

# Portfolio



## ABOUT

Ailuros is a theatre company that has been creating immersive projects since 2009, allowing spectators to enter into a ritual that they experience physically through their senses and emotions. Through Ailuros' virtual, sensory, and participatory theatre, spectators step into another's shoes and take on a different role in order to understand diversity and connect with others. They do so without acting, remaining themselves, yet identifying with the hero of the story being told.

Understanding is the most important human act: it is the ability to see from another's perspective without losing one's own.

Ailuros employs experimental languages such as interaction with video and other interactive technologies, both in traditional theatres and unconventional spaces. It is a pioneer in Italy in the use of 360° technology and Virtual Reality visors applied to performance.

Ailuros creates multisensory paths and innovative scenic experiences, in which the audience is guided through symbolic spaces that awaken senses, memories, and emotions.

Always migratory and independent, the company reflects on the themes of journey, borders, labyrinth, and our relationship with nature.

Since its foundation, it has worked on projects focused on mobility and interculturality, supported by the European Union.



The aim of the performances is to overturn the spectator's point of view, enabling them to become travellers and co-creators of the narrative - thus breaking down the boundary between subject and observer.

Performance can become a tool for social transformation, encouraging the ability to understand others' realities, to put ourselves in someone else's shoes, to see the world through different eyes, and to explore interpersonal relationships.

#### PROJECTS

2024 - Collaborates with Tyet, Colectiva Internacional de Poética Sensorial (Italy-Spain-Colombia), and with La Carbonería de La Lola (Spain).

2024 - Project "sensoryVRgeneration", in collaboration with Legambiente.

2024 - Project "Senza Fissi Diritti", in collaboration with Open Gates and the City of Padua.

2023 - 2024 - Project "Antigone and Oedipus: Two Classical Myths for Social Inclusion", in collaboration with the company Hiparquía (Spain) and supported by the European Union.

2022 - Project "Social Square", Padua (City of Padua - Piazza Gasparotto network).

2021 - Project "Io vengo da non importa dove", Padua (City of Padua - Open Gates);

2021 - Project De NatVRa, Padua (Cu(ltu)ra - Solidaria - CSV).

2018-2019 - Project 360 G.R.A.D.I., Padua-Venice (Culturalmente - Cariparo Foundation - Open Gates - Hive Division).

2018 - "The Role of Technology in Contemporary Theatre in the Veneto Region", a project exploring the relationship between avant-garde theatre and technology (Ca' Foscari University of Venice).



- 2017 – Festival Arts in the Age of Transformation, Marrakech (Association of the Innovation of Morocco and Civilizations).
- 2017 - Film Forum Festival – International Film Studies Conference, Gorizia (University of Udine).
- 2016–2018 – Collaborates with composers and musicians on the Sinesthetic Concerts format, offering a different way of experiencing musical performance.
- 2015–2018 – Artistic director of theatre and dance programming at the independent cultural space Zephiro, Castelfranco Veneto.
- 2014–2016 – Project The Different Me, Veneto (European Union’s Youth in Action Programme).
- 2013–2014 – Project In Your Shoes, Veneto (European Union’s Youth in Action Programme).
- 2010–2011 – Project Over There, Veneto (European Union’s Youth in Action Programme).
- 2010 – Finestre di Teatro Urbano Award, Bologna.
- 2009–2010 – Project Le Città PerformAttive, Veneto (Young Producers of Meaning – Veneto Region).
- 2010 – Project Spaziculturali.it, Treviso (CSV).



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## QUELLO CHE MANCA

Interactive Performance

"Quello che manca" ("What is Missing") is a participatory and itinerant performance for 20 spectators at a time, blending sensory theater and virtual reality to create a deeply emotional and immersive journey. Inspired by a contemporary retelling of the myth of Aeneas, the performance explores universal themes such as war, identity, migration, home, and our connection to the places we inhabit.

Participants will be invited to metaphorically step into Aeneas' shoes, becoming protagonists in a journey that brings them closer to the experiences of refugees, migrants, and homeless individuals. Through tactile, sensory, and visual experiences (using VR headsets with 360° videos), they will reflect on the meaning of home, belonging, and loss.

Was Aeneas a refugee fleeing war? What if we had to set out on a journey, carrying our father on our shoulders and holding our child's hand? What ties bind us to the land and the people we call home? What do we leave behind? Who or what do we miss? A thread connects all those who embark on a journey. Spectators become travelers, searching for invisible passages that leave behind visible traces.

