Soni*Celegans*

Artificial nematodes explore a visually active arena, rich in memories.

Movement I: Human performers learn to generate music based on nematodes' locomotion. Nematodes control the outcome of this interaction.

Movement II: Human performers create music that controls nematodes' locomotion. Humans teach the nematodes to navigate, guiding them with music. Humans control the outcome of this interaction.

Movement III: Both partners, humans and nematodes, learn via an ongoing conversation. Performers are guided by the locomotion of artificial nematodes, and in turn, they teach a second group of nematodes how to navigate. The experience of Movements I & II is the background of this act. The outcome is shaped by the dialogue between the two.