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Research Article

Dance in Digital Art: A Conceptual Evaluation on Turkish Folk Dances

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Abstract: The developments in computer technologies have led to the emergence of a new form of art called digital art, changing the accepted understanding of traditional art. Works created using digital technologies have begun to be presented to art enthusiasts in digital environments. Over time, digital art has adopted and shaped its own rules, forms of expression, and characteristics. The digital art form, which has successfully influenced traditional art fields, has paved the way for the emergence of new genres such as net art and virtual reality, allowing artistic works to be created in these areas. Digital art, which has been effective in influencing the cultural and traditional structure of societies, has also started to manifest its impact on the art of dance since the 1970s. Both the use of digital equipment on stage and digitally produced stage performances are elements that demonstrate digital interactions in this field. The purpose of this study is to understand the practice of dance art in the digital environment, to see which dynamics it benefits from, and to examine the extent to which it can affect cultural continuity. In the research, the case study approach, one of the qualitative research methods, is adopted. This method aims to examine a specific situation, phenomenon, or event in detail. The focal point of the research is the data to be obtained through visual-auditory sources, documents, and reports.

Keywords: Digital Art, Virtual Realty, Animation, Dance, Digital Dance

1. Introduction

Digital culture can be understood as an element created with new media tools. Technological advancements have the potential to bring about cultural changes due to widespread technology usage. Digital culture, creating a networked society, has made virtual sharing an integral part of everyday life. In the evolving and globalizing world order, a networked society can be defined as a modern type of society created by individuals (Djik, 2016).

Gere (2008) stated that digital culture, emerging in the mid-20th century in a modern capitalist environment, has spread to different areas according to the needs of society and can be considered as a constantly renewing phenomenon. Additionally, he emphasized that for the formation of digital culture, new technological equipment required for digital access, cultural elements emerging in digital environments, design processes in the digitization process, and the accessibility of information created through online content are necessary (Güzel, 2016).

Providing interactive communication opportunities, digital culture enables the emergence of unique structures in individuals, offering possibilities that eliminate boundaries in written and visual elements. For instance, the ability for multiple people to make additions to a text, the international dissemination of video visuals in the digital environment, and the emergence of cultural interactions and original content through visual content collages are facilitated. Digital culture is actively present in both voluntary and obligatory needs in the living spaces of society. Its impact can be observed in daily communication, job application processes, education, health, trade, and artistic fields.

With the advancement of technology in human life, factors such as reduced geographical constraints, the elimination of physical barriers, and increased accessibility of digital technologies have brought about changes in artistic and cultural aspects. Culture, as shared common values among societies, emerges as a creative process, and the products or works produced through these processes are presented as culture. Digital culture has also brought about a transformation in dance traditions, creating cultural elements in this field as digital art converges with dance.

Digital art has emerged as a result of developments in computer technologies. In this process, similar to other art forms, digital art has shaped and embraced its own rules, forms of expression, specific characteristics, and ethical values over time. Digital art, with its close connection to basic sciences, has the potential to change traditional concepts of art, artist, artwork, and audience. Digital technologies have not only transformed traditional art fields such as painting and music but also paved the way for the acceptance of new genres as artistic works, including internet art, digital exhibitions, and virtual reality.

Digital technologies have become a tool to expand and push the boundaries of expression in the art of dance. Innovative dancers and choreographers are inclined to explore new possibilities in the dance world by taking advantage of the opportunities to digitally record, store, and edit data. The integration of digital technologies into the dancer's body and stage offers the possibility to record performances in digital formats, share them, and make adjustments (Ekemen, 2023). One of the most significant examples in this field is presented by Cirque du Soleil, a Canadian-based artistic ensemble. The show named "Ka," performed in a specially constructed theater in Las Vegas, stands out as a remarkable demonstration utilizing all the possibilities of technology and digital tools. The performance has received highly positive feedback, showcasing a production where digital technologies are extensively employed.

Picture 1
The screenshot of Cirque du Soleil's performance titled "Ka."

