

# GABRIEL WIDING

1983-10-21

Folkungagatan 160, 11630 Stockholm, Sweden  
gabriel.widing@gmail.com | +46-735707595 | [gwid.se](http://gwid.se)

## *Education*

- Degree of Master of Arts** in Aesthetics at Södertörn University.
- Bachelor of Arts in Art History** at Södertörn University.
- 2022 **Education MA, Higher Education and Flexible Learning**, Mid Sweden University. 15 ects.
- 2021 **Programming for artists**, Konstfack, University of Arts, Crafts and Design. 30 ects.
- 2018 **Driving license** for cars.
- 2018 **Research methods in practice**, Södertörn University College, 7.5 ects.
- 2014 **Somatic fields**, University of Dance & Circus. 7.5 ects.
- 2008 **Swedish master year in aesthetics** at Södertörn University College, 60 ects.
- 04/06 **Aesthetics, theory & practice**, Södertörn University College. 30 ects.
- 03-04 **Art sciences** at Södertörn University College. 90 ects.
- 02-03 **Contemporary aesthetics**, Södertörn University College. 60 ects.
- 99-02 **Media program**, 3 years of gymnasial practical education at Riddarfjärdsskolan.

## *Performance*

- 2024 Prototyping *Control game* with Nea Landin, funded by Swedish Arts Grants Committee.  
On tour with *Mobilized* at Riksteatern & Uniarts & Solmukohta larp conference and *Hör så tyst det är* at Bravo festival, Helsinki.
- 2023 *Mobilized*. Writer, director, coder. With Nea Landin. Performed at Højden, Uniarts & Tekniska museet in Stockholm, DansPlatsSkog in Hälsingland, Inter Arts Center in Malmö.
- 2022 *Mobilized prototypes*. Work in progress at Portal larp conference in Krakow, Knutpunkt larp conference in Linköping, Rupert Alternative education program in Vilnius, Stockholm scenario festival & Alternativfesten in Sandviken.
- 2020 *Hör så tyst det är*. Director. Made with Nyxxx. Commissioned by Regionteatern Blekinge-Kronoberg. The piece has been touring for 4 years in Uppland, Finland, Sörmland. Nominated for the Bibu award.
- 2019 *Fallet Exet*. Script writer & director with Ebba Petrén / Nyxxx at Teater Västernorrland.  
*Melancholia* director of participation, co-directed with Jesper Mases Berglund at Smålands musik och teater. Based on von Trier's movie.
- 2018 *Twelve talking dolls: The Subjects* artistic director with Nyxxx at Orienteatern & Inkonst.  
*Tolv talande dockor: Känslorna* artistic director with Nyxxx at Scenkonst Sörmland.  
*Processen*, (Kafka's The Trial), script and co-director (with Ebba Petrén & Ragna Wei) at Borås stadsteater.  
*Frictional realities*. Artistic consultant. Virtual reality with Noah Hellwig at Riksteatern.
- 2017 *Tactical meditations*, artistic director, performed at Calle Libre festival, Vienna.  
*Nattens gudinna* (Goddess of Night), script writer and director. With Nyxxx at Uppsala Stadsteater.
- 2016 *Tactical meditations*, performance made with Nyxxx. Turteatern in Stockholm, Inkonst in Malmö, Charlottenborg in Copenhagen.
- 2015 *Join*, script & artistic direction of performance made with Teater Insite, performed at Bastionen, Malmö.

Artistic development, 8-week project at Riksteatern with Ebba Petré.

- 2014 *Din inre röst* (Your inner voice), script writer & director. At Ung scen/öst, Östergötland. This piece toured for many years in Sörmland, Finland, Västra Götaland for ~5000 school kids.
- Human Agency*, script writer and artistic director. With Nyxxx at Inkonst, Malmö & Turteatern, Stockholm.
- 2013 *Drömdykarna*, (Oneironauts) script writer & director at Unga Dramaten, Stockholm.
- 2012 *Avatarvaro*, (The Avatar Condition) Performance at Inkonst, Malmö.
- Visiting grant to Performing Arts Forum, France from Swedish Arts Grant Committee.
- 2011 *Avatarvaro*, (The Avatar Condition), script writer & artistic director. Performance at Turteatern, Stockholm.
- The Infinite Conversation*, hosting and performing in Lundahl & Seidl's pitch black performance at Magasin 3.
- Staged Larceny*, performance with Pekko Koskinen/Reality Research Center at Baltic Art Festival in Helsinki.

## Games & roleplays

- 2022 *Inferno speeddate*, mobile based physical speed date. Commissioned by Kulturhuset Stockholm for "kulturnatten" (museum's night). Performed repeatedly at Riksteatern member gatherings.
- 2022 *The Unquiet Veil*, artistic consultant and host of Áron Birtalan's scenario. Performed at Uniarts in Stockholm, Das graduate school in Amsterdam and Hägerstens medborgarhus.
- 2021 *Ekstasis*. Script writer & director. App-based scenario. Made with Nyxxx.
- 2017 *X-dimensional card game*. Collective storytelling game created with Liv Kaastrup Vesterskov, Thom Kiraly & Ebba Petré. Production by InSite, Malmö.
- 2014 *The Hospitality*, performance game commissioned by Göteborg dans & teater festival, played at Stockholm Scenario Festival & Grenselandet in Oslo 2015. Translated to french and played internationally.

