Olof Misgeld, Senior Lecturer, Royal College of Music in Stockholm

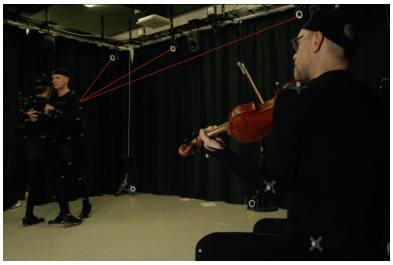
SonifyFOLK: Sonifying Movement in Music–Dance Practice

Introduction

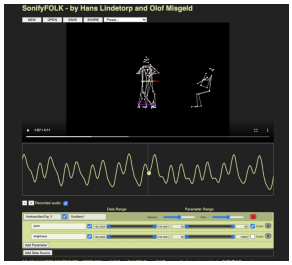
SonifyFOLK explores rhythm and meter in the shared practice of folk music and dance. Through sonification, data from dancers' movements is transformed into sound and brought back into the interaction.

Research question

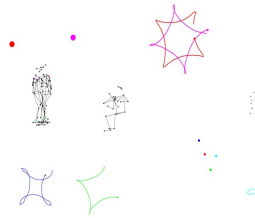
How can sonified movement inform and reshape the interaction between musicians and dancers?



Motion capture



Sonification
(Misgeld, Lindetorp et al. 2023)



Visualisation
(Misgeld, 2025)

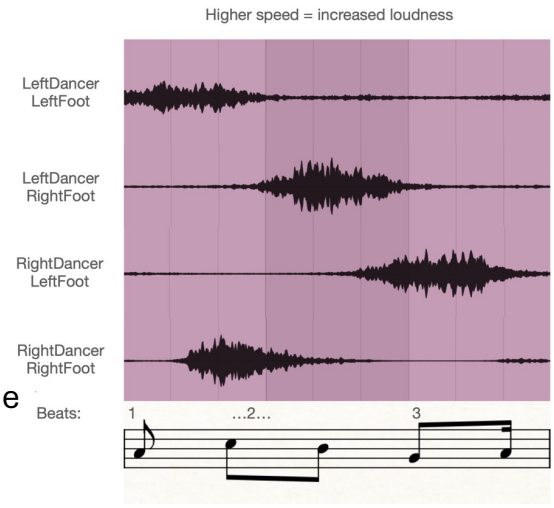
Dancing Dots
(Misgeld, Dregelid, Berchtold & Prett, 2022)

Earlier work

Together with dancers Ami Dregelid and Andreas Berchtold, I have used motion-capture recordings to create and explore soundscapes derived from dance movement. In the performance *Dancing Dots*, our live music and dance interacted with visualisations and sonifications created from these recordings.

Practice-based outcomes

- Sonifications and visualisations offer ways for us to investigate our shared music–dance practice.
- Sonification turns dance movement into audible rhythmic textures.
- Bringing movement back as sound creates new possibilities for interaction.
- The movement data and sounds we choose shape these interactions and reflect how we experience the interplay.



Ongoing experiment

Dancing BOX uses acceleration data from wearable NGIMU sensors. The data is sonified, looped live and used to control sound, creating an additional voice in the interplay between musician and dancer.

Scan for research, tools and examples

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