



## Unruhe

Kollektiv Unruhe's debut concert: the composer's collective and ensemble presents selected chamber and ensemble pieces, which showcase the work of eight young composers from Berlin. In their sound experiments they disturb musical conventions, exploring sounds from every facet, and letting them break up and collide again.

Di, 21/09/2021, 19:00 Uhr

UdK Berlin

Bundesallee 1-12, Berlin

# Programm

**José Luis Perdigón:** »ill-use II«

for bass flute, bass clarinet, tenor saxophone, percussion, piano, violin and cello (2020 UA)

**Anaïs-Nour Benlachhab:** »EXILS III«

for prepared piano (2018)

**Nik Bohnenberger:** »Sollbruchstelle«

for clarinet, alto saxophone, viola and cello (2020 DE)

**Ádám Bajnok:** »Three Bokuseki«

for alto flute, bass clarinet, violin, viola, cello, contrabass and timpani (2020 DE)

-Pause-

**Saemi Jeong:** »Schlingernd«

for flute, alto/baritone saxophone, piano, violin and cello (2020)

**Eli Simic-Prosic:** »Rebonds à Deux«

for piano and fixed-media (2018 UA)

**Luca Staffiere:** »Unbox III«

for six voice-performers (2021 UA)

**Beltrán González:** »in more ways than one«

for bass clarinet, percussion, piano, accordion, viola, cello and contrabass (2021 UA)

## **Ensemble Unruhe**

Malin Sieberns, Flute

Constance Morvan, Clarinet

Cheng Chen, Saxophone

Sebastian Lange, Saxophone

Tommaso Rocca, Violin

Bridget Kinneary, Viola

Jakob Seel, Cello

Adam Goodwin, Double-Bass

Ilona Perger, Piano

Seunghun Shin, Piano

Elisabeth Müller, Accordion

Eli Simic-Prosic, Electronics

Nik Bohnenberger, Performer

José Luis Perdigón, Performer

Moisés Santos Bueno, Percussion

Beltrán González, Conductor

## Unbox III : Childhood games from the performers

### ***Elisabeth Müller (Austrian)***

*Jenga. 54 quaderförmige Klötzchen, wovon je drei eine Reihe des Turmes bilden. Jede Reihe wird stets um 90 Grad versetzt aufgebaut. Nun beginnt das Spiel. Reihum zieht jede Spieler\*in ein Klötzchen heraus und legt es oben nach beschriebenem Schema wieder auf. Der Turm wird immer höher und instabiler. Wer wird die Person sein, die ihn zum Einsturz bringen wird?*

### **Elisabeth EN**

Jenga. 54 cuboid-shaped blocks, three of them form each row of the tower. Each row is always twisted by 90 degrees to the one below. Now the game begins. In turn, each player pulls out a block and puts it back on top according to the scheme described above. The tower becomes higher and higher and more and more unstable. Who will be the person that will cause the tower to collapse?

### ***José Luis Perdigon (Spanish)***

*Clase nocturna. Esto no es una historia de niñez, sino más bien una experiencia de adolescencia. Cuando terminamos el instituto salimos una noche a celebrarlo. Estábamos eufóricos. El año siguiente ya nos íbamos a la universidad y nuestras vidas iban a cambiar. A alguien, no se a quien, se le ocurrió un 'juego', entrar por última vez en el instituto y darnos una clase a nosotros mismos, en medio de la noche. Tras saltar la valla y forzar una ventana, logramos entrar. Éramos unos 15 alumnos, gritando y riéndonos. Cuando subí al segundo piso, comenzaron a sonar todas las alarmas y evacuamos el lugar como si fuéramos un ejército. La policía llegó a los 5 minutos, pero nosotros ya habíamos escapado. Ese fue quizás, nuestro último juego de 'niñez'.*

**José EN**

Night class. This is not a childhood story, but rather a teenage experience. When we finished high school we went out one night to celebrate. We were excited. The following year we were going to college and our lives were going to change. Someone, I don't know who, came up with a 'game': to enter the high school building for the last time and give a class to ourselves, in the middle of the night. After jumping the fence and forcing a window, we managed to enter. We were about 15 students, screaming and laughing. When I went up to the second floor, all the alarms started going off and we evacuated the place fast as if we were an army. The police arrived in 5 minutes, but we had already escaped. That was perhaps our last 'childhood' game.

***Nik Bohnenberger (Luxembourgish)***

*Doheem wunnen all meng Cousinen am selwechten Duerf. Do stinn di zwee Heiser vu menger Bom a mengem Cousin sou no beieneen, dass zweschent hinnen ee Geheimgank ass, duerch deen een laafe kann. Mir hu vill matenee gespillt, a wa mir eis eng Fantasiewelt erfionnt hunn, dann hu mir emmer missen duerch dee Gank laafen fir an déi aner Welt ze kommen. Mir hunn och mam Mond emmer sou ee Geräisch gema fir de Wiessel zweschen de Welten ze weisen.*

**Nik EN**

At home all my cousins live in the same village. The houses of my grandma and one cousin are so close to each other, that there is a secret path between them, that you can run through. We played together a lot and when we invented some kind of fantasy world we had to run through that path to transcend into the new world. We even made som special kind of noise with our mouth to show this passage between the two worlds.