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It's different
in a creative
place.

le pavillon

Visit preparation



Pavillon Playground

04.07.2026 – 25.10.2026

Le Pavillon in Namur continues its exploration of digital cultures with Pavillon Playground, an immersive and participatory exhibition conceived as a vast intergenerational playground. Throughout the summer, Le Pavillon invites visitors to discover works in which digital art is not only observed but actively experienced. Here, installations come to life through movement, touch, play and interaction, transforming every visit into a collective and sensory experience.

Located on the Citadel Esplanade, the former Belgian Pavilion from the Milan World Expo reinforces its role as a cultural laboratory at the intersection of art, technology and experimentation. With Pavillon Playground, Le Pavillon offers an accessible and playful approach to digital art, moving beyond traditional contemplative exhibition formats. Augmented reality, generative environments, interactive installations, immersive experiences and reinvented arcade machines come together in a vibrant and evolving exhibition designed for visitors of all ages.

The exhibition brings together a selection of Belgian and international artists who reinterpret the codes of play to question our relationship with contemporary technologies. The works respond to the presence of the body, extend visitors' gestures, or generate ever-evolving visual worlds. Some installations encourage individual experimentation, while others invite cooperation and collective play, placing the audience at the heart of the artistic experience. Through these hybrid experiences, Pavillon Playground explores the potential of play as a space for creativity, connection and shared imagination.

Conceived as both an exhibition and a living space, Pavillon Playground also features dedicated areas for young children, creative activities and opportunities for families to explore together. During the KIKK Festival, the exhibition will evolve with new activations and exclusive experiences. Blending digital culture, interaction and the joy of play, Pavillon Playground transforms Le Pavillon into a vibrant space of exploration where everyone is invited to experiment, interact and be amazed.

Exhibition
Le Pavillon
Namur

04.07.26

25.10.26

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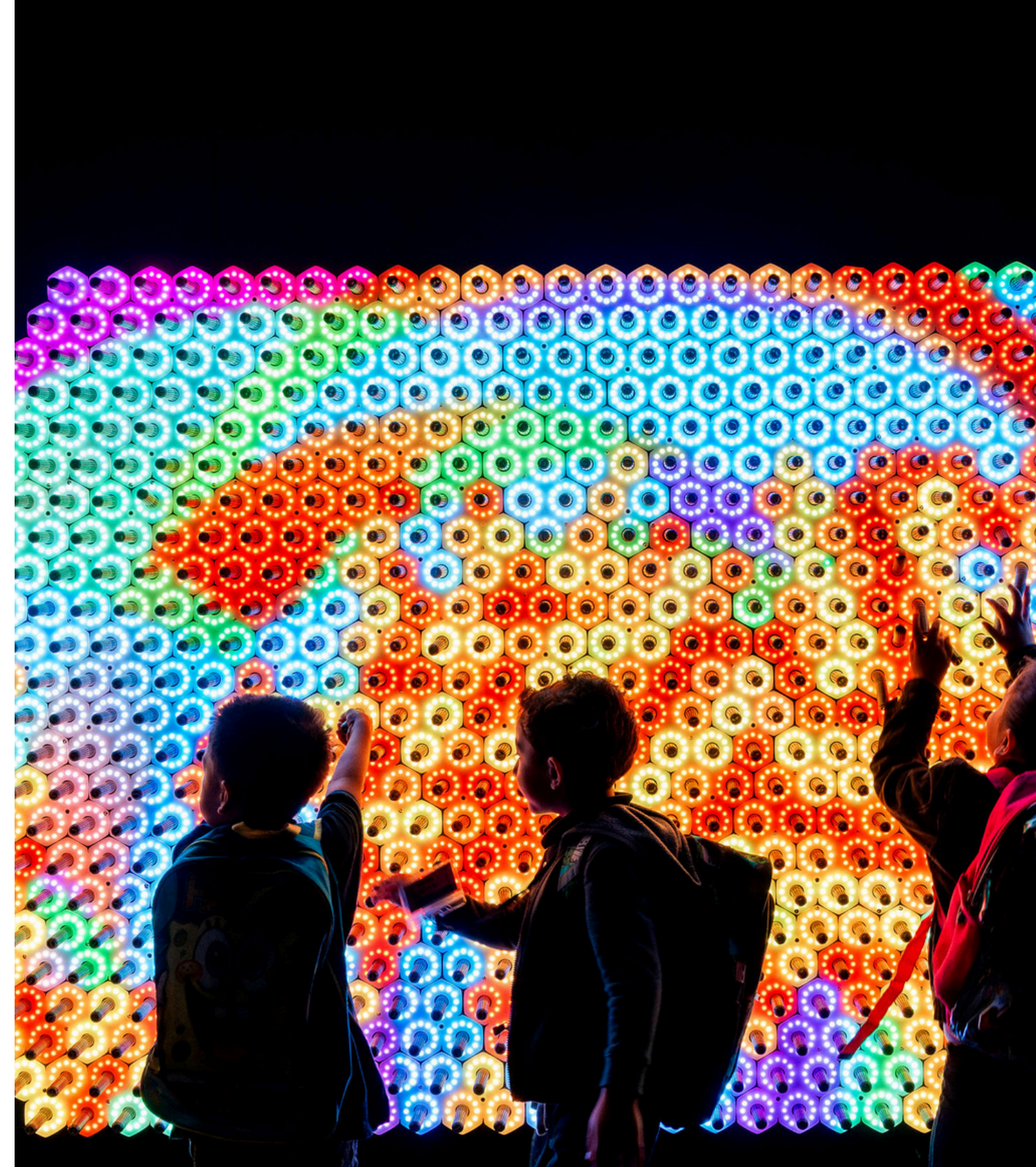
PAVILLON PLAYGROUND

Interactive fun for all ages



GROUP EXHIBITION

Pavillon Playground réunit une dizaine d'artistes et collectifs belges et internationaux qui explorent les liens entre jeu, interaction et technologies numériques. À travers des installations immersives et interactives, chaque univers invite le public à expérimenter, manipuler et jouer.



JULIE STEPHEN CHHENG

A graduate of the École des Arts Décoratifs in Paris, Julie Stephen Chheng is an artist and designer who creates immersive experiences combining drawing, storytelling, scenography and digital technologies. Her work transforms illustration into interactive and sensory environments designed for both children and adults.

The author of numerous books, apps and travelling exhibitions presented internationally, she explores themes of nature, play and imagination through her projects. Her installations invite audiences to interact with poetic graphic worlds that come to life within physical space.