Source: (https://www.youtube.com/watch?v=p64xhZsnvms)
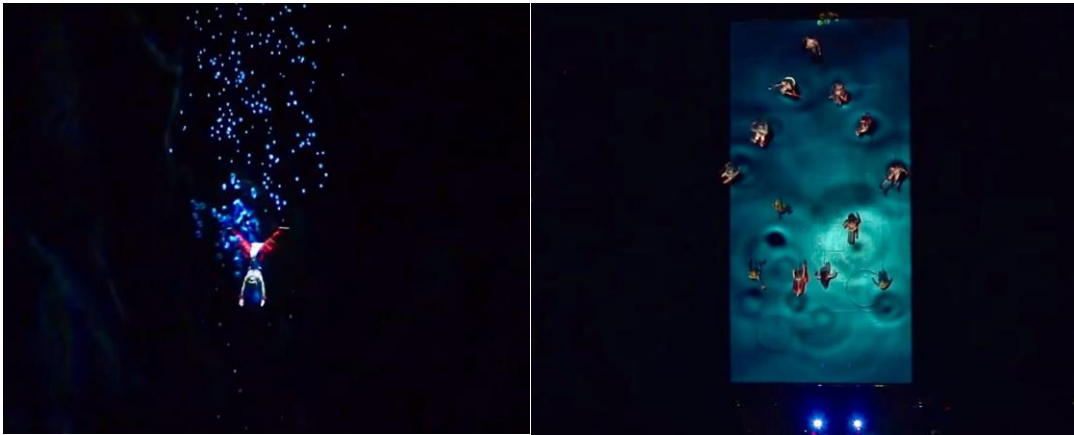
The intersection of digital art and dance highlights the interaction between the body and technology. While dancers use technology as a tool, technology, in turn, senses the movements of the dancers and engages with them. Thanks to technological advancements like Motion Capture (MOCAP), a new artistic experience emerges where dancers and technology interact.

Picture 2
Motion Capture Technology

Source: (https://www.sense4motion.com/bilgi/motion-capture-hareket-yakalama-nedir/)

Digital dance performances expand the limits of spatial usage, offering artists and audiences a new realm. Artists, by altering the reality of dance through digital projections, can interact in different times and spaces via virtual universes. Spectators can immerse themselves in this visual spectacle, experiencing a departure from traditional dance performances (Kayacık, 2011). Digital technologies also enable the broadcasting and viewing of dance performances in virtual environments. Thus, individuals in different locations can have the opportunity to watch a dance performance simultaneously or at different times.

The aim of this study is to understand the position of dance art in the digital environment, examining the dynamics it benefits from, and exploring the extent to which it can affect cultural continuity.

In the research, the case study approach, one of the qualitative research methods, is adopted. This method aims to examine a specific situation, phenomenon, or event in detail. The focal point of the research is the data to be obtained through visual-auditory sources and documents. In the data collection process, the information obtained from these sources will be deeply analyzed and approached using descriptive analysis method. The result of the research will contribute to a better understanding and development of the examined subject.

2. Innovation in Art: From Traditional to Digital

Art can be defined as the multiple expressions of creativity and imagination in various forms such as music, dance, and sculpture. The Turkish Language Association defines art as "the entirety of methods used in expressing emotion, design, beauty, etc., or the superior creativity resulting from this expression" (TDK Dictionary, 2023).

Digitalization is generally associated with industrial revolutions. The first industrial revolution, involving the use of water and steam power in mechanical production tools, the second industrial revolution, transitioning to mass production using electricity, and the third industrial revolution, utilizing advanced technological information production tools, paved the way for digital life. The process of digitization that began with the third industrial revolution has manifested itself in all aspects of society with the so-called fourth industrial revolution, also known as the digital revolution.

In the mid-20th century and in light of the developments that accompanied it, the emergence of personal computers, the invention of the internet, and its introduction for civilian use led to concepts such as digital life and digital transformation. Digitalization can be briefly explained as the transfer of an object or entity into a numerical or digital environment. The invention and widespread use of the internet have

made it one of the important concepts today. The transfer of an object or entity into a digital environment provides easy access to possibilities such as production, archiving, and duplication for society (İspir, 2013). All these developments and the widespread use of technology in all aspects of life have brought about "the Digital Age," paving the way for digital transformations in the field of art as well (Sümbül, 2017).

