



THEBADWEEDS
TRANSMEDIA FICTION

BADDANCEWITHTHEBADWEEDS

ROCIO BERENGUER

BADDANCEWITHTHEBADWEEDS

MAKE YOUR MUTANT BODY BADDANCE AND EARN SEEDS OF FUTURES

In this participatory immersive installation, visitors are invited to mutate, to join TheBadWeeds, a trans-species music group, half-human half-plant. Its hybrid members embody a queer ecological transition: they grow from oblivion, from cracks and from the most inhospitable places, showing with humour the power of resistance and resilience of weeds. The immersive experience invites the audience to transform and mutate through dance, offering a festive and playful perspective on the ecological transition.

THEBADWEEDS

We sprang from the ruins of the world left to us, we had no choice. We are the bodies through which the transition takes place, in transition to plants, in transition to weeds. We have become trans-species, We like to make these membranes vibrate. With our music. We're transplanetary beings, we feed off the sun and the earth, and venus. We are becoming beings for becoming futures. We are THEBADWEEDS, THEBADWEEDS, THEBADWEEDS, THEBADWEEDS, THEBADWEEDS !

"We are not mere witnesses of what is happening. We are the bodies through which mutation arrives and settles. The question is no longer about who we are, but about what we will become." - Paul B. Preciado, Dysphoria Mundi.

THEBADWEEDS is an "ecosexy" tale, with an imaginary world based on desire and pleasure. It features a trans-species music group of the same name. These strange hybrids humorously demonstrate the power of resistance and resilience of weeds, delivering the message: 'FUTURE IS PLANT'. By appropriating codes from mainstream culture, these mutating beings disseminate the codes of the vegetal world and share their desire to form a community, to rhizome with humans. This prospective fiction combines choreographic writing, poetic text, and musical creation, unfolding multiple formats: a concert/show, a documentary/fiction, a conference/performance, an album, a fanzine, a an Instagram page: @thebadweeds.

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6.2.2025

11.5.22

baddancewiththebadweeds

badweed number 101

seeds of futures 5308

@thebadweeds

SUMMARY

The world of THEBADWEEDS was first developed as a show, premiering in 2023 at the Théâtre de la Ville de Paris, and touring for the past year. Today, this transmedia fiction unfolds in several forms: a concert/show, a musical album/fanzine, and here, today, through an interactive immersive installation called BADDANCE WITH THE BAD WEEEDS.

In 2025, THEBADWEEDS transmedia fiction takes the form of an immersive interactive experience with the BADDANCEWITHTHEBADWEEDS installation. The general public is invited to enter the world of the trans-species band THEBADWEEDS, and in turn embody the mutations needed to become part of the solar punk of the future.

#Who are THEBADWEEDS?

THEBADWEEDS is a futuristic fiction imagined by Rocio Berenguer about a music group made up of weeds. A weed that grows out of oblivion, out of cracks, out of the most inhospitable, wild and anarchic places, and coexists with us, between us. Their existence is a gesture of resilience, living proof of resistance. These strange half-human, half-plant hybrids humorously show us the power of resistance and resilience of weeds, with the message: 'FUTURE IS VEGETAL'.

By appropriating the codes of mainstream culture, they disseminate the codes of plants and share their desire to form a community, to rhizomize with humans. In this creation, Rocio Berenguer combines choreographic writing, poetic text and musical creation to compose an ecological tale based on desire.

This fiction invites us to witness this transition to vegetation, and through the immersive experience offered by this installation, to take part in it: become a mutant and dance the future!

The installation takes the form of a three-stage journey: the first stage introduces visitors to the world of THEBADWEEDS and who they are; the second invites them to become mutants, by learning and creating dance steps and transforming their digital bodies; and the final stage is a collective sharing experience, where the public can discover the video clip in which they took part.

The narrative of this prospective fiction and its aesthetic universe is materialized by the audience's committed action. Here, the audience is not just a spectator, but also an actor:

the immersive experience takes shape through the spectator's bodily involvement and the possibility of entering the BADWEEDS visual and sound universe. Live the experience from the inside, become one of the characters, animate it with your own movements and co-create a piece of the choreography, by being part of the participatory video clip for the track Tokamak.



5.2.2025

10.24.25

baddancewiththebadweeds

badweed number 64

seeds of futures 11595

@thebadweeds

ARTISTIC NOTE _ THEBADWEEDS PROJECT

CONCEPT

"We are not merely witnesses to what is happening. We are the bodies through which mutation occurs and takes hold. The question is no longer who we are, but what we are going to become."