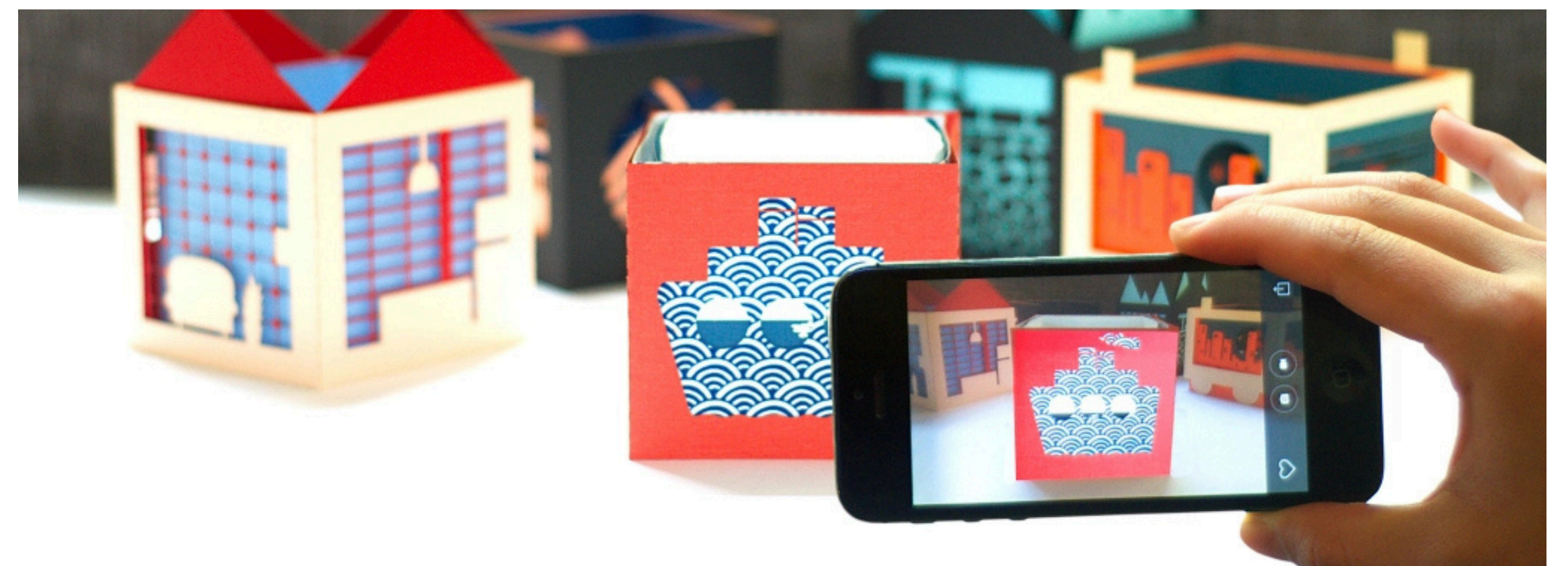
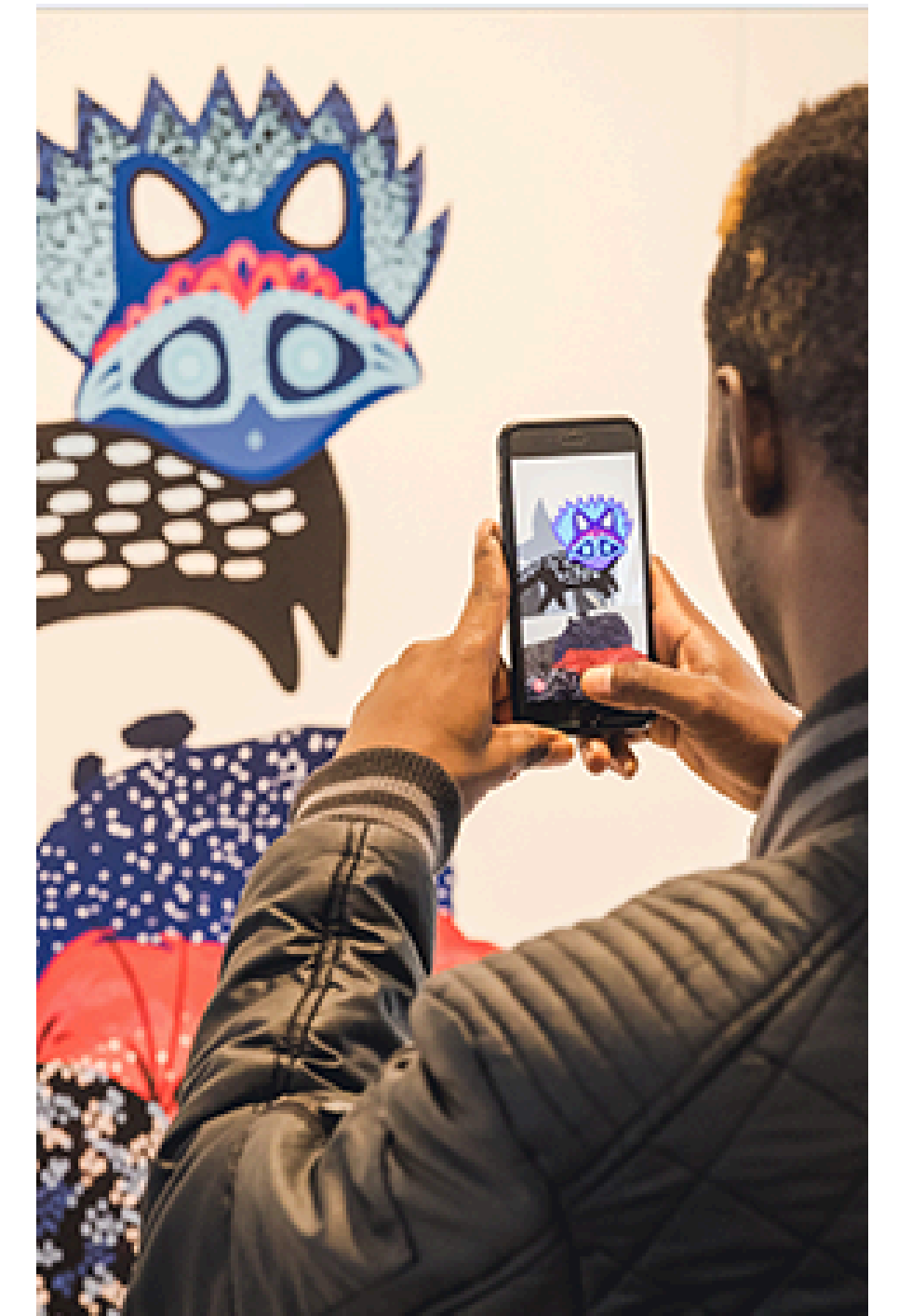
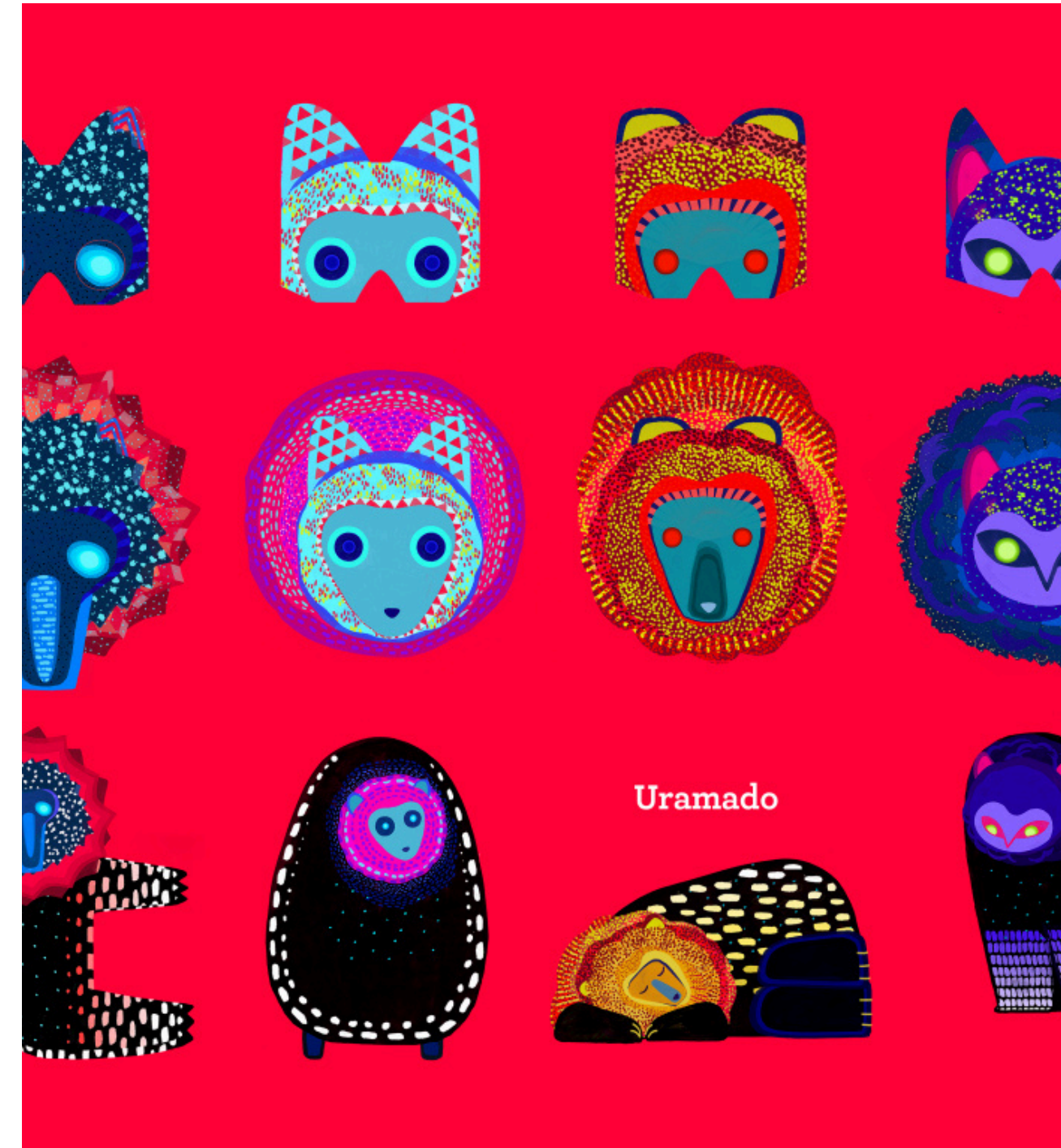


