

Transitioning the AlgoRythmics project from the dance floor to the stage

Zoltan KATAI

Department of Mathematics-Informatics , Sapientia Hungarian University of Transylvania

katai_zoltan@ms.sapientia.ro

The AlgoRythmics project, an undertaking spanning a twenty-year period, has embarked upon a noteworthy juncture wherein it converges the realms of computer science and the performing arts. The project has garnered widespread international acclaim for its dance choreography illustrations, which offer compelling visual expositions of foundational computer science algorithms, with a particular emphasis on algorithms related to search and sorting strategies [1][2][3]. Building upon the foundation of this achievement, the research collective has recently undergone a transition from the milieu of dance floors to that of theatrical stages, introducing an inventive modality to elucidate intricate computer science algorithms, encompassing methodologies such as greedy algorithms and dynamic programming, through the medium of captivating short films.

The created performance encapsulates a thematic ethos reminiscent of escape rooms, thereby imbuing the visualization of algorithms with an element of captivating engagement. This transformative enterprise is characterized by a synergy with a proficient choreographer hailing from a University of Arts, in tandem with an adept cinematographer, thereby effectuating a seamless transmutation of painstakingly devised algorithmic scenarios into enchanting theatrical performances. By virtue of its collaborative efforts with art students affiliated with the University of Arts, the AlgoRythmics project assumes a pioneering role in promulgating an interdisciplinary confluence of computer science and the performing arts, thereby pushing the frontiers of collaborative endeavors and ensnaring the collective attention of audiences in the process.

References

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