### The Experience

"What is Missing" offers a unique and immersive experience, bringing ancient myth into the present, examining the individual's relationship with the natural and urban environments they inhabit. Guided by live performers, participants physically interact with the actors while also wearing VR headsets for 360° video segments. Through tactile, sensory, and emotional experiences, participants reflect on universal concepts of home, belonging, loss, and memory, exploring their own personal stories.

### Technology & Nature

"What is Missing" seeks a balance between technology and nature, inviting participants to contemplate both aspects and discover new ways to interact with the world around them. By using digital technology as a tool for connection with nature, the performance encourages reflection on our impact on the environment. It strives to bridge the gap between technology and nature—two elements often seen as opposites.





**QUELLO CHE MANCA**

PRODUCTION Ailuros (2024)

CONCEPT & DIRECTION OF PERFORMANCE AND 360° VIDEO Barbara Riebolge

360° VIDEO SCREENPLAY Nicola Cecconi, Barbara Riebolge

360° VIDEO SHOOTING & EDITING Matteo Gaudiano | FILMenki

360° VIDEO CAST Sabrina Arteconi, Denise Forestan, Valeria Gianni, Simon Ibhasuote,

Carlotta Moretti, Chiara Pauletto, Chiara Pernechele, Daria Tonzig, Silvia Toso

360° VIDEO COSTUMES Giulia Possamai, Barbara Riebolge

360° VIDEO VOICEOVER Italian version: Barbara Riebolge - English version: Ramune

Kupsyte - Spanish version: Paloma Fernandez Yllana

PROMOTION Angela Aromando

GRAPHIC DESIGN Paolo Rampin

VIDEO TEASER Angela Aromando | FILMenki

SensoryVRgeneration

VIDEO LINK

<https://vimeo.com/1019435184>

<https://vimeo.com/933594801>

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## EDIPO ERRANTE

### Interactive Performance

"Edipo Errante" ("Wandering Oedipus") is a performance designed for 20 spectators at a time, inviting them to become travelers and experience Sophocles' Oedipus at Colonus through a contemporary reimagining of the myth. The travelers will step into the story, immersing themselves in a sensory and virtual experience, thanks to the use of 360° video VR headsets and direct interaction with the actors.

Oedipus is a stranger, cast out from his homeland, who, after a long exile, returns only to be expelled again in disgrace. He is without land, without ties, without roots—a wanderer, a traveler, a migrant.

Marked by exclusion, Oedipus is, as Jean-Pierre Vernant described, a hero out of place. He always arrives where he does not belong—not just in Corinth or Thebes, but also in Colonus, a small village near Athens, home to the sacred grove of the Erinyes, where entrance is strictly forbidden.

The inhabitants of Colonus order him to leave, to abandon that sacred land. But, like in the classic fairy tale motif, Oedipus is drawn to the forbidden forest—a dark, tangled, mysterious place that both frightens and fascinates him.

With courage, he confronts his darkest self, delving into his own vastness. This marks the beginning of a transformative journey, as if entering the forest meant returning home, or finally finding his place in the world.

And what about us? Do we feel more like Athenians or Oedipus?

At first, we may resemble the native inhabitants of Colonus, deeply rooted in our homeland, as naturally as a tree in the earth. But the performance invites us to play a game—to become Oedipus, to embrace wandering, and to embark on a journey that is both subterranean and celestial.

To be a traveler is to remember that inside and outside, staying and leaving, near and far, are always intertwined.





**EDIPO ERRANTE**



PRODUCTION Ailuros (2024)

CONCEPT & DIRECTION OF PERFORMANCE AND 360° VIDEO Barbara Riebolge

360° VIDEO SCREENPLAY Nicola Cecconi, Mattia Pontarollo

360° VIDEO SHOOTING & EDITING Matteo Gaudiano | FILMenki

360° VIDEO CAST David Blessed, Massimo Cappelli, Nicola Cecconi, Cristina De Piccoli, Antonia Donato, Giorgia Filippin, Ramune Kupsyte, Mattia Pontarollo, Giulia Possamai, Paolo Rampin, Lorenza Trentin

360° VIDEO COSTUMES Giulia Possamai, Barbara Riebolge

360° VIDEO VOICEOVER Italian version: Barbara Riebolge - English version: Ramune Kupsyte - Spanish version: Maria Del Oso

PROMOTION Angela Aromando

GRAPHIC DESIGN Paolo Rampin

VIDEO TEASER Angela Aromando | FILMenki

AntEd – Two Classical Myths for Social Inclusion

A theater-based education project on gender equality and immigration,  
by Hiparquía Teatro and Ailuros – Erasmus+ Program

VIDEO LINK

<https://vimeo.com/971415567>

<https://vimeo.com/971417495>

<https://vimeo.com/933689244>

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SPECIE ESTINTE - VR Experience  
Virtual Theatre Performance

"Specie Estinte, VR Experience" ("Extinct Species, VR Experience") is an interactive installation blending Immersive Theatre and Virtual Reality.