In this period known as the Digital Age, a new intersection of technology in the field of art has begun to emerge, namely "Digital Art." In short, digital art, which uses technological infrastructure and equipment, is an art form that aims to express traditional art forms in digital environments and offer new experiences (Wands, 2006). These artworks can take various forms such as computer-generated graphics, animations, digital music, and interactive artworks. The fundamental difference from traditional art is the different nature of the designed space (Sağlamtimur, 2010). With the development of digital technologies, artists can create art not only through traditional means but also by using computer hardware, interactive technology, and media tools. The production of digital art can be faster thanks to technology, and unlike the time-consuming nature of traditional tools, artists can create a work for the digital world in front of a computer screen. For example, technologies created in virtual worlds that can create a sense of reality, such as art exhibitions, concerts, or motion-sensing sensors, allow personal satisfaction in the field of digital art.

Picture 3
Charli XCX's Virtual Reality Concert on Roblox

Source: (https://www.pazarlamasyon.com/muzigin-gelecegi-sanal-evrenler-ve-nft-de-mi)

While art produced through traditional methods can take extended periods, the advent of advanced technological possibilities has shortened these production times. The process that artists anticipate to reach their desired outcome in the creative process has gained speed in conjunction with the use of technological capabilities. As the pace of following technological developments in artists has increased with the development of technology, the transformation from traditional art to digital or virtual art has also shown an upward trend (Türkmenoğlu, 2014).

Digital art has begun to evolve and enrich its content with new materials such as light, sound, motion, computer programs, and artificial intelligence. Today, virtual reality technologies and algorithms used by new media have further expanded the scope of digital art, and the impact of digital life has become more pronounced (Vargün, 2023).

In the historical process, the foundations of digital art were not laid with advanced computer technologies but with the invention of primitive cinema and photography. Primitive cinema and photography, with their ability to capture and transfer movements and images to surfaces, provide the first examples of digital virtual reality. These developments, entering society in the late 19th and early 20th centuries, became pioneers of many artistic movements, such as digital art and postmodernism.

Inventions like the Praxinoscope, Zoetrope, and Zoopraxiscope can be considered as early examples of the digital art of the 19th century (Mutlu, 2019).
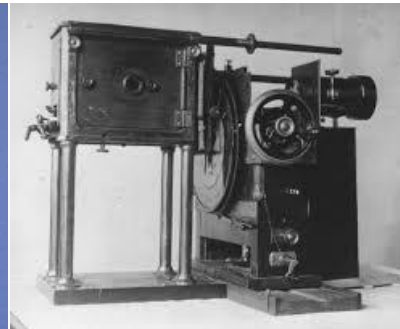
Picture 4 *Praxinoscope*   **Picture 5** *Zoetrope*   **Picture 6** *Zoopraxiscope*

Sources: (https://www.artofplay.com/Products/praxinoscope), (https://tinkertigers.co.uk/Store/p/zoetrope), (The Zoopraxiscope – Eadweard Muybridge-Google Arts&Culture)

At the beginning, since computers were not widespread, digital art initially emerged as a field primarily developed by scientists. The computer Electronic Numerical Integrator and Computer (ENIAC), developed by American scientists in 1946, was initially used for mathematical calculations. However, later, data obtained from these computers began to be utilized for artistic and aesthetic purposes. The convergence of art and technology took place in 1966 in New York. The establishment named the American Experiments in Art and Technology facilitated collaborative efforts between scientists and artists, leading to pioneering work. Subsequently, similar centers were established in Argentina, the United Kingdom, Yugoslavia, and Japan, organizing exhibitions (Sağlamtimur, 2010).

In the field of digital art, the world's first examples were created by mathematician and artist Ben Laposky in 1950, using electronic images obtained from waveforms (Wands, 2006). Mathematician and artist Herbert W. Franke presented a similar example with Ben Laposky in 1956. Later, figures such as John Whitney Sr., Charles Csuri, Michael Noll, Frieder Nake, Edward Zajeki, and Kenneth Knowlton produced works that can be considered pioneering in the field of digital art (Atan et al., 2015).

