

## CALL FOR PAPERS

The Department of Art Theory, the Department of Pedagogy and Psychology, and Vályi Rózsi Library, Archives and Dance Research Centre of the Hungarian Dance University sincerely invite you to participate at the

## **2<sup>nd</sup> INTERNATIONAL CONFERENCE ON DANCE AND DIGITALIZATION**

**September 25th, 2026**

**Venue:** Hungarian Dance University, 1145 Budapest, XIV. Columbus u. 87–89., [www.mte.eu](http://www.mte.eu)  
**Conference website:** <https://icdd.mte.eu/>

The conference aims to fully present the relationship between dance and digitalization. Themes include the creation of digital databases related to dance, archiving dance and the scientific use of these resources. The relationship between dance and social media, the link between the physical and digital worlds, new tools and art forms in choreography, the role of digital platforms in dance education and the use of AI in dance will be discussed. Theoretical or empirical papers as well as workshops are welcome in the themes below.

**The topics of the conference**, as proposed by the Program Committee, are as follows:

### **Dance and Digital Resources**

- **Building and Utilizing Dance Databases:** This session could explore the creation and curation of digital databases specific to dance, including historical footage, choreography scores, and critical essays.
- **Research and Discovery Through Dance Databases:** Workshops on how to effectively search dance databases for research purposes, including finding scholarly articles, historical documents, and performance videos.
- **The Impact of Digital Databases on Dance History:** Presentations exploring how digital databases are changing the way we study and understand dance history, making previously inaccessible materials readily available.
- **Archiving and Preserving Dance through Digital Tools:** Expand this session to highlight the role of digital databases in preserving dance. Discuss best practices for creating and maintaining digital dance-related archives.

### **Dance and Social Media**

- **Building a Dance Audience with Social Media:** Workshops on how dancers and dance organizations can effectively utilize social media platforms like Instagram, TikTok, and YouTube to reach new audiences, build communities, and promote their work.
- **The Impact of Social Media on Dance Trends and Challenges:** Presentations exploring how social media has created new dance trends (like viral TikTok challenges) and the challenges dancers face, such as pressure for perfection and unrealistic body image expectations.
- **Promoting Dance Through Social Media (and online presence):** Expand on this existing topic by showcasing successful social media campaigns by dance companies, institutions and individual dancers. Analyze effective strategies and best practices for content creation and audience engagement. Examining the role of social media in building communities.

### **Bridging the Physical and Digital — New Tools and Art forms**

- **Virtual and Augmented Reality Performances:** Exploring how VR and AR can create new dance experiences for audiences and dancers and how improvisation and real-time decision-making works in a digital environment,
- **Motion Capture and Digital Dance:** Discussing the use of motion capture technology in dance creation, preservation, and education.
- **Live Streaming and Interactive Dance:** Investigating the possibilities of live-streaming dance performances and creating interactive experiences for online audiences.

- **Wearable Technology in Dance:** Showcasing how wearable tech can be used to enhance movement, create data-driven choreography, and connect dancers to audiences.
- **Algorithmic Choreography and Machine Learning:** Exploring the use of AI and machine learning to create new forms of dance movement and composition.
- **Dance and Interactive Media Installations:** Examining how dance can be integrated with interactive media installations to create immersive experiences.

### Digital Tools and Dance Education

- **Using digital tools and media in dance education.** Explore, e.g. the video as a choreographic tool, a self-reflective method, and/or as a tool for course material development. This may include re-viewing, analyzing movement, new forms of documentation and score-making. Discuss media as an active partner in creating and structuring the movement.
- **Digital Platforms for Dance Education:** Discussing how online platforms can be used to make dance education more accessible to a wider audience.
- **Using VR and Immersive Learning in Dance Education** to develop spatial awareness, transforming the sense of presence, and creating immersive learning environments. VR can also open up new possibilities for the spatial and perceptual reorganization of choreographic thinking.