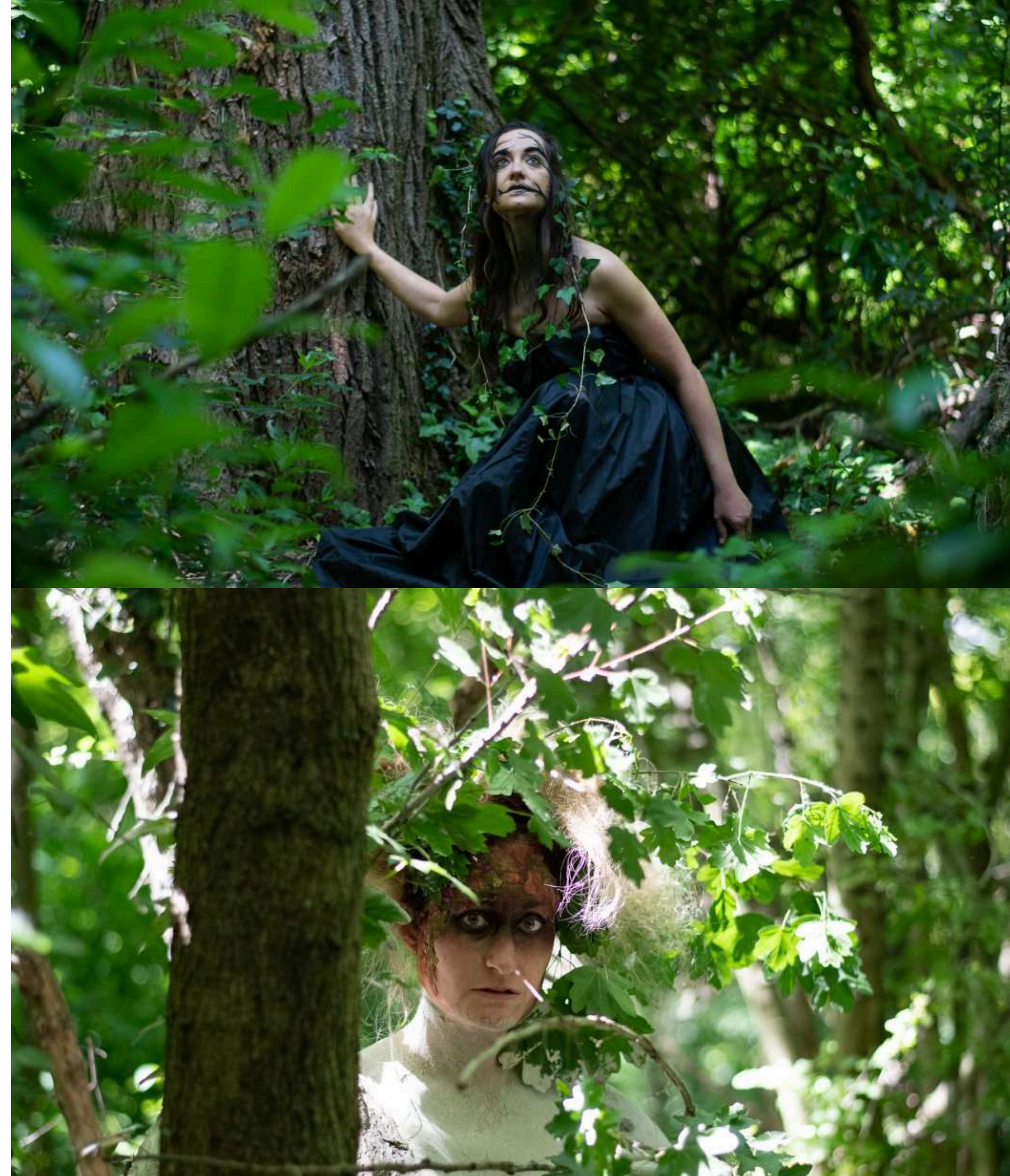
As they search for the Minotaur, spectators step into a landscape of symbolic natural settings, encountering a series of fantastical beings that embody the wild spirit of Nature. Wearing a VR headset and interacting with live performers, each participant undergoes a deep sensory, aesthetic, and emotional experience, ultimately rediscovering a sense of unity with Nature.

