

Press contact: Tanja Råman, TaikaBox — tanja@taikabox.com, +358 44 981 73 48

TaikaBox
TaikaBox is an Oulu-based arts organisation, originally founded in the UK in 2010 by choreographer Tanja Råman and video artist John Collingswood, combining technology, movement, community and sustainability.

The Festival is supported by: Oulu2026, City of Oulu, Taike, OAMK, Valve Cultural Centre, Troikatronix and Pipo Interfaces.