Picture 7
Electronic Wave Images of Ben Laposky

Source: (https://mozartcultures.com/dijital-sanat/)

The development of digital art can be divided into distinct periods. The 1950s and 1960s emerge as the periods when the first steps into digital art were taken. During these times, artists and mathematicians began creating abstract artworks using algorithms and programs. Towards the late 1960s and the early 1970s, computer graphics started offering artists new possibilities with three-dimensional models and visual effects. In the 1980s and 1990s, digital art gained more popularity compared to previous years. The proliferation of personal computers provided artists with the opportunity to produce more works in digital environments. Image processing and photo editing software further increased during this

period. With the widespread adoption of the internet in the 2000s, digital art entered a new dimension (Kotaman, 2020).

When the emergence and development of digital art worldwide are compared with the process in Türkiye, it is observed that Türkiye has been lagging in following technology in this field. Digital art studies, which began globally in the 1960s, emerged particularly with avant-garde artists' exhibitions aimed at understanding and questioning technology. Starting from the 1980s and advancing with the progress of information technologies, digital art gained popularity as a form of artistic expression. However, in Türkiye, these developments gained recognition and visibility with a delay of approximately 20-30 years, starting to be noticed in the 2000s (Ertan, 2015).

In Türkiye, it can be said that artists specializing in photography and graphics are generally interested in digital art. In addition to these two fields, artists producing works in areas such as music, cinema, sculpture, painting, museums, and dance can also be encountered. Çizgen (2007, p.68) mentioned that Özcan Onur was the pioneering figure who introduced Türkiye to digital art. He conveyed that Onur presented the images he produced in the computer environment to art lovers in 1986 with an exhibition named "Elektropentür" held in Istanbul and Paris. He also noted Hamdi Telli as one of the pioneers of digital art. Telli created works using computer graphics and photographs. In the 2000s, foundation studies for the development and popularization of digital art in Türkiye began. Established as an independent organization in 2002, NOMAD became the first association in the field of digital art in 2006 (Sağlamtimur, 2010).

Picture 8
Hamdi Telli Digital Art

Source: (http://www.sanatteorisi.net/?sayfa=Makaleler&icerik=Goster&id=4169)
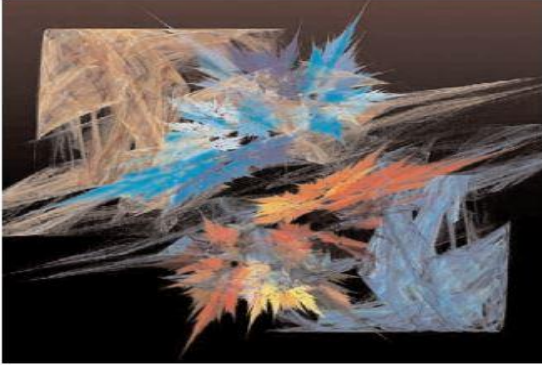
Digital art genres and characteristics are often derived from traditional art practices. While in the past, the display of a work in a gallery or museum rendered it an official piece of art, today, digital art has paved the way for the emergence of new and original forms, particularly focusing on process rather than outcome. In digital art, artists can design their works in a more dynamic, interactive, and experimental manner compared to traditional art practices (Wands, 2006). In the field of digital dance, various subfields of digital art such as installation art, performance music and sound art, and digital animation and video art can also be utilized (Wands, 2006).

Digital Installation: Digital installation appears as an art practice aimed at creating a artistic experience within or outside a space using digital technologies and media. These installations bring together digital elements such as light, sound, video, moving images, and interactive elements to influence, provoke thought, or provide an experience for the audience (Taştan, 2018).

Picture 9
Digital Installation

Source: (https://medium.com/@yigiterbas/dijital-sanat-d%C3%BCnyaya-yeni-bir-bak%C4%B1%C5%9F-e47ea643f325)

Performance, Music, and Sound Art: In installation art, the artistic space typically takes center stage, while in performance, music, and sound art, the artist themselves are at the core. Computer programs are used in various fields, and sound and music arts have undergone significant development and transformation under the influence of digital technologies. Today, music heavily relies on digital tools and the possibilities offered by the internet for both production and presentation. The advancement of digital sound and music technologies can provide artists with a new and liberating musical experience. The ease of production in this field has also increased interaction with other digital art forms, such as performance art. Digital works in sound and music, focusing on body movements, have led to an intensification of works in the systematic image and sound field in virtual reality performances (Kırsaçlıoğlu, 2017).