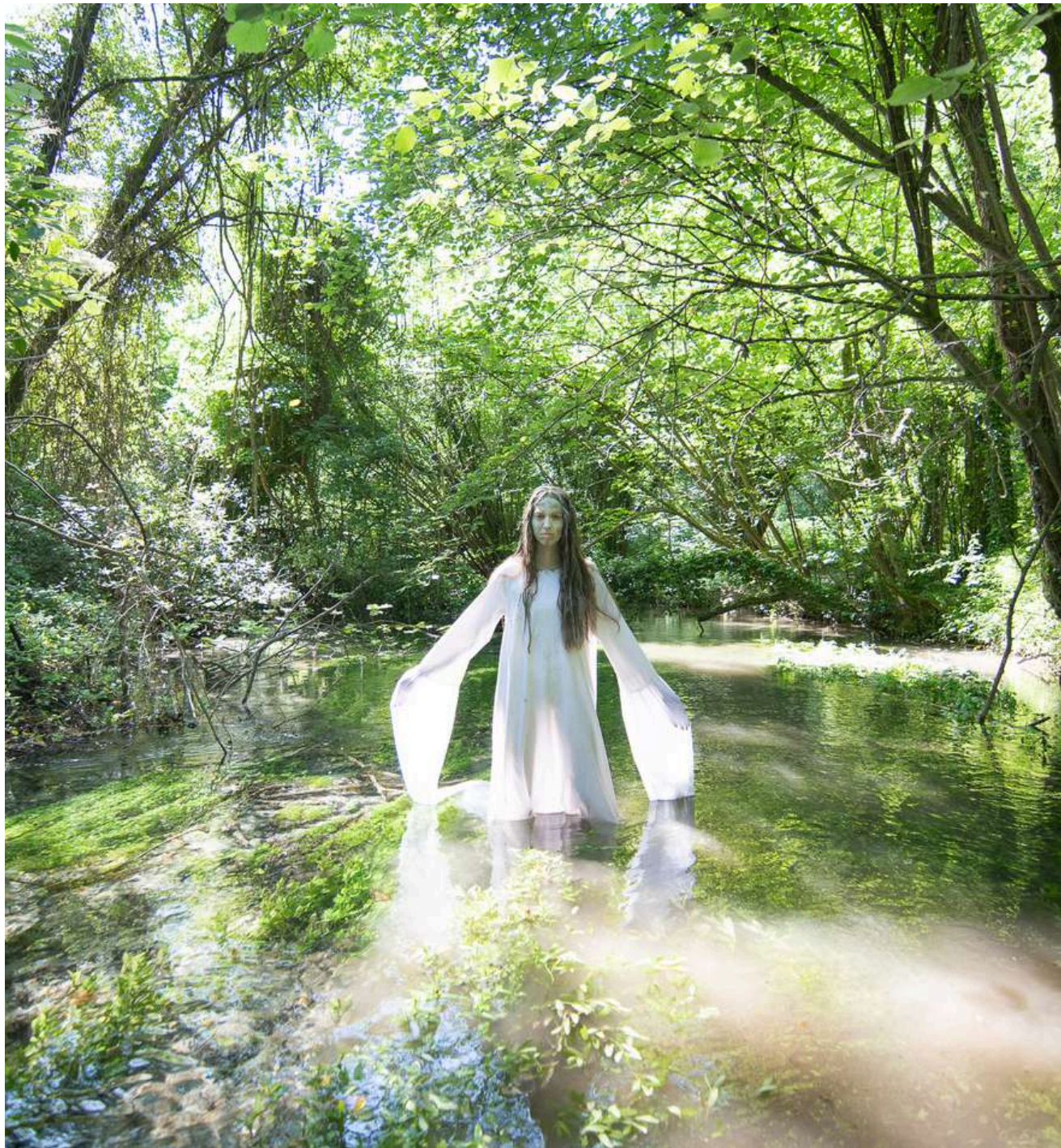
The journey toward the center—a confrontation with our own human monstrosity—unfolds through a series of shifting scenarios and expressive styles, ranging from everyday, colloquial language to esoteric and mystical tones.

"Nature loves to hide," said Heraclitus. The quest for the Minotaur thus becomes a search for wildness, an alternative to the alienation and loss brought by urban environments and indoor living. The spectator's urgency turns into a pursuit of hierophany—the revelation of Nature's sacredness—culminating in an initiatory journey of ritual gestures, guided by the Extinct Species.

Ailuros approaches this theme through the immensity of Nature, which surpasses all human attempts to comprehend—or save—it. Consistent with its decade-long artistic research, the project draws upon mythology and archetypes, offering a fresh lens on the present through a distanced perspective. The performance seeks to rediscover Nature's sacredness through a ritualistic, interactive experience, engaging audiences with contemporary languages and technology, at the dawn of the Synthetic Era.