URAMADO

2022

With Uramado, Julie Stephen Chheng presents an augmented reality treasure hunt inhabited by Tanukis, forest spirits that awaken in the heart of the city. Hidden throughout the exhibition space, these creatures come to life through a mobile application and interact with visitors as they progress through the experience.

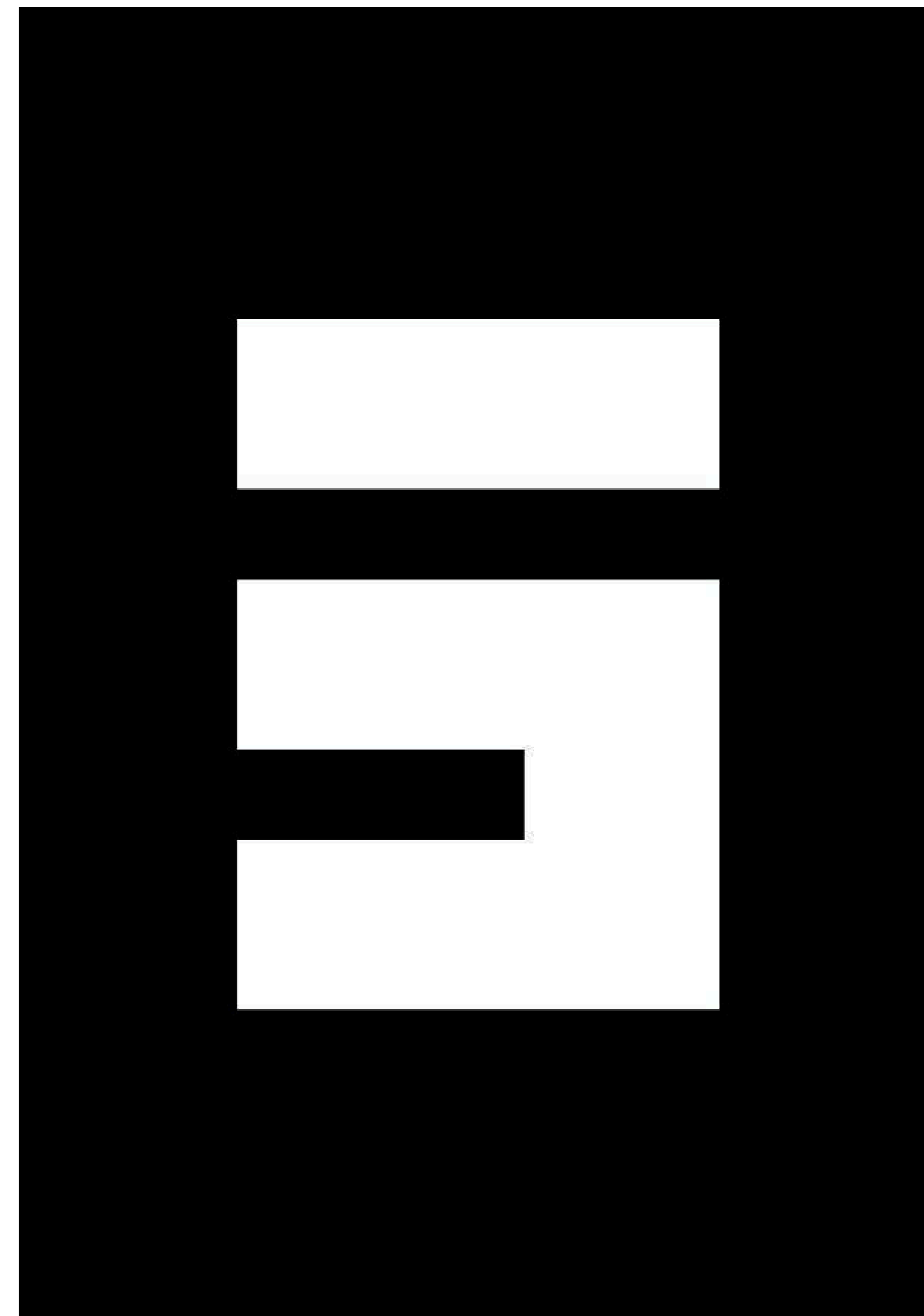
Blending play, storytelling and exploration, Uramado invites audiences to question their identity and perception of reality through a poetic, immersive and participatory journey. At the end of the experience, each participant discovers their own spirit companion and leaves with a mask and an augmented reality character.



INITI

Based in Prague, INITI is an artistic collective bringing together visual artists, technicians and musicians to create interactive and audiovisual installations. Their projects combine projection, light, sound and digital technologies to transform real spaces into immersive and sensory environments.

Developing works for both indoor and outdoor settings, the collective designs experiences in which the audience becomes an active element of the installation. In recent years, INITI has focused on creating playful and participatory worlds that invite visitors to play, explore and interact with images and space.



INITI Playground

2026

With INITI Playground, INITI transforms the exhibition space into a vast interactive play area where virtual worlds take shape within physical space. Using interactive floor projection technology, visitors can play together and physically interact with ever-evolving visual environments.