Digital Animation and Video: Digital animation refers to moving images created using computer graphics and digital drawing techniques. Animations can be designed in two or three dimensions. In video art, digital recording devices are used to record images, which are then edited or processed to transform them into an artistic expression (Wands, 2006).

3. Virtual Reality and Dance in the Virtual World

Virtual Reality (VR) is a digital data technology that artificially reproduces physical reality or creates an alternative reality perception by affecting the users' senses (Kuruüzümcü, 2010). This technology aims to make users feel as if they are in a different environment by influencing their senses. The virtual reality experience can be provided through VR glasses.

Although this concept first emerged in the 1960s, it has become more widespread in recent times with technological advancements. Advanced screens, motion sensors, haptic feedback systems, and powerful computer infrastructure have contributed to the further development of this experience. Initially used in the gaming and entertainment sectors, virtual reality technology has now managed to establish itself in almost every field, thanks to the emerging virtual worlds. This technology allows users to experience their real-life activities in a virtual environment (Akaslan et al., 2018).

Picture 10
Virtual Reality

Source: (https://bilimgenc.tubitak.gov.tr/makale/sanal-gerceklik-uzmanlari-ne-yapar)

Virtual reality technology opens up different opportunities for users in terms of education, work, and socio-cultural aspects. In this regard, educational systems become more interactive and engaging, allowing users to experience different cultures, communicate with people from different regions, and travel in the virtual world (Aydoğan and Kaplanoğlu, 2020).

Virtual reality refers to a vast, interactive, and virtual world created with computer and internet-based technologies. This digital environment provides users with an experience independent of reality and enables mutual interaction among multiple users. Virtual worlds are environments that can be used for games, social platforms, educational purposes, and artistic experiences. Users in virtual worlds can create a new identity, navigate within this world, interact with objects, and communicate. Virtual worlds continue to develop and spread into various fields with the advancement of technology. Advanced virtual reality and augmented reality technologies allow users to have deeper and more interactive experiences (Yıldız and Bozkurt, 2023).

The virtual environment replaces reality in many areas and levels, standing out in artistic creations as well (Sağlamtimur, 2020). Virtual reality provides an interactive environment artistically, offering various design possibilities and bringing together different artistic materials. This technology enables work in various art fields such as painting, music, sculpture, without the need for a physical studio. Additionally, it facilitates the interaction between works and allows sharing over the internet or virtual worlds, making artistic works easily achievable (Aydoğan and Kaplanoğlu, 2020).

Virtual reality and virtual worlds not only serve as a medium for artistic production but also as an environment for showcasing art. Artworks created in a virtual reality environment can be presented to art enthusiasts in gallery and museum exhibitions by taking prints from the real world. Moreover, virtual galleries, virtual museums, virtual conferences, and virtual shows can be organized in virtual reality and virtual worlds (Aydoğan and Kaplanoğlu, 2020).

Due to the opportunities it creates, virtual reality allows viewers to enter the depths of artworks, step into a theater or dance stage, and become part of a performance (Adar, 2021). In virtual reality environments, dancers can move independently of physical limitations and create different dance forms by combining their imagination with reality.

In 2023, Facebook organized a dance festival called "Metaverse Dance Festival" in the Metaverse virtual world. It is known that augmented reality technologies were used, and many dancers performed at the festival. Another example of dance performances in virtual reality is the augmented reality game created by Kilian Rüdiger called "Holodance." In this game, players can watch dancers moving in the augmented reality environment and even interact with them.

Picture 11
Holodance Virtual Reality Stage and Dance Visual

Source: (https://store.steampowered.com/app/422860/Holodance/)

Virtual reality and virtual worlds redefine the concept of space in performances. The limitations of traditional performance spaces disappear, allowing artists to create environments suitable for their performances in virtual worlds (Yıldız and Bozkurt, 2023). Elements such as stage designs, lighting, decor, and costumes can offer infinite possibilities in the virtual reality environment.

4. Dance in Digital Art

Digital art and dance have the ability to transcend creative expression beyond traditional forms and boundaries by combining digital technology with traditional art and dance forms. In digital art, dance performances have begun to find their place in virtual worlds, integrated with virtual reality and augmented virtual reality technologies. The dance art, striving to exist in the digital era, has started to be called digital dance.