The immersive VR experience, featuring 360° video, lasts approximately 10 minutes and is designed for one participant at a time, with multiple sessions throughout the day or evening.





**SPECIE ESTINTE - VR EXPERIENCE**

PRODUCTION Ailuros (2021)

CONCEPT & DIRECTION OF PERFORMANCE AND 360° VIDEO Barbara Riebolge

360° VIDEO SCREENPLAY Nicola Cecconi, Barbara Riebolge

360° VIDEO CAST Massimo Cappelli, Nadia Dal Sala, Elisa De Grandis, Antonia

Donato, Ramune Kupsyte, Andrea Moretto, Mattia Pontarollo, Giulia Possamai,

Paolo Rampin, Lorenza Trentin

360° VIDEO SHOOTING & EDITING Matteo Gaudiano | FILMenki

360° VIDEO COSTUMES Barbara Riebolge

360° VIDEO SCENOGRAPHY & COSTUME ASSISTANCE Giulia Possamai

360° VIDEO MAKEUP Nadia Dal Sala

360° VIDEO HAIRSTYLING Anita Mariotto

PHOTOGRAPHY Silvia Possamai

VIDEO TEASER Angela Aromando | FILMenki

VIDEO LINK

<https://vimeo.com/1048885225>

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SPECIE ESTINTE: dalla selva alle stelle  
A Participatory Itinerant Performance

"Extinct Species" are the fantastical creatures that spectators will encounter on their extraordinary journey into the Afterlife. A tragicomic bestiary, inspired by the imagery of Dante's *Divine Comedy*, will ironically guide the audience, inviting them to step into the role of a modern-day Dante.

"Extinct Species" is both a walk through nature and an initiatory journey across the three realms of the Underworld. These creatures are not just Dante-inspired mythological beings—infernal monsters, bestial guardians, divine muses, or unusual pagan and celestial guides—but also archetypes representing humanity's relationship with the Sacred and Nature.

The Supreme Poet begins his journey lost in the Dark Forest, an oneiric bewilderment that immediately forces him to confront his bestial nature. Just as he is ensnared, a playful Virgil arrives to lead him through a hellish world, a comedic mirror of our everyday lives.

But soon, the Extinct Species encountered along the way will challenge him once again to face different forms of both bestiality and humanity. Dante, with a healthy dose of self-irony, must come to terms with his own cowardice, undergoing trials that reflect violence against nature, the denaturation of mankind, and violence against others.

In his quest to find the lost path, he must rediscover either his bestiality or his humanity. Like in a video game, he will need to purify himself to advance to the next level, until he finally becomes a witness, an inspiration, and a spark to create a new constellation and once again see the stars.





**SPECIE ESTINTE - DALLA SELVA ALLE STELLE**

PRODUCTION Ailuros (2021)

DIRECTION Barbara Riebolge

DRAMATURGY Mattia Pontarollo, Nicola Cecconi, Barbara Riebolge

CAST Massimo Cappelli, Nadia Dalsala, Elisa De Grandis, Antonia Donato, Ramune Kupsyte,  
Andrea Moretto, Mattia Pontarollo, Giulia Possamai, Paolo Rampin, Lorenza Trentin

COSTUMES Barbara Riebolge

SCENOGRAPHY & COSTUME ASSISTANCE Giulia Possamai

MAKEUP Nadia Dalsala

PHOTOGRAPHY Silvia Possamai

VIDEO TEASER Antonio Caddeo | FILMenki

VIDEO LINK

<https://vimeo.com/690530660>

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THE GREAT MOTHER'S BONES - VR Experience  
An Interactive Virtual Reality & Immersive Theatre Experience

A journey into migration, myth, and rebirth.  
A fusion of Virtual Reality and Live Performance.  
The Great Mother's Bones invites the audience to step into the shoes of immigrants and asylum seekers, embarking on a perilous journey toward a new land. Inspired by the myth of Deucalion and Pyrrha—the only survivors of a divine flood in Greek mythology—the experience intertwines ancient storytelling with real accounts of contemporary migration, as shared by the asylum seekers involved in the performance.

A Ritual of Passage  
The performance transforms the audience into protagonists, guiding them through a metaphorical journey of survival and renewal. Participants embody either Deucalion or Pyrrha, setting forth on a path where they must perform symbolic actions, accompanied by a Mentor and guided by divine forces.

They encounter gods who unleash the storm.  
They listen to the Oracle's words.  
They witness the birth of a new humanity—emerging from the flood, transformed.

Survival is rooted in renewal.  
Humanity's resilience lies in its ability to evolve, to change itself before the world changes around it.