### Dance (Education) and AI as a Creative Partner

- **AI Choreography and Composition:** This session can delve deeper into the use of AI for generating new dance movements, creating variations, providing starting points for improvisation and supporting compositional decisions. Explore different AI models and their capabilities, showcasing examples of AI-generated choreography.
- **Human-AI Collaboration in Dance Creation:** Presentations on how choreographers and dancers are collaborating with AI to create innovative dance pieces. Discuss the unique challenges and opportunities that arise from the relationship to algorithmic systems, as well as the dynamic relationship between the performer and the technological interface.
- **AI-powered Dance Education Tools:** Workshops exploring how AI can be used to create personalized dance learning experiences. Imagine AI systems that provide feedback on technique, suggest exercises, or even personalize dance routines based on individual abilities.
- **Using AI for Costume and Set Design:** Explore how AI algorithms can be used to generate new and innovative costume and set designs for dance performances, potentially inspired by movement data or musical themes.
- **AI for Dance Analysis and Injury Prevention:** Presentations on how AI can be used to analyse movement patterns and identify potential risks for injury in dancers. This could lead to the development of AI-powered training programs that promote better technique and injury prevention.

### The Future of Dance

- **The Impact of Digitalization on Dance Careers:** Discussing how digital tools are changing the way dancers work, train, and find jobs.
- **The Ethics of Dance in a Digital World:** Exploring the ethical considerations of using digital tools in dance, such as data privacy and ownership.
- **The Ethical Considerations of AI in Dance:** Discussions on the ethical implications of using AI in dance, such as potential biases in AI algorithms, ownership of AI-generated work, and the role of human creativity in the age of AI.
- **Redefining Dance in the Digital Age:** Discussing how digitalization is challenging and redefining traditional notions of dance.

**Language:** English

### **Participation fee**

There is no registration fee for the conference.

### **Important dates**

- Deadline for abstract submission: **17 May 2026**
- Decision on submissions: **14 June 2026**
- Full-paper submission: **29 November 2026**

### **Types of proposals**

- Section presentation (15 min presentation + 5 min discussion)
- Symposium (60 min for presentations + 20 min discussion)
- Interactive workshop (45–60 min)

The keynote speaker(s) will be invited by the Program Committee.

A symposium incorporates at least three speakers (including the moderator) and at least one opponent on a closely related topic. A symposium participant may also apply to give a session presentation.

**Abstracts** (n: 1000-1500 characters) should include (1) the title; (2) the name(s) of the presenter(s) or contributor(s); (3) 3-5 keywords, and (4) the description of the topic, its novelty, the research methods, and the main results and the reference list of the most important 1-5 sources in APA 7 style

### **Abstract booklet**

A Hungarian–English bilingual digital abstract booklet of the submitted abstracts will be published and be available online by the conference's opening.

In the case of a symposium proposal, the application form should be filled out only by the symposium moderator, who should indicate the names of the other contributors.

### **Conference Proceedings Book**

The papers based on the presentations will be published in the conference proceedings book. The deadline for submission of manuscripts is **29 November 2026**. Presenters will be informed of the formal requirements at the same time as their applications are accepted.

**Conference Chair:** Mariann Gaál DLA

**Vice-Chair:** Prof. Katalin Lőrinc DLA

**Secretary:** Katalin Kempf

**Scientific Program Committee of the Conference:** Prof. Márta Fodorné Molnár PhD; Prof. Ilona Konkolyiné Kovács PhD; Prof. Katalin Lőrinc DLA; Dr. habil. Anita Lanszki PhD; Réka Asztalos PhD; Márk Gara PhD; Henrik Kovács PhD; Dorina Eszter Szente PhD; Ágota Tongori PhD

### **Organizing Committee**

**Chair:** Ágota Tongori PhD

**Members:** Prof. Ilona Konkolyiné Kovács PhD; Dr. habil. Anita Lanszki PhD; Prof. Katalin Lőrinc DLA; Réka Asztalos PhD; Andrea Daru PhD; Dorina Eszter Szente PhD; and Katalin Kempf.