In dance performances, the necessity for the body to be only the human body is eliminated in today's conditions. Virtual bodies, holographic dancers, and various designed bodies are increasingly being used in the process of showcasing dance art. In dance shows, for example, it is possible to create illusions of dance perceived by the audience through the rhythmic movement of technologically programmed devices, such as robotic technology, accompanied by music (Ekemen, 2023).

Adrien Mondot and Claire Bardainne have introduced a technological ballet genre they named Pixel in the field of digital dance, bringing it to the audience. Choreographers utilizing video mapping technology for the digital stage have created a kind of visual illusion between the body and the stage.

Picture 12
The Technological Ballet Performance Titled Pixel

Source: (https://www.arch2o.com/pixel-the-technological-ballet-adrien-m-claire-b-company/
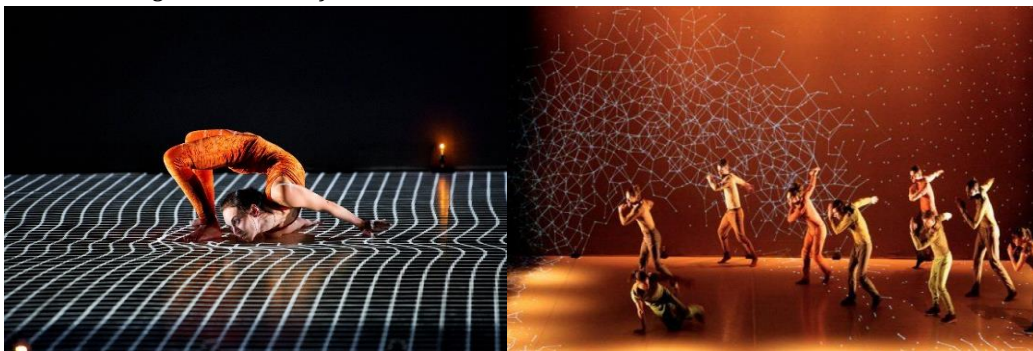
Turkish Folk Dances, which are a rich part of Turkish culture, continue to exist as a tradition in the social sphere while being considered as a branch of dance art on stage. These dances reflect the lifestyle, traditions, values, and history of the Turkish people. Turkish folk dances can be defined as traditional dances characterized by rhythmic movements performed either in groups or individually.

Especially since the 2000s, Turkish Folk Dances have started to undergo some changes, particularly in terms of staging. With the increase in technology and communication elements in the evolving world in the millennium, international interaction has also increased. As a result, Turkish Folk Dances have begun to be staged with an innovative approach. Traditional costumes and choreographies have been replaced by structures suitable for the era. Artists in this field have attempted to make traditional dances more dynamic by combining traditional style dance steps with different dance disciplines. Turkish Folk Dances, which have become a performing art, have led to the emergence of richer and more professional performances by coming together with different stage art disciplines such as theater.

Turkish Folk Dances, benefiting from the opportunities offered by digital life, have also found their place in the digital social sphere. Digital dance, as an innovative interpretation of traditional dance art, can provide viewers with visually impressive and captivating experiences by recording the movements of artists with the help of technology and combining them with computer graphics and advanced digital effects. Moreover, these experiences can be shared on digital platforms, reaching wider audiences. In this context, professional dance groups in our country have begun to stage performances supported by digital visual effects.

Picture 13
Fire of Anatolia Show's Use of Digital Backgrounds

Source: (https://golcukvizyongazetesi.com/anadolu-atesi-kocaeliyi-buyuledi/)

Digital animation, one of the genres of digital art, has made significant contributions to the development of digital dance. Dances adapted to digital platforms through digital drawings or motion capture technologies contribute positively and significantly to cultural continuity and interaction, especially in the digital age. Examples of digital dance in the animation genre, seen internationally, have gained importance in our country, particularly in the last few years. Especially to capture the interest of the younger generation born in the digital age, make traditional dances more appealing, and facilitate cultural transmission, the efforts in our country are crucial. In this context, works in our country are noteworthy, especially the ones featuring traditional dances such as Zeybek and Seğmen within the animated series "Rafadan Tayfa" broadcast on the TRT Çocuk channel, utilizing animation drawings and technologies. These examples can be considered limited yet significant efforts in the field of digital dance in our country.

