

PØNG



Electronic Music • Media Art • Workshops • Installations

WHAT WE DO

PØNG is an interdisciplinary artistic project working between electronic music, media art, education and site-specific practice.

Our projects combine electronic sound, live performance and digital media to create immersive experiences for audiences of all ages and backgrounds. PØNG creates concerts, workshops and audiovisual installations for festivals, cultural institutions, educational programmes and public spaces.

LIVE PERFORMANCES

Electronic live performances exploring sound, technology and spatial perception.

WORKSHOPS

Participatory learning formats connecting sound, media art and creative technology.

INSTALLATIONS

Interactive environments combining sound, light, projection and movement.



WHO WE ARE

PØNG is an interdisciplinary artistic project working between electronic music, media art, education and site-specific practice.

Combining analogue electronic sound, field recordings and digital technologies, PØNG creates immersive experiences that explore new forms of listening, participation and spatial perception.



SELECTED PROJECTS & FESTIVALS

- Liquid Sound Festival – Bad Schandau
- OSTRALE – Centre for Contemporary Art, Dresden
- Musiksommer Bärenstein
- Kochi-Muziris Biennale, India
- Armaan Collective, Kochi, India
- Forplay Society, Kochi, India

FURTHER PROJECTS & COLLABORATIONS

- Ars Electronica, Linz
- The Forsythe Company
- European Centre for the Arts Hellerau, Dresden
- Goethe-Institut Yangon, Myanmar
- Dresdner Tage der zeitgenössischen Musik
- Semperoper Dresden
- Academy of Arts Berlin
- German School Washington DC, USA

LIVE PERFORMANCES

PØNG creates immersive audiovisual experiences where electronic sound, technology and spatial perception converge.

Combining analogue synthesizers, field recordings, digital production tools, modular systems and real-time media processing, each performance unfolds as a unique encounter shaped by space, audience and moment.



PØNG @ ARMAAN COLLECTIVE, Kochi, India

DIGITAL & ANALOGUE

Analogue synthesizers, digital production tools and field recordings merge into evolving sonic landscapes, creating a dialogue between electronic experimentation and live performance.

LIVE & INTERACTIVE

Every performance is created in real time. Sound, audience and environment continuously influence the artistic process.



PØNG @ forplay-society, Kochi, India

IMMERSIVE EXPERIENCE

Light, projection and spatial sound expand listening into a multisensory experience.

FLEXIBLE FORMATS

From festivals and galleries to clubs, churches and public spaces, PØNG adapts each performance to its context.



PØNG @ circus mirage, Dresden, Germany

WORKSHOPS

PØNG develops workshops at the intersection of sound art, media education and technology.

Through listening, recording, experimentation and creation, participants explore new ways of understanding sound and artistic expression.

CREATIVE & PARTICIPATORY

Discovering, creating and experimenting together through sound, media and technology.

EXPLORING SOUND

From oscillators to soundscapes, participants investigate sound using analogue and digital tools.

ANALOGUE & DIGITAL

From electronic circuits to digital audio processing and creative media applications.

FOR ALL AGE GROUPS

Workshops for children, young people and adults, regardless of prior experience



WORKSHOP @ Musiksommer Bärenstein, Germany



WORKSHOP @ forplay-society, Kochi, India

INSTALLATIONS

PØNG creates interactive sound and media installations at the intersection of art, technology and spatial experience.

Light, projection, movement and sound interact to create immersive environments that encourage exploration, participation and dialogue.

SOUND IN SPACE

Sound becomes a spatial experience and transforms the perception of architecture and environment.

INTERACTIVE SYSTEMS

Sensors and digital technologies enable active participation.

LIGHT & PROJECTION

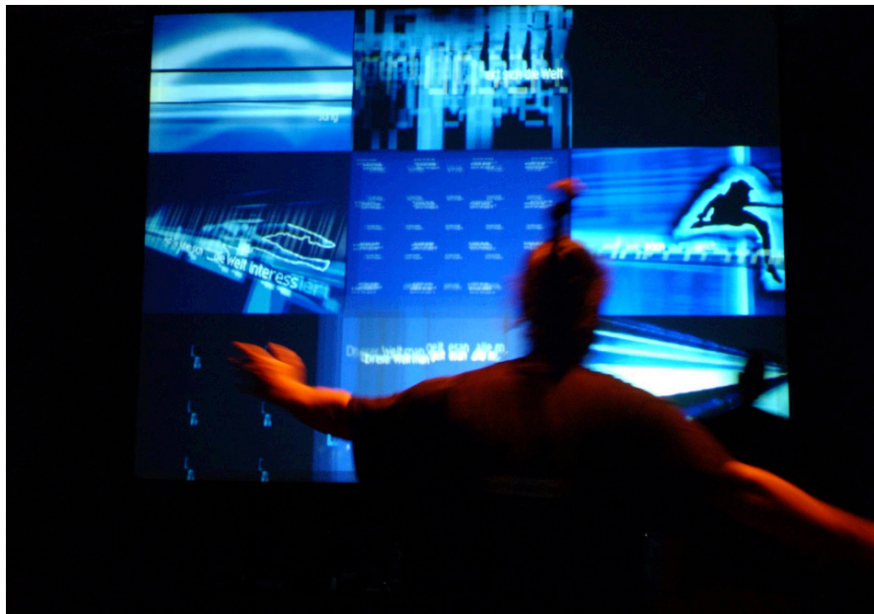
Audiovisual elements expand and complement sonic environments.

SITE-SPECIFIC WORKS

Each installation is developed in response to its location, architecture and social context.



Installation at the European Centre for the Arts, Dresden, Germany



Installation XANYNON, Ars Electronics, Linz, Austria

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