An Immersive & Sensory Experience.  
By interacting with live performers and wearing a VR visor, participants enter a deeply emotional and sensorial experience. They become active players in an unfolding ritual—where myth, migration, and personal transformation converge—ing awareness about mobility rights and the struggle to rebuild a life in a foreign land.



**THE GREAT MOTHER'S BONES - VR EXPERIENCE**

PRODUCTION Perilmondo Onlus | Ailuros | Hive Division & inVRsion (2019)

DIRECTION Barbara Riebolge

CAST Humphrey Aieminoho, Ana Cristina Fernandez Bermudez, Bubacarr Cham, Edith Omoeffe Ejenavi, Simon Ibhasuote, Abdulaye Mballo, Faith Omozoba, Hillary Onyeisi, Brenda

Barbara Osunde, Chiara Pernechele, Giulia Possamai

WRITTEN BY Barbara Riebolge

SCREENPLAY Nicola Cecconi

CINEMATOGRAPHY & EDITING: Mattia Gri

EXECUTIVE PRODUCER Valentina Paggiarin

SOUND DESIGN Jhon Montoya

COSTUME AND SET DESIGN Barbara Riebolge

SUPPORTED BY Fondazione Cariparo | Culturalmente 2017

SPECIAL THANKS TO Matteo Gaudiano, Paolo Rampin, Lorenza Trentin, Massimo Cappelli,

Lisa Cuccato, Linda Sutto, Stefano Protopapa, Polina Barinova, Stefano Pagana, Matilde

Bramati, Anna Maffizzoli, Francesca Venturin.



VIDEO LINK

<https://vimeo.com/372892432>

<https://vimeo.com/658497902>

<https://vimeo.com/763677358>

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## OPEN MAZE

### A Contemporary Performative Ritual

A Virtual Theatre Experience.

One spectator at a time.

Open Maze is an immersive performance exploring the labyrinth as a contemporary ritual. The audience, one at a time, is guided through a sensory and symbolic journey, encountering Ariadne, the Minotaur, and the ritual's priests.

By wearing a Virtual Reality visor while simultaneously interacting with a live performer, the spectator experiences both a digital and physical reality—a fusion of virtual vision and real-world touch.

### The Labyrinth as a Choreographic Space

An ancient theory suggests that the labyrinth is connected to dance, conceived as a spatial representation of movement.

Theseus, the hero who defeated the Minotaur, is believed to have been the first to perform the “Geranos” dance—a ritualistic movement symbolizing the twists and turns of the Cretan labyrinth.

Dancers followed one another in a winding procession, holding onto a rope or linking hands.

As Theseus reached the exit, the others were still tangled within the pattern, appearing trapped at the labyrinth's center.

Through this metaphor, the labyrinth becomes a symbol of isolation, while Ariadne's thread represents human connection and empathy—the key to finding a way out.

### A Journey Through Disorientation

The performance reflects on the feeling of being lost in the modern world, a sensation shared by both ancient and contemporary humans.

The spectator, stepping into the role of Theseus, must navigate a maze of wonders and unexpected turns. They are ultimately faced with a choice:

Follow Ariadne's thread and escape

Or remain inside the labyrinth.







## **OPEN MAZE**

PRODUCTION Ailuros – Hive Division & inVRsion (2017)  
CONCEPT Nicola Cecconi, Valentina Paggiarin, Barbara Riebolge  
DRAMATURGY Nicola Cecconi, Barbara Riebolge  
360 VIDEO CAST Nadia Brian, Nicola Cecconi, Paolo Rampin, Lorenza Trentin  
FILMING BY PanoptikonVR  
EXECUTIVE PRODUCTION Valentina Paggiarin  
VR SUPERVISOR Erik Carretta  
DIRECTION Barbara Riebolge  
TEXT Nicola Cecconi  
VOICE ACTING Barbara Riebolge (Italian), Kim Handysides (English)  
SOUND DESIGN Jhon Montoya, Geremia Vinattieri  
LIGHTING DESIGN Nicola Cecconi, Barbara Riebolge  
COSTUME DESIGN Barbara Riebolge

## **VIDEO LINK**

<https://vimeo.com/264837739>

<https://vimeo.com/307035522>

<https://vimeo.com/187338754>

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## WHAT ARE YOU DYING FOR?

### Interactive Performance

Once we've established that we all have to die, and reassured ourselves that every passing moment not only won't come back, but more importantly, brings us one step closer to death, we can finally relax and unfasten our seatbelts: it's merely a matter of finding a reasonable cause to sacrifice ourselves for. But at least, let it be fun!