*Artist Survival Simulator*. Web based game on the conditions of being an artist.

- 2013 *Bureau & Agent* cell-phone based game played at Lekklubben & Malmö Playdays in Malmö
- 2012 *2027 – Life after Capitalism*, concept development and script writing for a larp about participatory economy and sustainability, with Teater K.
- 2010 *Anti-racist role-playing* scenario for Arbetarnas Bildningsförbund.
- 2009 *The Artists*. Reality game design for tv-broadcasters at the Company P
- 2007 Sms-coordinated street games for Green hat people.

## Teachings

- 2024 **Generative image creation, Digital storytelling** (guest teacher) & **Interactive Storytelling** (course leader) at BTH\*.
- Workshop on play and participation** at the course Introduction to the expanded performance art field, Stockholm University of the Arts.
- 2023 **The Imagining Body**. 5 week course at the dance department of Uniarts, Stockholm. With Áron Birtalan.
- Artist talk** at Inter Arts Center, Malmö.
- 2022 **Game design & scenario making for artists**, workshops with Áron Birtalan at Rupert alternative education program in Vilnius & Uniarts ba theatre students in Stockholm.
- Introduction to Media Technology**, Focusing on Digital Visual Production at BTH\*.
- Generative image creation**, workshops in coding with Processing at BTH.
- 2021 **Visual aesthetics**, BTH.
- Interactive Storytelling**, BTH.
- 2020 **Visual aesthetics**, online lectures and tutoring at BTH.
- The audience as community**, online lecture at the course Communitas at Stockholm University of the Arts.
- Interactive Storytelling**, Lectures & workshops at BTH.
- 2019 **Visual aesthetics**, seminars at BTH.

- 2018 **Visual aesthetics**, lectures at BTH.  
**Kafka – guilt & responsibility**, a talk at Borås kulturhus.
- 2017 **Participatory design & artistic methodology**, workshops & talk at Uniarts, Stockholm.  
**Visual aesthetics**, lectures and seminars at BTH.
- 2016 **Visual aesthetics**, seminars at BTH.  
**Notes on the black box**, lecture and workshop on physical improvisation at Larpwriter summer school, Lithuania.
- 2015 **Interactive performance art**, lecture & workshop at the Participatory Storytelling course, Uniarts, Stockholm.  
**Bodies in live action role-play**, keynote talk on Knudepunkt conference, Denmark.
- 2014 **Voice, body, direction**, lecture at Audiowalk course, Uniarts, Stockholm.  
 Visual aesthetics & cultural studies. BTH.
- 2013 **Game aesthetics & cultural studies**. BTH.
- 2012 **Game aesthetics & cultural studies**. BTH, Karlshamn.
- 2011 **Art history & game aesthetics**, BTH.
- 2010 **Game aesthetics & cultural studies**. BTH. Art history & game aesthetics, BTH.
- 2009 **Game aesthetics & cultural studies**, BTH, Karlshamn.  
**Participation design**. Workshop at the Choreography master program, University of Dance & Circus.
- 2008 **Verklighetsspel**. Talk on reality games at Stockholm Games Con.  
**Deltagarkultur**. Lecture on participatory arts at ABF.  
**Game aesthetics and cultural studies** at BTH.
- 2007 **Games in city spaces**. Lecture at Beckmans, Stockholm.  
**Games & play in city spaces**. Lecture with Andrea Nordwall at Konstfack.  
**Game aesthetics & cultural studies**. BTH.
- 2006 **Game aesthetics & cultural studies**. BTH.
- 2005 **Games and play in city spaces**. Lecture with Andrea Nordwall at Konstfack.

- 2004 **What is participation?** Lecture on at Solmukohta conference, Helsinki.  
 \* BTH is short for Blekinge Institute of Technology, Karlshamn. Usually courses at the Digital games or Digital image bachelor programs.

## *Writings*

- 2024 *Against design* an article in larp conference anthology for Solmukohta. Written with Andrea Nordwall.
- 2023 *Regitankar om interaktivitet och deltagande publik* (A director's thoughts on interactivity and participating audiences) published by Techformance.
- 2021 *Artes Participativas*, (Deltagarkultur, 2008), published in Portuguese/Brazilian, translation by NpLarp / Editora Provocare.
- 2019 *Öppet brev* poetic text in Tidningen Brand #1 2019.
- 2013 *Publik i handling* (Audience in action) article at Gothenburg city theatre forum, Teaterrummet.
- 2012 *Och nu då?* Tidningen Brand #2 2012.  
*Labyrinth of possibilities* article in States of Play, ed. Juhana Petterson.
- 2011 *Enjoy it while it lasts* essay in Talk Larp - Provocative Writings from KP2011, ed. Claus Raasted.
- 2010 *6 common mistakes in live role-playing design*, essay in *Playing Reality*, ed. Elge Larsson.
- 2009 *Textual Ruptures*, essay in the anthology *To Do*, edited by Thelander & Jacobson.  
*Kokoro, some notes* in *The Swedish Dance History*, art book edited by Inpex.
- 2008 *Deltagarkultur* (Participatory arts). Book written with Kristoffer Haggren, Elge Larsson & Andrea Nordwall. Published on Korpen förlag, Göteborg.  
*Staden är ett territorium*, article in *Fältbiologen* #4/08.
- 2001-2007 Editor of *Interacting Arts* and writer of forgotten texts.