

Educational Brochure

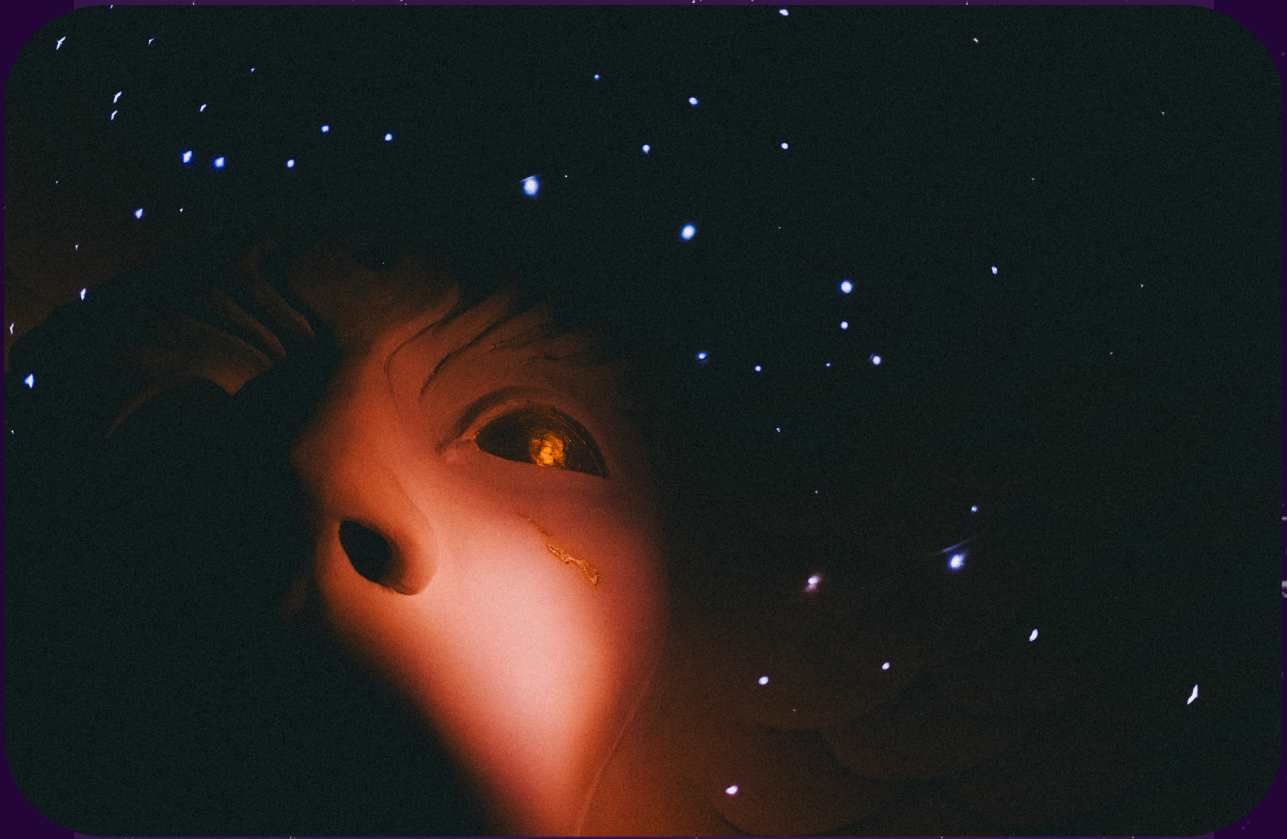
doloris

**META
MAZE**

Tilburg

An educational guide for students and teachers

For students aged approx. 12-18



What is Doloris?

Doloris is not a traditional museum. Instead of viewing paintings or artworks from a distance, here you literally step inside a work of art. In Doloris Meta Maze (Tilburg), you wander through a large maze of rooms, corridors and hidden spaces. Each room is unique and designed by artists, so you never quite know what to expect. You create your own route and experience along the way:

- Strange objects
- Surreal rooms
- Unexpected passages
- Light, sound and illusions

The goal is not to find the exit as quickly as possible, but to explore, experience and get lost. Maybe you will find the exit. Maybe you will discover something else. Maybe you will discover something about yourself.

Question for students: why do you think the creators chose a maze structure instead of a traditional exhibition? What makes this setup different?