Starting with the example of Muslim kamikazes, passing through the martyrs of democracy and the ascetic extremists of veganism, this is an ironic journey in search of a why behind all our choices. A furrow in which to place each of our daily actions, so that everything may fall—not into a divine plan perhaps—but at least into a human project.

In an age of rampant liberalism, invincible subjectivity, and dogmatic tolerance, the sole protagonist of this performance embarks on a personal journey through some of those extremisms that promise to give life meaning. But he can't take this trip alone: his companions are the spectators, with whom he not only shares experiences and reports of his endeavors, but also directly experiments with them on stage—actively involving the audience in the process.

Filming, recording, and photographing every step of the journey is a crucial part of this search. Mixing live performance with video projection, the actor brings real filmed mini-documentaries of his encounters with fundamentalism to the stage.

After all, the point is not so much to find a cause that will sustain us for the rest of our lives, but rather a belief that lasts at least until evening.





**WHAT ARE YOU DYING FOR?**

PRODUCTION Ailuros (2015)

WITH Filippo Fossa

DIRECTION Nicola Cecconi and Barbara Riebolge

DRAMATURGY Nicola Cecconi

LIGHTING DESIGN Nicola Cecconi and Silvia Vecchiato

VIDEO DESIGN Barbara Riebolge

FILMING AND EDITING Matteo Gaudiano and Paolo Rampin | FILMenki

VIDEO LINK

<https://vimeo.com/116857569>

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## SPHAERA

### Participatory and Interactive Performance

Every human action is driven by a choice.

A creature, imprisoned/protected within a large sphere. A diaphragm that separates, but also serves as a lens to its eye. A protective placenta and, at the same time, a prison—one that isolates, but only at first. The performer, in fact, allows and seeks contact, generates choice. The gesture that emerges is both animalistic and codified—from the struggle of a single limb discovering its potential through spasms, to the dogmatically defined gestures found in medieval and Renaissance paintings.

At the same time, the spectator is guided toward listening to their own body and becoming acquainted with the body of the performer. One does not merely witness an external action, but rather experiences a deep identification between performer and spectator. Sound, video, and physical language contribute equally to the creation of a shared experience.

The text manifests, in the naked physical presence before us, a mirror to confront ourselves with: a human specimen, not a model, with whom it becomes necessary to establish a relationship. The spoken word takes on both a collective function—guiding the ritual for all spectators—and an individual one: one spectator, with whom the performer has developed a connection, receives a personalized guide to initiation through a pair of headphones, allowing them to complete the ritual. It will be this person who determines the performance's evolution based on the choices they are offered.

The spectator's choice and action are the active, generative core of the experience. In positive engagement, the barrier between self and others breaks down. The word becomes support, possibility. The gesture becomes the manifestation of choice and birth.





**SPHAERA**

PRODUCTION Ailuros (2014)  
WITH Nadia Brian, Paolo Rampin, and Lorenza Trentin  
DIRECTION Nicola Cecconi and Barbara Riebolge  
DRAMATURGY Nicola Cecconi  
SOUND DESIGN Jhon Montoya  
VIDEO AND LIGHT DESIGN Barbara Riebolge

VIDEO LINK

<https://vimeo.com/763416767>

<https://vimeo.com/86112111>

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## I AM THE PASSENGER

### Performative Public Walk

A site-specific public walk, a participatory performance, a journey through the city—a path that leads deep into the everyday stage of our lives, only to find it transformed. A meeting between a traveler—the spectator—and their host—the performer—to experience their own surroundings through a defamiliarized gaze, to unveil the wonder hidden within the familiar, to listen to the voices of those who inhabit the places being crossed, rediscovering locations too often passed through or forgotten.