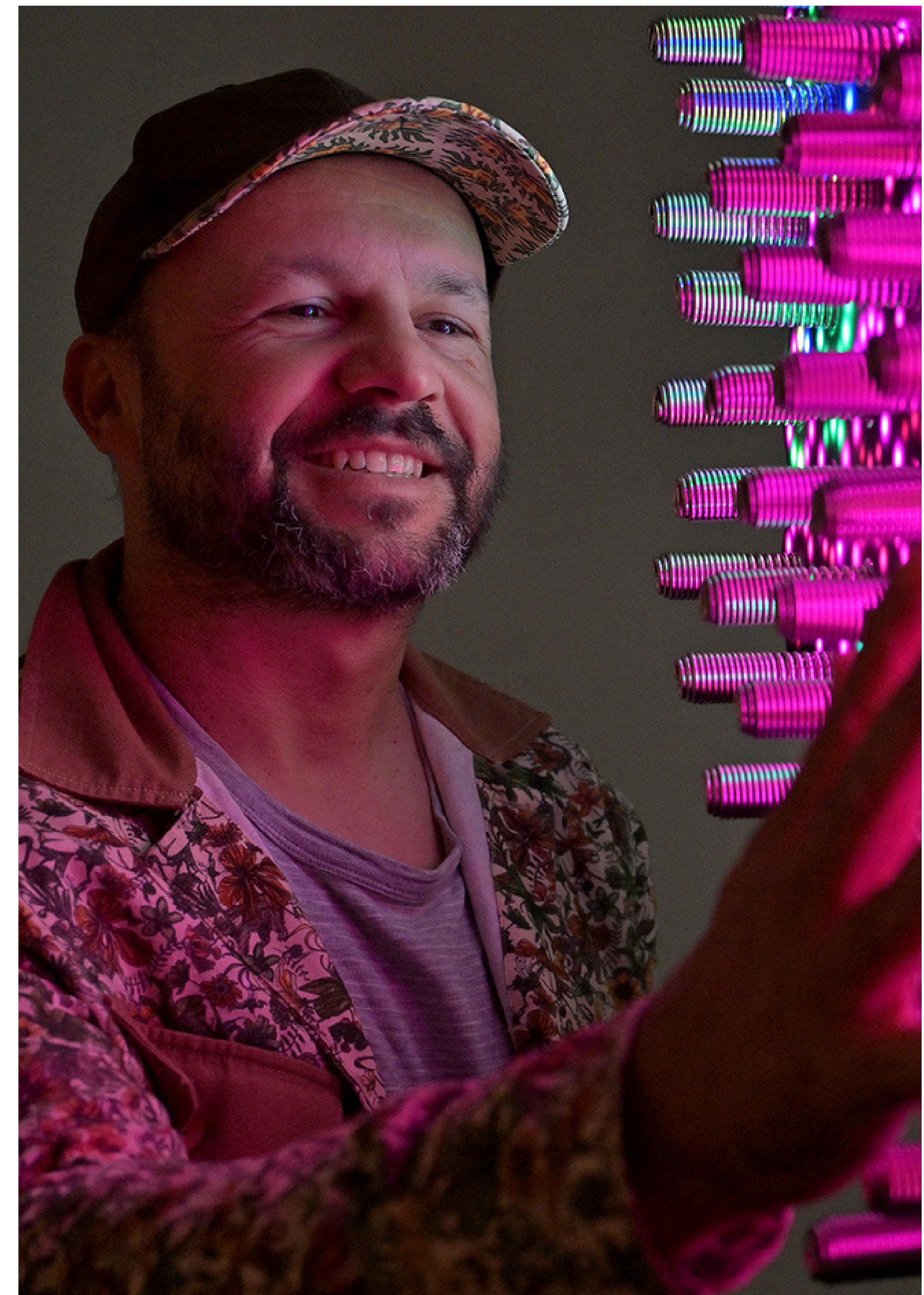
Designed as a playful and social experience, the installation invites an unlimited number of participants to collaborate, experiment and share the experience of play. Created by visual artist Dan Gregor and programmer Ondrej Prucha, INITI Playground blurs the boundaries between video games, immersive installations and collective interaction.



ROBIN BAUMGARTEN

Based in Berlin, Robin Baumgarten is an experimental game developer and creator of interactive installations. His work explores the intersections of play, science and physical interaction through playful and unconventional devices.

Combining minimalist hardware games, kinetic sculptures and installations inspired by scientific phenomena, his creations transform complex concepts into accessible, tactile and entertaining experiences. Through an approach that is both experimental and educational, he invites audiences to manipulate, observe and play with the mechanisms that shape the world around us.



Line Wobbler

2023

With Line Wobbler, Robin Baumgarten reimagines the video game experience through a minimalist and physical interface. This one-dimensional dungeon crawler is played using a peculiar spring-shaped controller, while the game world unfolds along a long LED light strip.

By bending, shaking and manipulating the spring, players navigate obstacles and enemies in an adventure that is both playful and experimental. Internationally acclaimed, the work subverts traditional video game conventions by turning physical space and bodily movement into essential elements of gameplay.

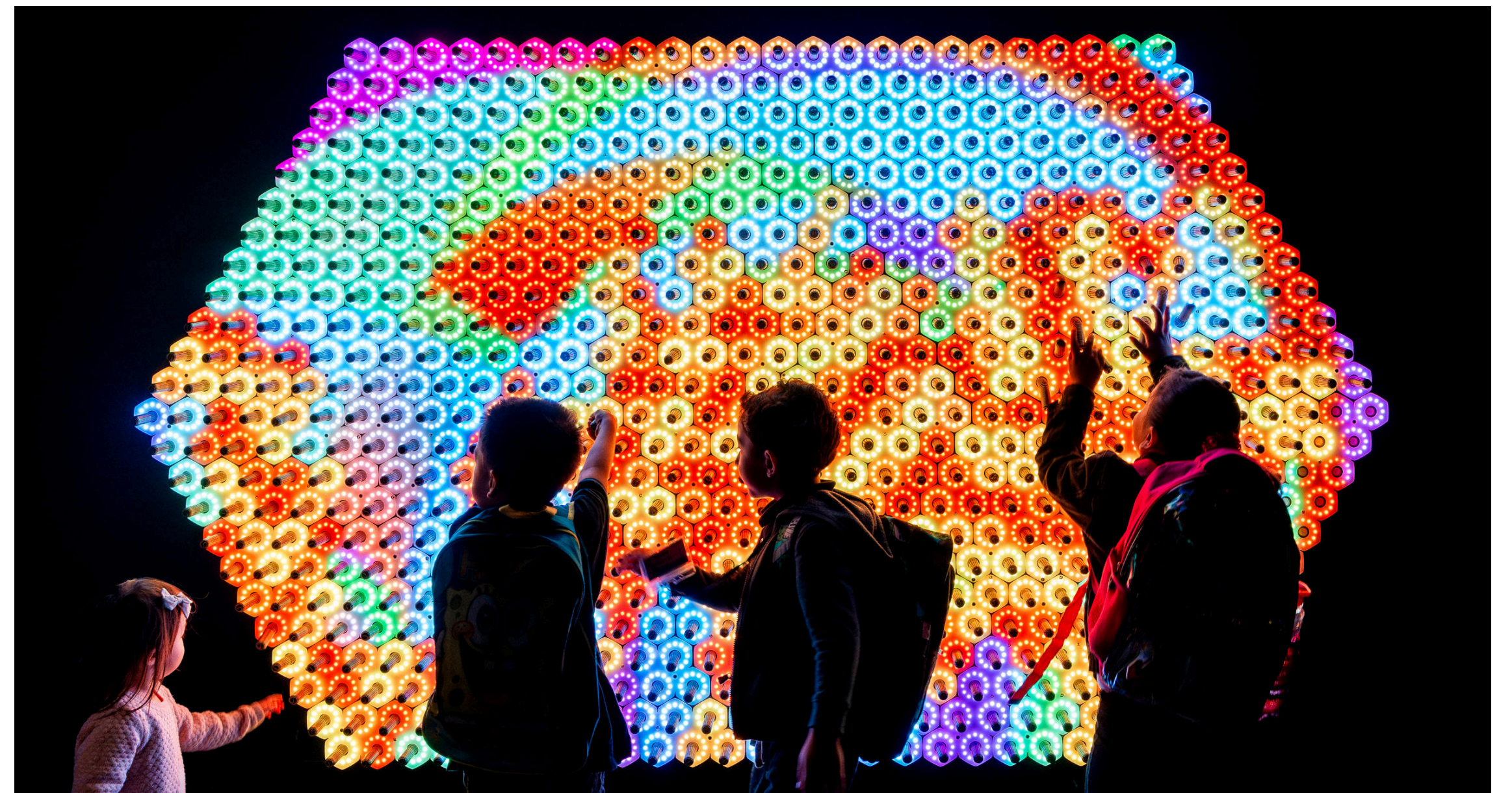
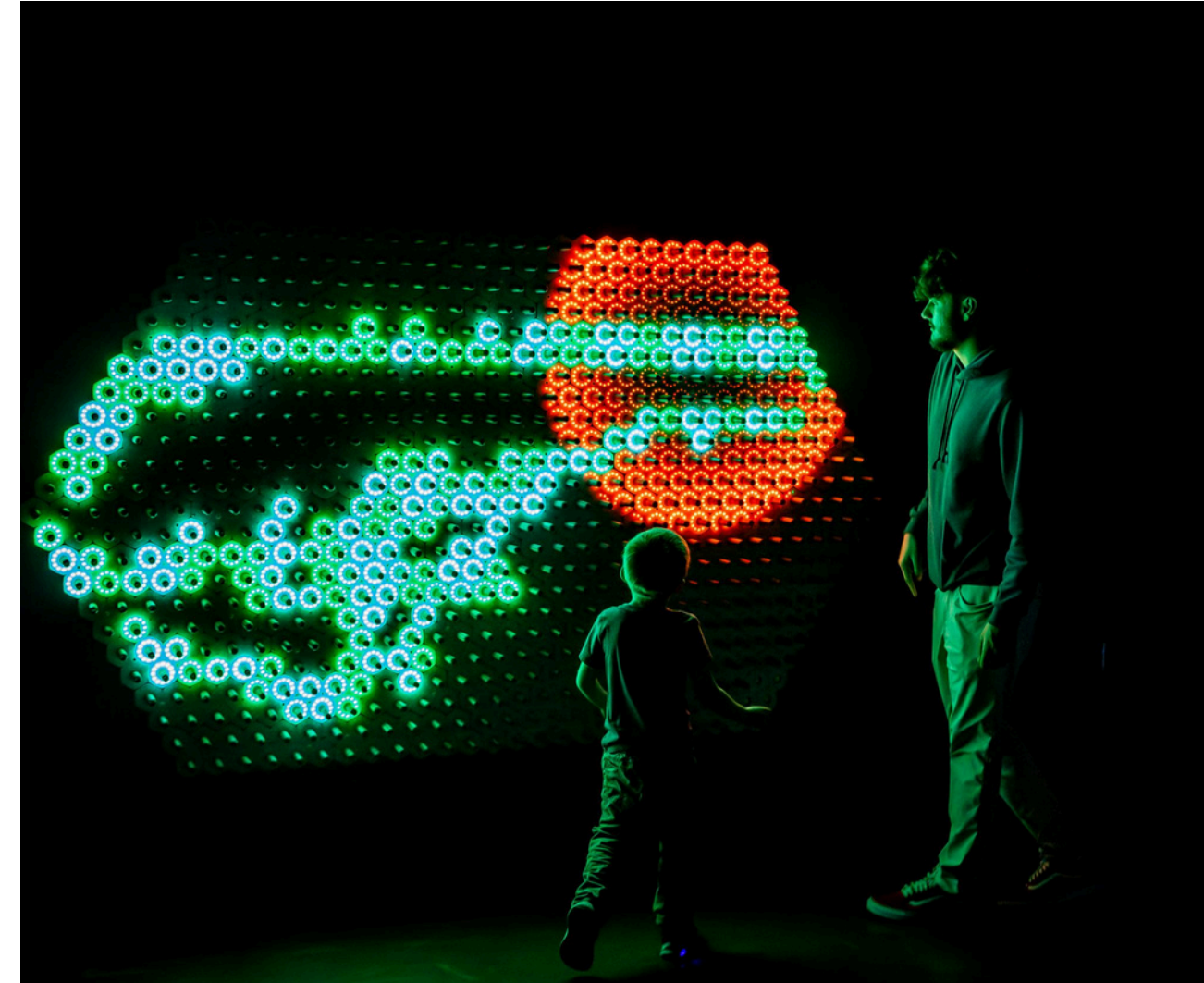


