

Choreographic Device - A specific way of manipulating movement to develop.

Movement Motif - A movement or gesture that can be elaborated upon or developed in a variety of ways in the process of choreographing.

Group 1: Directive

- Accumulation - A choreographic device where new movement is added to existing movements in a successive manner. It generally begins with move 1, then 1 + 2, then 1 + 2 + 3.
- Inversion - The movement phrase would be executed as if *looking in a mirror or doing the other side*.
- Reversal - The performance of the movements of a motif or sequence in reverse order (but not in a backwards direction). For example, 8,7,6,5,4,3,2,1
- Retrograde - The movement phrase is performed backwards, as if rewinding a video.

Group 2: Alteration

- Fragmentation - A choreographic device where a movement sequence is broken into parts and these parts are reordered.
- Embellishment - A choreographic device where detail is added to the original movement sequence.
- Distortion - Altering the movement or gesture's shape, intent, or meaning.
- Augmentation - A choreographic device where movements are made larger in space or time.
- Instrumentation - A choreographic device where a movement performed by a body part(s) is transferred to another body part(s).
- Insertion - a choreographic device where an entirely new movement is added to a movement motif.

Group 3: Segmentation

- Binary - Two-part structure - An A section and B section.
- Ternary - Three-part structure - An A section, B section, A section (or) C section.
- Theme & Variation - An A section followed by a variation on the A section.
- Complimentary & Contrasting - Choosing similar and/or contrasting movements side-by-side or within a section based on the elements of dance (BEAST: body, energy, action, space and time).
- Climax - A piece is organized to purposely build to reach a high point, meeting the audience's expectation, yet also providing an element of surprise.