

## Experience Report *immortal summit* by Lydia Östberg Diakité and BamBam Frost

Idea, choreography, performers, production:

Lydia Östberg Diakité and BamBam Frost

Costume design: Lydia Östberg Diakité,  
BamBam Frost

Composer: Holger Hartvig

Sound Design: Neda Sanai

Session Musicians: Holger Hartvig and Aase  
Nielsen

Set design: Lisa Berkert Wallard

Light design: Anton Andersson

Photography: Märta Thisner

Graphics: Ali-Eddine Abdelkhalek,  
EUROSTANDARD

Production: Johnson & Bergsmark, Nordberg Movement, Jessie McLaughlin (MDT).

Administration: Konstnärskollektivet Interim Kultur

Co-producers: Turnéslingan Tre scener (MDT, Atalante & Dansstationen), Norrlandsoperan,  
Dansehallerne och Life Long Burning – Towards a sustainable Eco-System for Contemporary Dance  
in Europe project (2018-2022).

Made possible with support by the Swedish Arts Council, City of Stockholm, Region Stockholm and  
the Swedish Arts Grants Committee



We started laying the foundation and creating the concept in the fall of 2019 while having a walk in Stockholm. Our meeting, as artists and collaborators, has been as close to magical as it can get so we asked ourselves. What should our first duo project be about? - it should be about greatness, delusions of grandeur and how far do they stretch?

From that very moment we have dug deeper into the concept of greatness, hugeness, bigness.

During our process we have taken a lot of time conversing about dance, culture, in Sweden, America and Cote d'Ivoire. Talking and dreaming about how we want to trust that "change is the everlasting truth" quote from Octavia Butler's Parable of the Sower, and ask actively how do we create a new path of or let's say inscribe ourselves into contemporary dance history of the Nordic countries. We have been tracing parallels of the premises of the representation of the black body in our multiple cultures, and from this creating the fictional landscape and narrative of *immortal summit*.

In *immortal summit* we took on different ideas of greatness. We worked with materials inspired by sports, superheroes, gods and popular cultural icons. We built characters from the idea of being remnants of humanity's obsession with being bigger than nature and created a dance practice where in every choice we would insist on being bigger, stronger and better. An impossible task. We criticize postcolonial history that has forced marginalized people to perform magnificently in order to be respected, by bringing ideas of greatness to their peak and making visible the absurdity of these ideas, just like the layers behind that work.

During the process we had some changes in our creative team, we invited a new artist to produce and compose the music and ended up creating the costume design ourselves because of lack of time and poor time planning. From this we learnt and will carry with us for future collaborations and projects, that the two of us, Lydia and BamBam, have very big visions and skill assets from the two of us combined. Before we start off with the creative team, we are gonna build the edges of the concept and ideas and then invite other artists to join. So that we can lead with the best of our abilities and have more room to play within and not rush and only focus on creating the finished piece.

Summing up the experience, we learnt more about our duo collaborations and how we share leadership within a creative process, when we should invite in a creative team and guide them for interesting and deep collaborations, and after showing 15 shows for around 500 audience members in total in 3 different cities we left the intense period inspired to bring all what we learned with us to new projects and continue traveling with *immortal summit* around Europe.