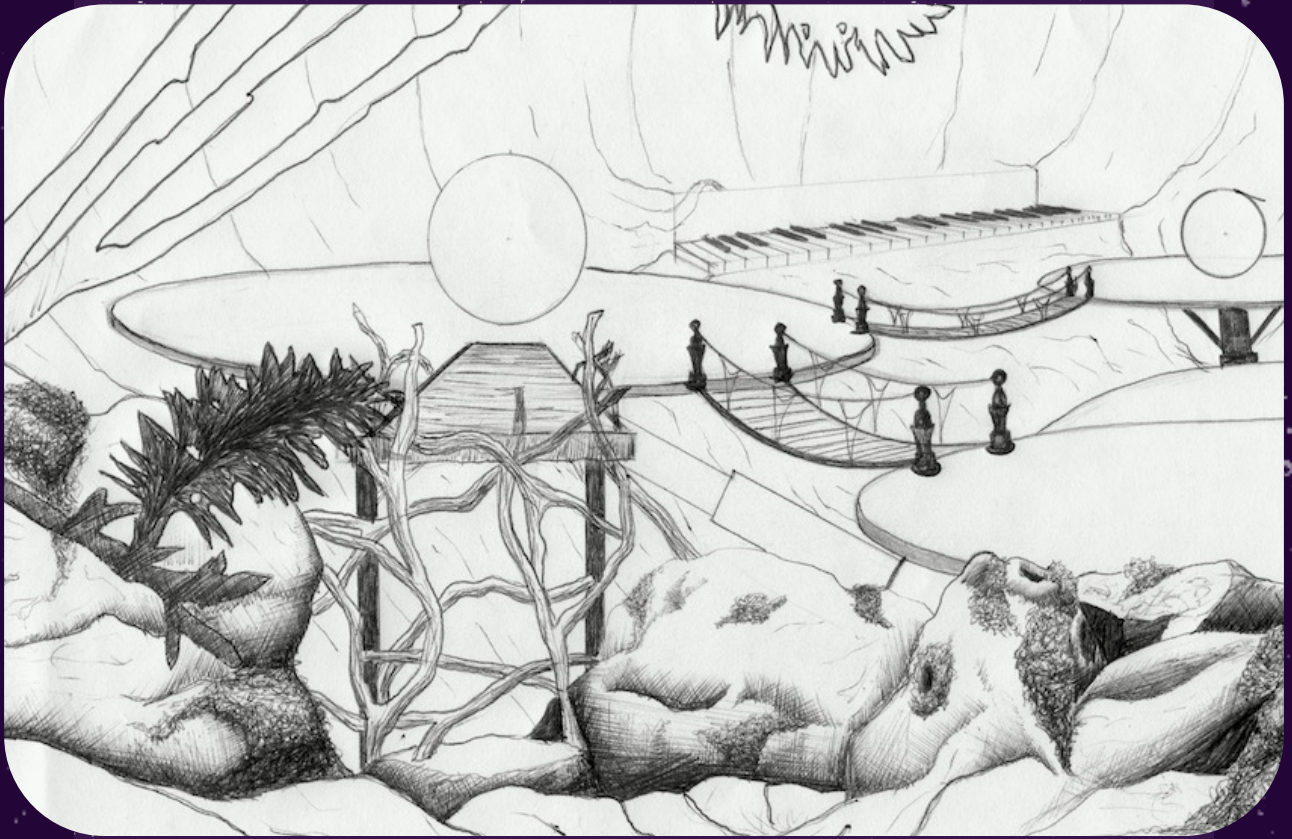
Karmanioia - Art as a medium for something greater.

Karmanioia is a Berlin-based organization that creates immersive experiences, urging you to experience a space in your own way and stimulating your senses through installation art. Karmanioia's spaces are an invitation to forget time, surrender to the imagination, and spend an analog and purposeful moment. In such creative places, everyone is free to discover their own talents and see what is possible when you make your dreams come true. This is also what Karmanioia did when they created Doloris' Meta Maze in 2019/2020 under the artistic supervision of Tim Henrik Schneider, and with the contribution of a thriving and diverse community of artists and helpers. Karmanioia is convinced that the world, both large and small, needs and sustains creative and inspired people. Art is the medium to unlock something greater. They follow this mission by creating three-dimensional art installations. Their artworks provide moments of awe and fascination through spatial immersion.