Quantum Jungle

2025

With Quantum Jungle, Robin Baumgarten transforms concepts from quantum physics into an interactive and accessible experience. The installation takes the form of a large wall composed of tactile metal springs and thousands of LEDs that respond to visitors' interactions.

By manipulating the springs, visitors playfully explore phenomena such as superposition, interference and wave-particle duality. Blending scientific exploration with a luminous playground, Quantum Jungle makes visible and tangible principles that are usually invisible and abstract.



CHRISTOPHE MONCHALIN

A French-Belgian artist based in Brussels, Christophe Monchalin creates visual, interactive and immersive works at the intersection of art, science and technology. With a background in computer science and robotics, his practice explores the relationships between emotions, sensory perception, and natural or physical phenomena.

His creations often combine digital technologies, moving images and audience interaction. Alongside his artistic projects, he also works in the audiovisual field as an XR experience creator and VFX artist.

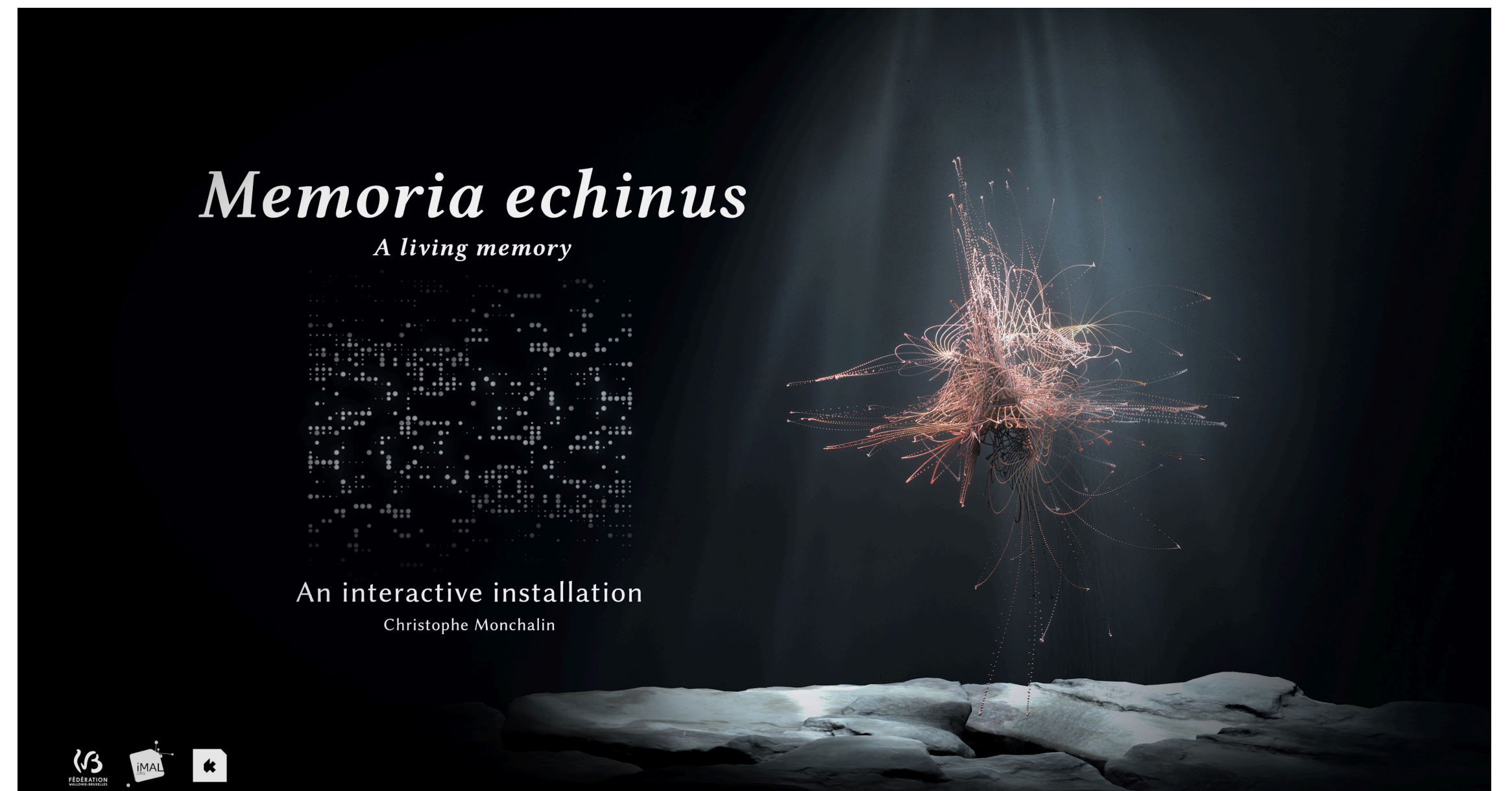
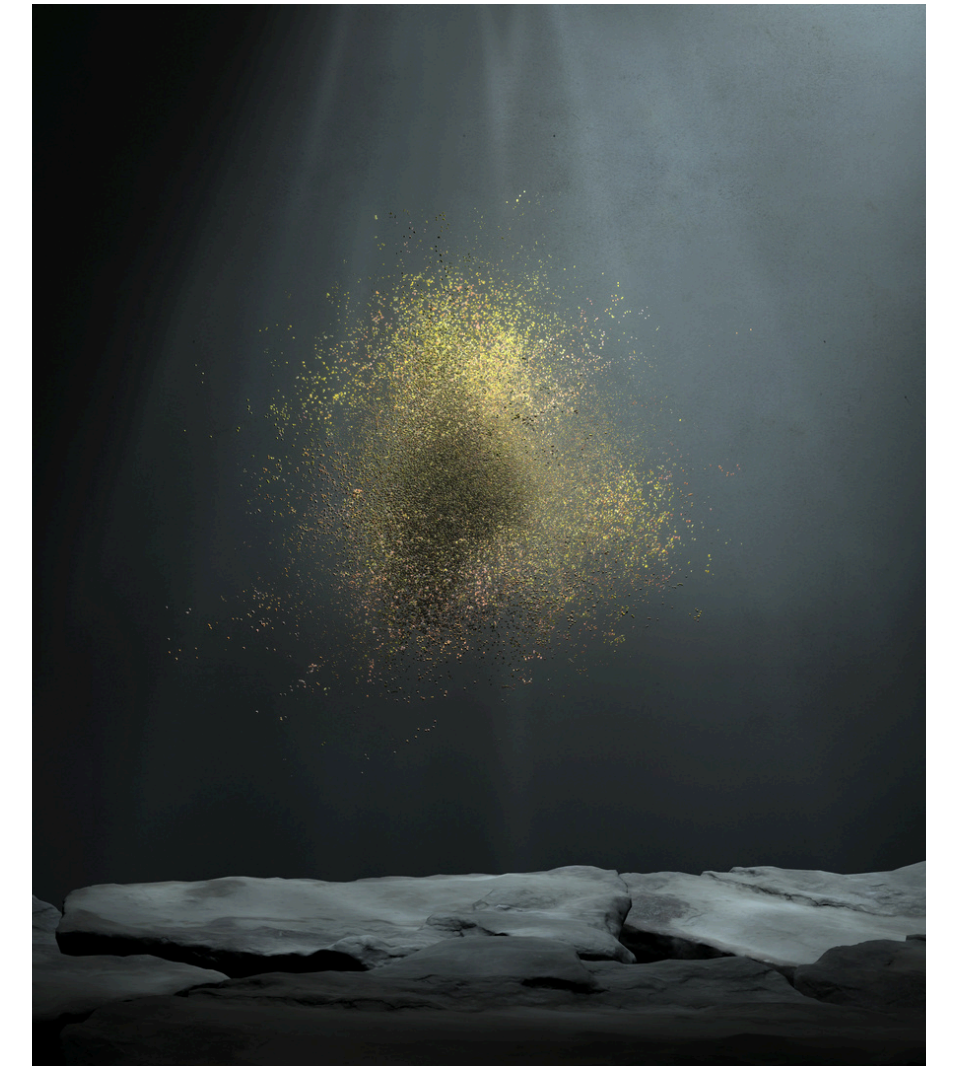