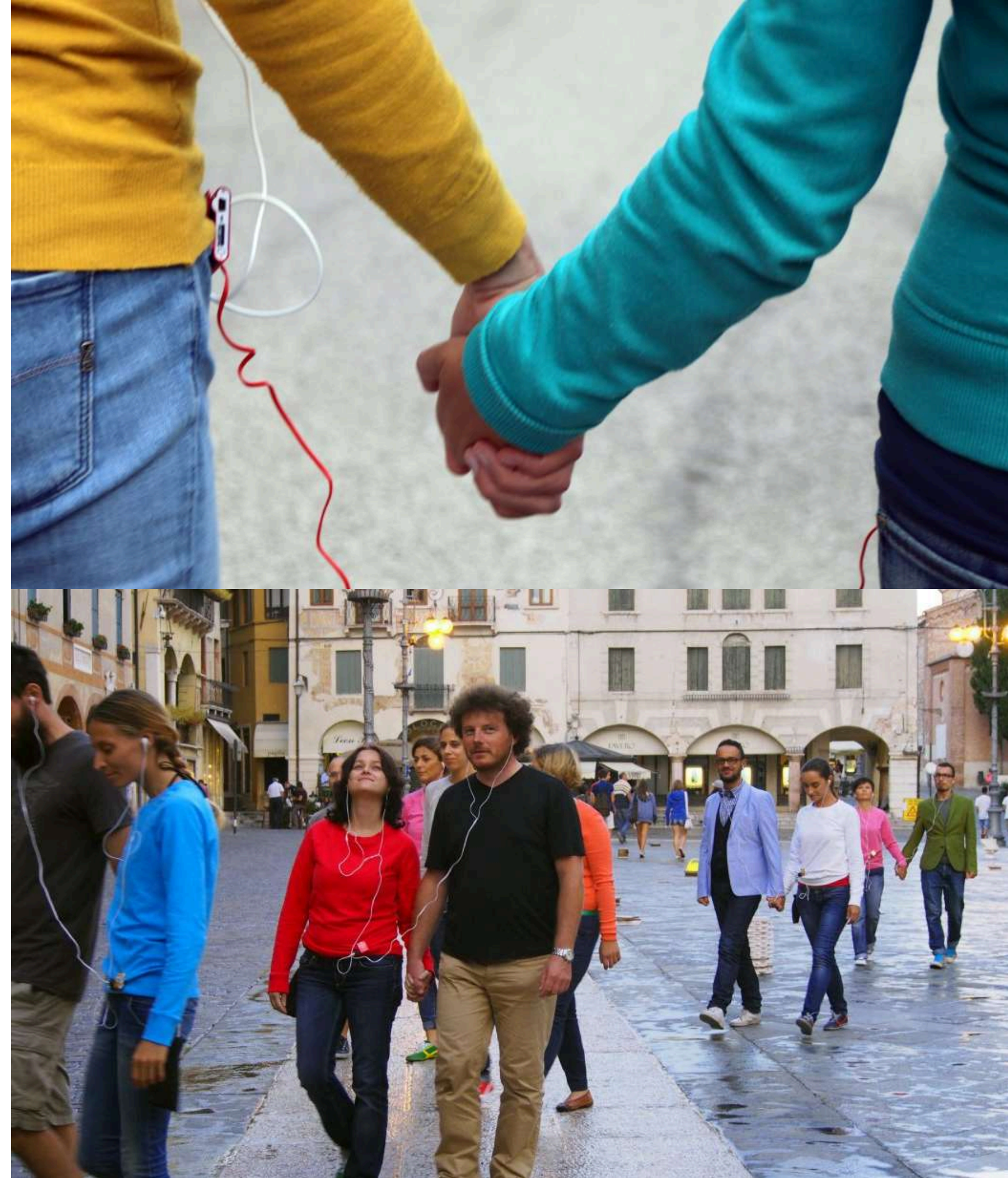
Spectators are invited to walk through the neighborhood in someone else's shoes—those of a stranger, an immigrant, a traveler, etc.—to rediscover their city with new eyes, guided by an audio track of voices and music played through headphones.

The dramaturgy is built from testimonies gathered from people sharing their perspectives on their relationship with the city—how they perceive the places where they live, work, or spend time, and what connections they feel with spaces, architecture, people, and the local community—focusing on the relationship between the individual and urban space.

The locations visited during the performance become narrative nodes around which the walk is structured. A collective experience of reclaiming public space, identifying and reactivating the values and resources of the area and its history, fostering communication and connection, and reflecting on the meaning of hospitality.

I am the passenger emerges from the encounter between spoken testimony and the visual form of the landscape seen by the listener. It is a journey through environments and atmospheres, a narrative woven with ambient noise, sound, and music—a soundscape that sparks a disorienting inner movement, separating and simultaneously enriching what the eyes see with what the ears perceive. A voyage not only physical, but also mental, intellectual, and emotional.

Memory and imagination become tools for a sustainable reappropriation of space: the spectators become walkers, embarking on a journey in which they envision and experience shifting urban landscapes.





**I AM THE PASSENGER**

PRODUCTION Ailuros (2013)

DIRECTION Barbara Riebolge

ASSISTANT DIRECTION Nicola Cecconi

DRAMATURGY Nicola Cecconi, Barbara Riebolge

SOUND DESIGN Jhon Montoya

WITH THE SUPPORT OF the European Union | Youth in Action

PROJECT In Your Shoes

PHOTOS by Giovanni Contessotto

VIDEO Antonio Caddeo | FILMenki

VIDEO LINK

<https://vimeo.com/641418429>

# Contact

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