Building on years of know-how in maze construction, theater, and craftsmanship, immersion has become Karmanioia's core artistic concept. Even before this term existed, their installation 'Peristal Singum' in Berlin impressively proved what immersive art was to the astonished public. Since then, visitors become part of Karmanioia's artwork upon entry. They are right in the middle of it and can experience and discover for themselves what it means to them. In this way, the visitor becomes one with music, sound, light, images, paintings, decoration, architecture, and design.

Reflection question for students: Why do you think the artists put so many different elements into one work?

Karmanioia



Guust – “I am inspired by reality itself, by the fact that I am alive and trying to figure out what my relationship is with the place in the world around me.”

Guust Persoon is a sculptor, painter, and visual artist, born in Eindhoven in 1991, who has exhibited both his own work and commissioned pieces throughout the Netherlands. During his collaboration with Karmanioia on the Meta Maze, he created two refined wooden sculptures and their sets, handling the construction, lighting design, and optical effects himself. Both artworks, inspired by Zen Buddhism and Taoism, playfully focus on the duality present in all things—an idea embodied in his artistic work through light and shadow, reflection and absorption, presence and absence.

“Working with Karmanioia was most fascinating to me for changing the perspective on my artistic work. Previously, I made paintings or sculptures for an exhibition where people would come to look, have a drink, and move on. This time, I could design an entire environment around my work to enhance the experience and the impact of the artwork. Since then, I haven’t done any regular exhibitions. My experience working in the Meta Maze even inspired me to start a new career as a ‘thematic creator,’ a sculptor who creates sets for themed worlds.”

Guust Persoon



Assignments after visiting Doloris

1. The strangest room

Find the room that you find most remarkable.

- What do you see in this room?
- What kind of atmosphere do you feel?
- Which senses are being stimulated in this space?
- Why does this room stay with you? What makes this room so special to you?

2. Art Detective

Try to discover the following:

- What materials have been used?
- How is light used in Doloris?
- How is sound used in Doloris?

3. Maze Map

Try to draw a map of Doloris Maze from memory. Afterward, compare it with your classmates' maps. Want to bet they aren't the same?

4. Listening Assignment:

- What emotions do you hear in the music?
- Does the music fit a maze?
- What images come to mind when you hear it?





Assignments back in the classroom

Create your own Maze room. You have gathered a lot of inspiration while following your own route through the Maze. If you were allowed to design a space yourself, what would it look like? Use the following elements to describe your space:

- Theme (for example: dream, horror, nature, another planet)
- Materials
- Use of light
- Use of sound
- Engagement: How will you encourage visitors to explore and stay longer?

Writing Assignment:

Perhaps your visit to Doloris will inspire you to write an exciting story. Write a captivating short story (1,200 words) about a remarkable room. For example: "The room I never wanted to leave," "The final room," or "The invisible room."

For teachers

This brochure and the visit to Doloris align with:

- OKV (Cultural and Artistic Education)
- Art & Culture
- Philosophy
- Dutch (Creative Writing)

Learning Objectives:

Students experience art physically and can reflect upon it:

Instead of merely observing art, students move through the heart of an artistic environment. Through the use of space, light, sound, and unexpected perspectives, they experience art with their entire bodies. This experience forms the basis for reflection: how does a space feel, what effect does it have on you, and why?

Reflecting on identity:

What does identity mean when your social context is absent? In the maze, students move through the spaces individually, without the immediate social context of classmates, teachers, or phones. This provides an interesting starting point to think about identity: who are you when you are not being influenced by the group? Students can reflect on how environment, expectations, and social roles influence their identity.

Analyzing atmosphere, symbolism, and space:

The various rooms within Doloris are designed with a strong focus on atmosphere and imagination. Students learn to consciously observe elements such as color, shape, symbolism, and spatial composition. By analyzing these elements, they discover how art conveys meaning and emotion.

Developing personal creative ideas:

The experience stimulates the students' imagination. The unexpected spaces and conceptual installations invite them to think about their own ideas: how would you design a space that evokes a certain feeling? Students are encouraged to formulate their own creative concepts.



Practical information

Doloris Meta Maze
Spoorlaan 21c
5038 CB Tilburg
013-2084058

- Doloris is approximately a 5-minute walk from the central station.
- It is possible to drop off students by bus in front of Doloris.
- Tilburg has designated parking spaces for coaches: at the IJssportcentrum on Stappegoorweg and at the Kloosterstraat behind the theater. This is free of charge.

Booking

Please fill out our education form for a non-binding quote, including a schedule for your visit.

[Click here to submit a request](#)