Memoria Echinus

2026

With *Memoria Echinus*, Christophe Monchalin imagines a fictional underwater life form whose DNA is generated from visitors' digital data. Like a photo booth, the installation captures each participant's image and analyzes its code to create, in real time, a unique organism with its own distinctive shapes, colours and movements.

Projected into two virtual aquariums, these specimens evolve before the audience within an imaginary ecosystem. Blending playful interaction with a reflection on the future of DNA data storage, the work questions the boundaries between living organisms, technology and digital information, while inviting each visitor to witness the emergence of a creature born from their own digital footprint.



DEVILLÉ ARCADE

Deville Arcade is a Belgian duo formed by brothers Thomas and Hannes Devillé, who create playful and interactive installations inspired by the worlds of video games and arcade culture. At the crossroads of craftsmanship, game design and digital art, they design handmade arcade machines and immersive experiences that combine physical interaction with digital creation.

Drawing on backgrounds in woodworking, illustration and video game development, they bring together their complementary skills to create original installations where play becomes a collective, tactile and accessible experience for audiences of all ages.



Doom Buttons, Spelfabriek & RotoRing

2016, 2022 & 2016

Doom Buttons is a wooden arcade machine designed for up to four players. Using a single coloured button, participants must collaborate and react quickly to achieve the highest possible score.

Spelfabriek is an interactive platform game in which players build their own levels using wooden blocks. Playable alone or with others, it combines creativity, problem-solving and cooperation.

RotoRing, developed in collaboration with Gregory Kogos, is a circular puzzle-platformer where players manipulate rotating dials to overcome challenges within a vibrant and interactive world.



DAVID JEUNIAUX

David Jeuniaux is a Belgian artist from Liège, now based in Brussels, whose practice lies at the intersection of Op Art, kinetic art and experimental printing. His work explores the mechanisms of perception through light, colour, optical illusions and electronic technologies. By transforming scientific phenomena into immersive visual experiences, he creates works that question our relationship to images and challenge the way we perceive reality.

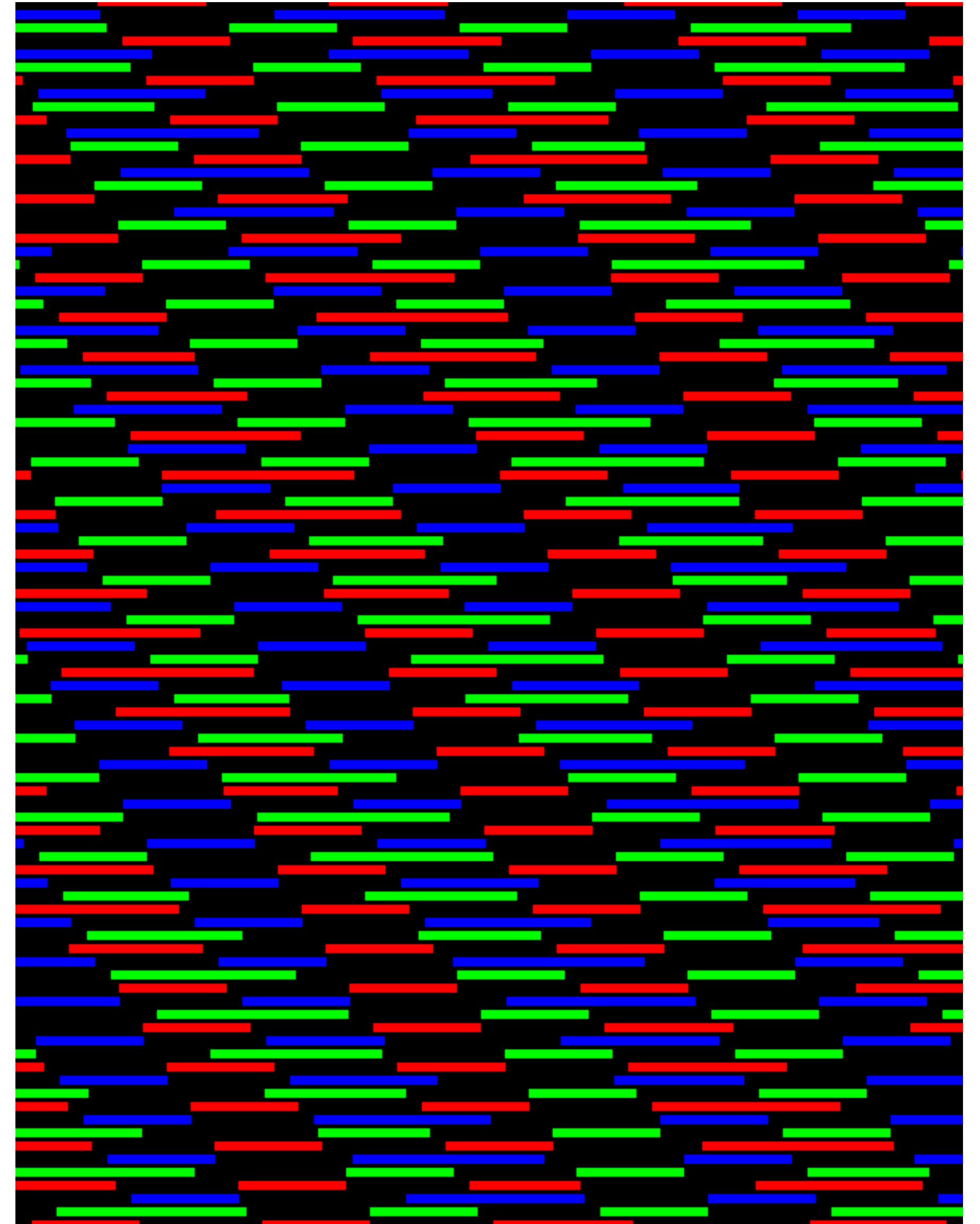


Digital Forest

2026

Digital Forest is a new immersive installation that invites visitors to move through a sensory landscape where perception and reality become intertwined. Composed of a series of colourful totems, the work relies on moiré patterns, layered imagery and visual interference effects to generate constantly evolving optical illusions. As visitors move through the space, forms appear, disappear and transform, creating a shifting environment that challenges the stability of what we see.