Paul B. Preciado, Dysphoria Mundi.

The Badweeds are TRANS—trans-species, trans-planetary. They embody transition: ecological, feminist, and queer transition. The transition of decarbonization, depatriarchalization, and decolonization. The transition toward becoming mutants, symbiotic beings. They bring a breath of fresh air to our visions of the future.

With the group THEBADWEEDS, I set myself the challenge of creating an ecosexy tale, as a response to catastrophic, alarmist, anxious, and fatalistic narratives—the imaginaries of fear and guilt. While these emotions can be effective for certain things, they often lead to paralysis and demotivation. I am exploring how we can shape an imaginary based on desire and pleasure when addressing the urgency of the climate crisis, rather than one rooted in fear and guilt.

In the speculative fiction of THEBADWEEDS, I embody wild weeds that dance and sing pop songs while talking about herbicides, ecocide, fusion energy, photosynthesis, and solar love. Through these hybrid bodies, I try to channel a multitude of discourses, opening up new ways of imagining ecology and the future.

#why-this-mutation?

Weeds as inspiration

THEBADWEEDS explores the unique way weeds exist in the world and the powerful symbolism they carry. With their cursed name, weeds represent life on the margins, untamed life that remains outside of "the city," outside of the garden.

OTHER FORMS

ALBUM / MUSIC CREATION — [Listen Here](#)

Polyrhythmic, groovy, and original, the musical creation blends moments of mystical softness with danceable beats, afrobeat melodies, and electronic sounds. This work is the result of extensive research and writing by Rocio Berenguer.

SHOW

A long and necessary two-year process of digestion allowed the BADWEEDS philosophy to take shape in both musical and poetic form. In her writing, Rocio envisions words as inherently musical. The collaboration with composers Baptiste Malgoire (electro-acoustic) and KillAson (hip-hop, afrobeat, urban) has helped bring to life the sonic universe of the fictional characters that make up THEBADWEEDS. Music will flow through these mutant bodies. Androgynous and altered voices give substance to the discourse, while the words—shaped into songs—make language dance. These words are also projected visually, forming an essential part of the group's aesthetic signature.

CHARACTERS

The costume and character design embodies the creative vision: restoring eroticism to nature and the non-human—an eroticism built on mystery, the hidden, and the invisible. This new erotic relationship with nature challenges the urge to expose everything, as seen in wildlife documentaries—a kind of "pornographic" gaze that denies the presence of mystery and the ineffable. Hiding the human figure, in a way, allows us to detach from it—to reposition it, or rather, to place it beneath. Here, the human is below the vegetal, literally. And maybe that does us some good—maybe it brings a refreshing perspective to our relationship with otherness. :)

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ARTISTIC NOTES - INSTALLATION

THE CHOICE OF AN IMMERSIVE DEVICE

Following performances of the show, we received numerous comments from spectators, expressing their desire to dance along, to become “badweeds” themselves, to try on the costume, to be part of the band, to be able to listen to the music again. It was from all this feedback that the desire to offer an immersive experience where the spectator is physically engaged in the world of the badweeds became a reality. To be able to dance to their songs, to become a mutant, to see one's body become vegetalized, that's what we'd like to propose to the public as an experience through this device.

The aesthetic universe of the Badweeds proposes something festive and playful towards the opening up of alternative imaginations on the theme of ecology. Commitment to an eco-responsible future also involves the desire to embody those futures.

The immersive installation invites you to explore the world of THEBADWEEDS from the inside, to become one of them. You come and engage your body, dance to the beat, become part of the concert, learn bits of choreography and propose choreographic gestures of your own. This playful immersion through dance and games enables us to reach a much wider audience - younger, family-oriented, museum-goers - who are not the same ones who frequent live performance venues.

The immersive experience is organized in three stages

1/ An initial one-minute clip, shown on a human-sized screen, introduces visitors to the BADWEEDS, their origins and their actions: “We germinated on the ruins of the world left to us, we had no choice. We've become trans-species, in transition to vegetable, in transition to weed. We're learning to eat the sun... We must now learn to feed not on death (oil) but on life (the sun)”.

2/ The heart of the experience invites the public to mutate into BADWEEDS, to become trans-species and discover their new plant body. Using augmented reality, visitors can simultaneously take their place in the dance arena and learn the choreography of a BADWEEDS song. As they learn the dance moves, their avatars gradually transform into BADWEEDS.

