

DuvTeatern & Carl Knif Company



Sense of Hope

Carl Knif COMPANY 10

Choreography: Carl Knif, Emil Nordman

Text: Emil Nordman

Dance: Emil Nordman, Eero Vesterinen

Scenography, video & light design: Joonas Tikkanen

Sound design: Janne Hast

Costume design: Karoliina Koiso-Kanttila

Hair and makeup design: Maria Karhu

Assistant at rehearsals and performances: Sara Sandén

Technical producer: Anttoni Halonen

Costume production: Nina Ukkonen

Set construction: Joonas Tikkanen, Anttoni Halonen, Kaba Assefa

Assistant to Sound Designer: Ville Leppilahti

Production: Annina Blom (DuvTeatern), Essi Brunberg /
Pragma Helsinki (Carl Knif Company), Marjo Pyykönen (Carl Knif Company),
Sara Sandén (DuvTeatern)

Artistic sounding board: Mikaela Hasán

Hosts: Ragnar Bengtström, Annina Blom, Marina Haglund,
Mikaela Hasán, Yvonne Heins, Charlotte Karlsson, Tanya Palmgren

Assistant: Sara Haapalahti

Photo: Yoshi Omori

Graphic design: Susanna Raunio

Trailer: Jonatan Sundström

www.duvteatern.fi | www.carlknifcompany.com



Sense of Hope is a dance piece about light and darkness, about anger and reconciliation and about finding balance and joy in life after a difficult experience. The piece combines text and movement. The texts are written by Emil Nordman and capture his own experiences of bullying and depression. The choreography and the audiovisual design of the piece are inspired by the dancers Emils and Eeros shared love for video games, manga and martial arts. Through the piece we learn about how Emil eventually found light in his darkness, a sense of hope.



EMIL ABOUT DANCE When I dance I play scenarios in my head with existing stories and my own made up stories of what kind of character I am. Sometimes dancing feels like a meditation to calm my mind, body and soul and sometimes it feels intense like I'm venting out my suppressed emotions.

Before I felt like a nervous wreck dancing together with someone, but now it doesn't feel so bad, trust is all you really need for it to work.

EMIL ABOUT VIDEO GAMES When I was younger I played just for fun and challenge, but as an adult I am fascinated by the mechanics, the graphics, the music, the art and the story of video games. Through video games I get to explore sensitive topics in the safety of my own home without being judged. It has also given me insight and self-awareness about the world around me.

One of my favorite games is Gris (Gris is Spanish for Gray), developed by Nomada Studios. It is a good representation of grief which we all end up experiencing in life. I've learned that if you don't take the time to grieve you will only destroy yourself on the inside.

EERO ABOUT DANCE When I dance I participate in the world around me more fully than when I only observe it. My whole body is involved. And it's such a joy and freedom!

When dancing with a partner it becomes a communication that goes beyond words and thoughts into something more primitive, reacting to the impulses and rhythms of another body with the rhythms of mine. And for a little while, you can feel a connection and an empathy with the bodily experience of someone else in a very real way.

EERO ABOUT VIDEO GAMES I've been a gamer for most of my life. I often choose to play RPG:s (roleplaying games) or other story-focused games on consoles too, as those types of games resonate with me most. It's always the story that hooks me. And I love how some stories can only be expressed through games, where you as the player are put in charge of the main characters' story and decisions, experiencing the journey as the protagonist, not just from their point of view. Gaming has brought me many hours of joy (and other emotions) and a surprising amount of thoughtful introspection about our world and the people in it.