Balancing visual fascination and disorientation, Digital Forest explores the limits of human perception and questions the ways in which we experience and interpret reality.



LAUREN THIEL

Lauren Thiel is a Swiss multimedia artist and designer.

After studying illustration, comics and animation, she completed a Master's degree in Media Design at HEAD – Geneva, where she explored interactive technologies through playful and experimental projects. Her work harnesses digital tools to create engaging experiences centred on creativity, play, sports and everyday leisure activities.

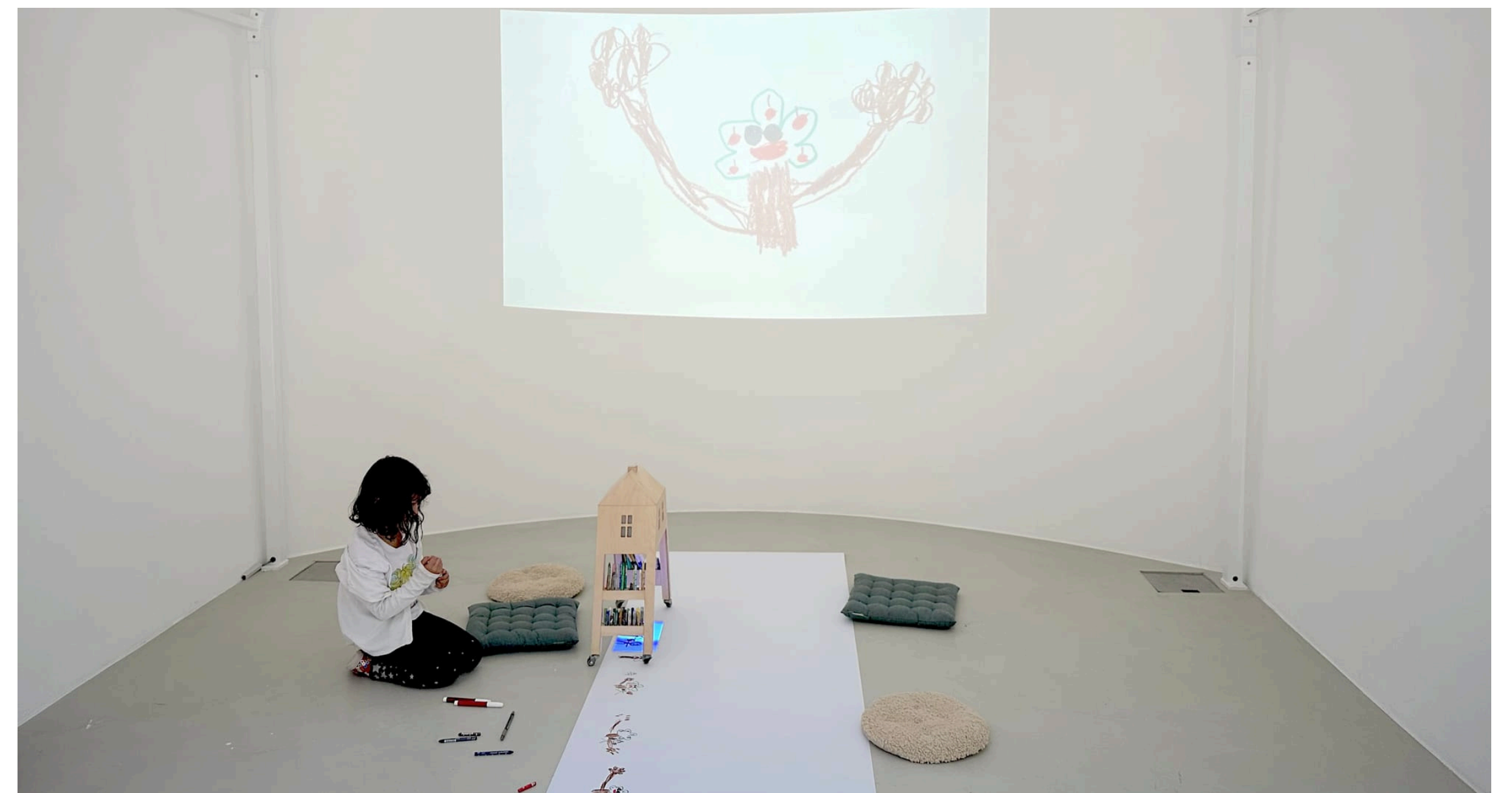
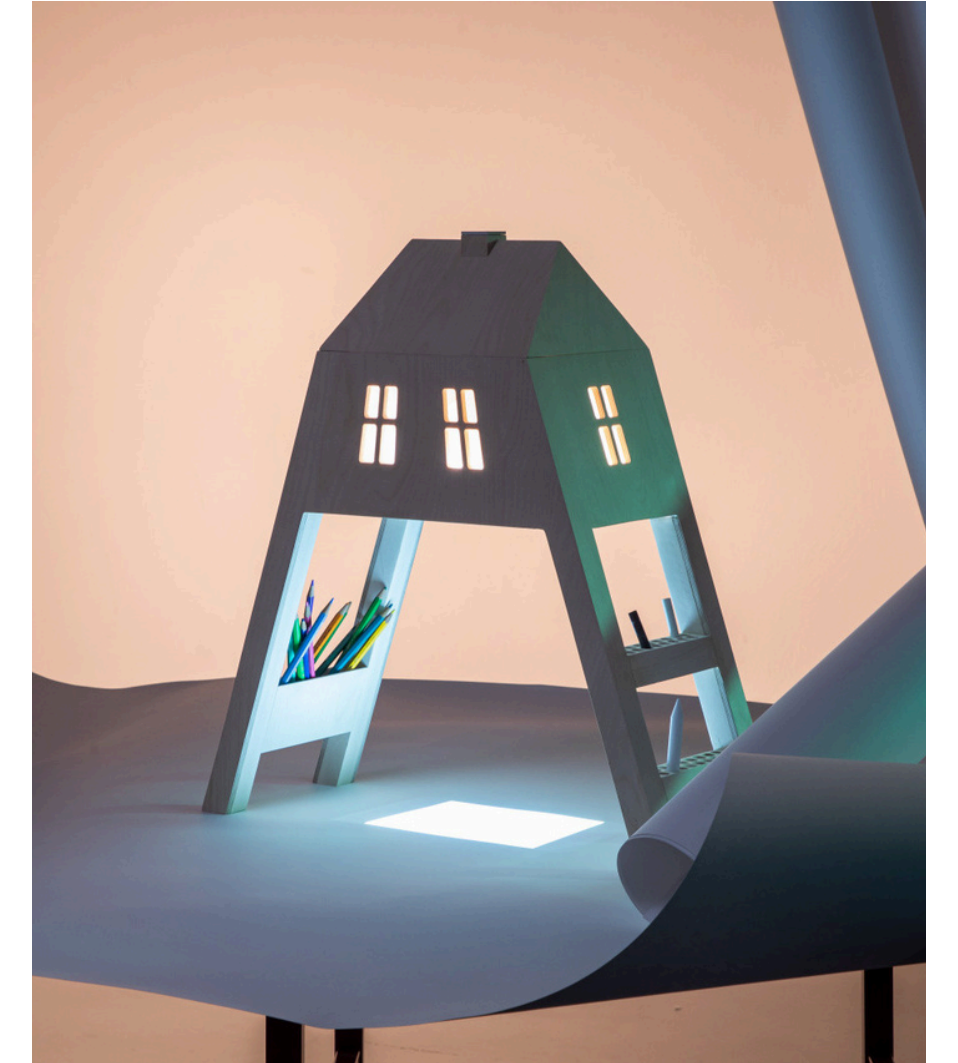


Magic House

2024

Magic House is a small interactive device that allows visitors to create hand-drawn animated films on paper.

