

# Mr Woofmantic Games & Jazz

20-21 Nov 2026 (Fri-Sat)

**Mr Woofmantic Games & Jazz 2026** is an event that celebrates multimedia art and culture, bringing together musicians, game developers, students, and independent creators, to showcase experimental works and share with the local audience.



It takes place at **Kildevælds Kulturcenter**, on **20-21 Nov 2026**. It's a part of the city-wide event **Game On!** by Københavns Kommune and this is the second edition of this festival. You can see the event details (games curation, musicians, sponsors and partners, etc.) for the 2025 edition here: <https://mrwoofmantic.neocities.org/2025>

During the day, there will be a **games exhibition** with ~20 titles from Danish and international studios, workshops and spaces for playing, mingling and getting inspired.

There will be **two jazz concerts per evening (4 bands total)**, with bands curated based on their experimental approach to music and performance, highlighting local creative talent as well as bringing new inspiration from abroad. We are currently carefully selecting performers. We expect an audience of ~50-100 people per evening, and ~1000 visitors daily.

*Here are some pictures from the games exhibition and concerts from 2025:*



## Support Mr Woofmantic Games & Jazz

We want our event to have a cultural focus rather than compromise for commercial viability, which is why we need financial support from cultural funds.

This year, we're doubling the amount of artists and upgrading the stage tech and we need financial support to enable this.

### 1. Honorarium

We need fair compensation for the artists and tech who make the show happen using union tariff which is 3150 DKK. We are seeking support for this as we cannot get it from tickets alone. This includes:

- ☐ the musicians tariff (4 bands \* 3 musicians = 12 tariffs)
- ☐ sound and lights for a good show (2 \* tariffs)

### 2. Transport, travel and accommodation

We want to showcase some international artists, which comes with costs for transport and accommodation.

### 3. Marketing

Good marketing is essential for the event as we want to reach out to a wider audience and not just the people we know personally.

We are seeking support from Østerbro Lokaludvalg for some of the relevant expenses, especially physical marketing and those related to the location.

We are seeking support for the games exhibition side from NIMBI, Games Denmark and other games organizations.

The budget attached to the application contains more details.

## Scope

We are open to the possibility of scaling down the event, if it's not possible to receive the full support, such as featuring fewer performers, etc.

We have a shortlist of performers that we will select once we know more about our budget and scope. We want to keep the work-in-progress list confidential in case we end up not selecting them.

*Here is a bit about the artists from 2025, and more pictures from the concerts.*

## About Mr Woofmantic

Mr Woofmantic Concert is a **multimedia music experience** using **live motion capture**, piano, voice, and digital instruments centred on Mr Woofmantic, a dog who lives inside a videogame.

 **Mr Woofmantic** (vo, pf): The piano-playing singer-songwriter dog.

 **Horățiu Roman** (vo, pf) : Mr Woofmantic's human avatar and his co-producer. Musician and game developer based in Copenhagen.

 **Til Nomi** (keys): Co-producer and visual artist. Sometimes plays keys in the performance.

 **Simone de Bovwarf** (bs): A corgi bassist performing with Mr Woofmantic as Mr Woofmantic feat. L'Invitée.

 **Marina Kalhart** (bs): Simone's human avatar. Bassist based in Copenhagen.



## About Music of the Night

Experimental Danish trio consisting of two veteran jazz musicians **Kaspar Vadsholt** (b), **Flemming Agerskov** (tr), and experimental sound artist **Mads Vadsholt** (synth). Together they shape a musical language with elements of traditional jazz, free improvisation, textural ambiances and musical drones.



## About the production

Mr Woofmantic Games & Jazz Festival started in 2025. It was partly inspired by A MAZE. / Berlin, an arthouse games and playful media festival, where artists and creators from across Europe and the world meet in Berlin, for a week of inspiration and celebration of experimental media art. Through our festival, we aim to create a hotspot for this type of creative people here in Copenhagen, and to connect the audiences to this alternative culture.

Both Horațiu and Nomi are experienced in organizing similar events, and are connected professionally to the game development and music scenes. The festival is a success thanks to the help of volunteers, game studios, institutions and the community.

Mr Woofmantic Games & Jazz received financial support from DMF, NIMBI, Kildevæld Kulturcenter, and Københavns Kommune.

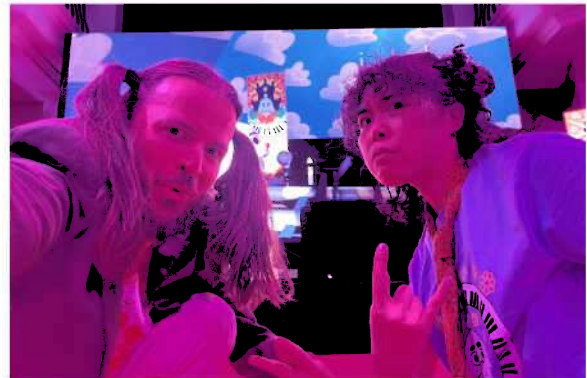
## About the team

The co-producers of Mr Woofmantic are Horațiu Roman (DK/RO), based in Copenhagen, on the musical performance and programming side, and Til Nomi (DE/JP), based in Berlin, on the graphics side.

**Horațiu Roman** (@horatiuromantic) is a musician and game developer from Cluj-Napoca, Romania, based in Copenhagen, Denmark. He is a multi-instrumentalist, and plays jazz, singer-songwriter folk and experimental music. He writes original music and has released several albums since 2022 on [Bandcamp](#), [YouTube](#) and streaming platforms. His songwriting tells stories that blend the mundane and the poetic, with

humor, intelligence, and a healthy dose of ignorance. He has been part of the local game development scene since ~2012, and now runs [Complicated Nonsense](#), a small game and interactive media studio. He is part of music and games communities, organizes events and works to get people together and bring them joy and thoughtfulness.

**Til Nomi** (<https://www.thenomi.com/>, [instagram](#), [bsky](#)) is an artist based in Berlin, founded and runs an international community for art/experimental games called Gæmz (<https://gaemz.carrd.co/>). Growing up in a musical environment and having studied media arts, Nomi has many feelings towards music, films, and media things and spends a lot of time doing research on music in their free time. Nomi creates visual art (illustrations and videos in 2D and 3D) for games, game adjacent work, events, music, books, etc. and sometimes thinks about becoming a comedy gold while being too irrelevant and too inexperienced for that.



Horațiu Roman (left), Til Nomi (right)