3/ Finally, a website displays in real time the photos taken during the interaction, and each participant is invited to visit the website and upload his or her photo to share on social networks.

The treatment is humorous, poetic, wild, punk, solar punk. In a way, it's a solar punk version of the well-known game JUST DANCE. The originality of the experience lies in the visual universe, the characters, the narrative and the discourse. Find out more - See the video links in the follow pages.

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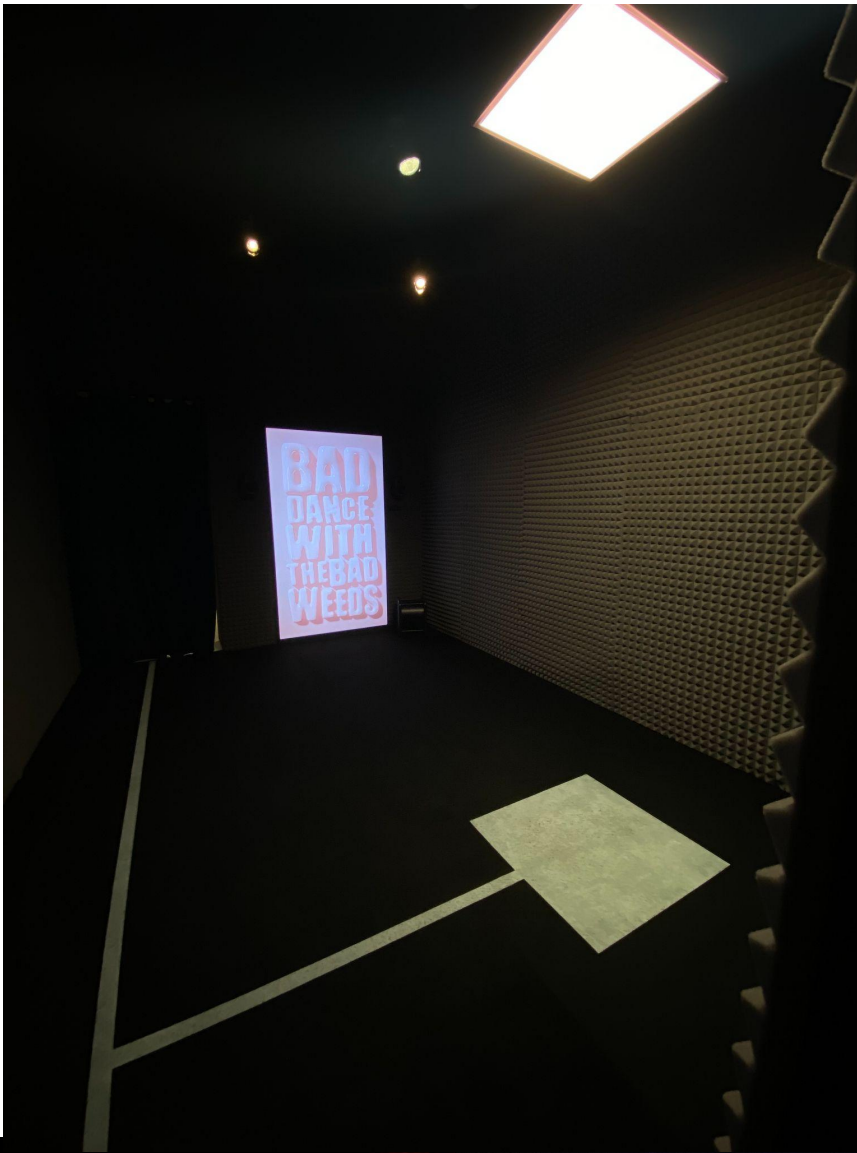
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Crédits

*An Original Work by Rocio Berenguer
Game design on Unreal Engine by Ferran
Belda;
Web design by Pere Calopa Piedra,
3D motion design by Guillaume Gravier,
Motion detection analysis by Leo
Chedin,
Music HERBICIDE composed by
Killason, EATTHESUN and TAKOMAK
composed
by Baptiste Malgoire, written by Rocio
Berenguer.*

Commissioned by MUDAC, Lausanne,
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TO KNOW FURTHER...

VIDEO LINKS

[6 min_Visual Universe TBW](#)

[> 1min_Teaser](#) / performance

[> 3min_Teaser](#) / performance

[> Instagram](#)

[WEBSITE](#)

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