Visitors draw directly onto large sheets of paper, then place the “house” on their creation and press the chimney button to capture the image. Each drawing is added to a collective animation that is projected live onto a wall. Throughout the exhibition, participants can build upon one another’s drawings, gradually creating a shared film and an evolving landscape of artworks across the floor.



MUSIQUE MEUBLE

Musique Meuble is the project of Florent and Romain Bodart, two French artists whose practice lies at the intersection of sound, image and interactivity. Coming from a family of luthiers, they have spent many years exploring the relationships between music, visual creation and audience participation through playful and immersive installations.

Their works combine craftsmanship, sound-based devices and digital tools to create experiences that are accessible to audiences of all ages. Presented in numerous festivals and cultural institutions across Europe, their installations invite visitors to experiment, manipulate and play with the connections between movement, image and music.

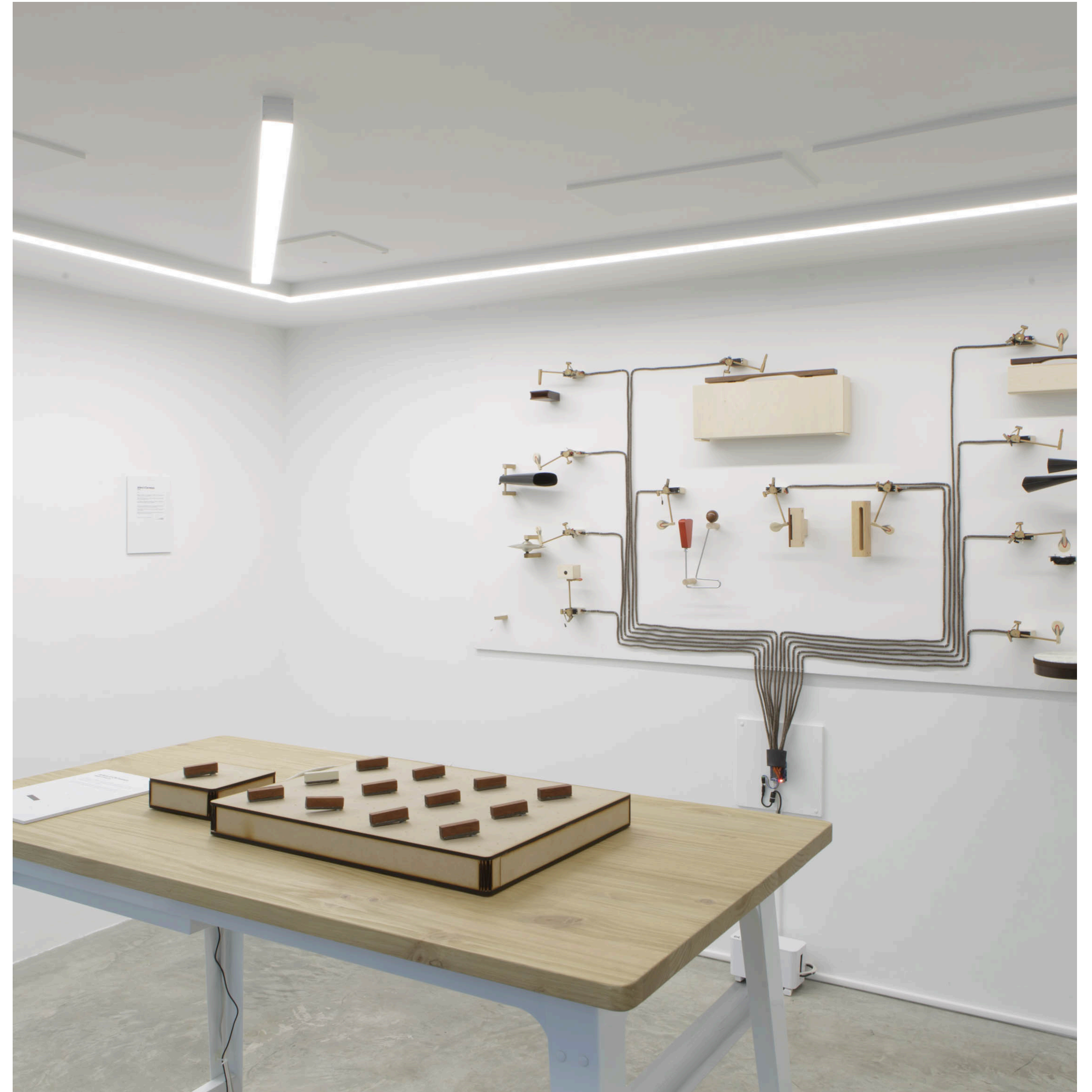


Idiophone XII

2026

Idiophone XII is an interactive musical installation that invites visitors to create their own rhythms. Using a controller designed to be accessible to everyone, participants can activate twelve sound-producing objects struck mechanically by hammers and adjust the tempo of each one.

Blending collective instrument, sound sculpture and experimental playground, the work transforms visitors' gestures into an evolving composition where rhythm, listening and play come together.



Le Pavillon Café

Open from Wednesday to Sunday, 12 pm to 6 pm.

Within Le Pavillon art centre, Pavillon Café is a welcoming new space nestled beneath the venue's **impressive dome**. The menu features a selection of local products, including Delahaut coffees and beers from Houppe and Bertinchamps, alongside a curated range of wines and sweet and savoury options to satisfy every taste. It is the perfect place to gather with friends or family, enjoy a unique setting, and extend your visit beyond the exhibition itself.

Access to Pavillon Café is included with a valid exhibition ticket. Your new destination for culture lovers and food enthusiasts in Namur is open during exhibition hours, **Wednesday to Sunday, from 12:00 pm to 6:00 pm.**



© Bryan Nicola Maxwell

Practical informations

Exhibition on view
4 July 2026 – 25 October 2026

Open **Wednesday to Sunday, from 12:00 pm to 6:00 pm**

Public opening event: Friday, 3 July 2026
6:00 pm – 9:00 pm
Free entrance

Press Preview

Discover our new exhibition in preview!

Friday, 3 July at 11:00 am
Le Pavillon
Route Merveilleuse 65, 5000 Namur
Free public parking available on the Citadel Esplanade

Registration required: nordine@nakami.be





A production by KIKK ASBL

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Caroline Deroyer

Communications

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Gwenaëlle Gruselle

Audience Development Manager

Hélène Dastroy

Le Pavillon team would like to extend special thanks to
Arte France, Lab9 and the members of the Klub Pavillon.

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Le klub Pavillon



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Exhibition partners





About KIKK

Over the past decade, KIKK ASBL has successfully established a strong and distinctive position within the cultural and creative landscape. This success is notably driven by the annual KIKK Festival, an international event at the crossroads of art, science, technology and society, bringing together creative and cultural industries from around the world in Namur. KIKK also operates TRAKK, a creative hub featuring a coworking space, a protolab and a medialab, fostering innovation and collaboration. In addition, Kingkong, its media platform, promotes creative and digital cultures, while Le Pavillon, its permanent exhibition space, explores and questions the impact of technology on contemporary society.

About Le Pavillon

Located on the Citadel Esplanade in Namur, the former Belgian Pavilion from the Milan World Expo has become Wallonia's leading venue for digital culture. Managed by KIKK, Le Pavillon presents a programme of temporary exhibitions, conferences, performances and workshops at the intersection of art, science and technology. Above all, it is a place for encounters, discovery and exchange, open to everyone.



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