Picture 14

The folk dance performance of Seğmen in the animated cartoon series 'Rafadan Tayfa

Source: (https://www.youtube.com/watch?v=Hc-SaGQ-a1A)

Picture 15

Zeybek Performance in the Animated Cartoon Series 'Rafadan Tayfa

Source: (https://www.youtube.com/watch?v=ZxYe6FUEK7Q)

Turkish Folk Dances, finding their place in the realm of digital art shaped by digitization, have reached advanced levels around technological infrastructures like digital performance, virtual reality, and virtual presentations. However, interactive displays offered by virtual reality technologies or remote access to dance performances are unfortunately not yet available in our country. Especially in technologically advanced countries, witnessing dance art in virtual reality and virtual worlds is possible in today's world. The National Ballet Academy in Amsterdam, for instance, pioneered adapting a ballet performance to virtual reality, presenting a dance performance by translating a live show into the digital realm. Recorded with 360-degree cameras, the performance, when viewed through virtual reality glasses, provides individuals with a stage and show experience, offering the opportunity to experience that performance at home while maintaining a sense of reality.

Picture 16
Ballet Performance in Virtual Reality

Source: (https://www.youtube.com/watch?v=xCp4at6LE0A&t=210s)

5. Conclusion

The concept of art emerges as a reflection and expression of imagination and creativity. Developments that have persisted since primitive times have influenced individuals or societies in various ways, leading to the creation of artistic works. Over the ages, these works have been supported by various branches of science, resulting in the progression of art through different disciplines to the present day. As a consequence of scientific and technological progress, a new genre of art emerged around the mid-20th century, called digital art. This art form, known as digital art, particularly gained momentum with the development of computer technologies and has successfully found its place in various artistic disciplines in the present day.

Digital art, aiming to transfer traditional art forms to digital environments and provide new experiences, has become attractive to artists due to the speed of creation and production in the digital realm, as well as the ease of access to digital materials. Since the early 2000s, this art field has shown an upward trend, adapting to the age by facilitating communication in virtual environments. The liberation initiated by the invention of the internet has now eliminated boundaries in virtual realms.

Traditional art forms, such as painting, music, sculpture, and dance, have also been adapted to the digital world, leveraging technological advancements. Paintings are created using technological tools and displayed in digital environments, while sculptures are designed using computers and software, printed using 3D printers, or showcased in virtual environments.

The transformation of dance, beginning with the processing of data on computers and digital platforms, has been facilitated by the advancements in technology, enabling it to be presented and produced solely in digital environments. Developments in motion capture and virtual reality technologies, as well as advancements in animation and virtual environments, have provided a field for representation and production within digital dance art. However, the creation of a dance using only video or any other subgenre of digital art classification does not necessarily mean that dance has transformed into a digital art form. For dance to be recognized as digital art, it may require the manipulation of traditional dance forms digitally, the addition of various visual effects, or the integration of interactive elements onto traditional dance forms, leveraging the opportunities provided by the digital medium. Thus, digitally processing dance or providing an interactive experience in a digital environment can render dance acceptable as a form of digital art.

Turkish Folk Dances, which are a rich part of Turkish culture, have indirectly found their way into digital art with the technological advancements in performing arts. Stage performances digitized and uploaded to digital platforms provide the first examples of Turkish Folk Dances in the realm of digital art. These shows and dance examples, recorded with cameras and shared on the internet, demonstrate the accessibility of performances to everyone, as facilitated by the digital age. Live performances, with the assistance of digital technologies, can create a visual spectacle through the use of various effects on stage.

Culturally, preserving the traditional essence of dance and transferring what is traditional or closely related to tradition into the digital realm emerges as a highly significant issue. Dance art being transferred or adapted into the field of digital art necessitates the careful selection of digital materials to maintain its traditional structure and ensure accurate portrayal. Digital techniques such as digital effects, image processing, and animation can enhance the expressive power of dance in traditional settings. Another important aspect of the digitization of traditional dance is the possibility of referencing the traditional setting by transferring qualities that can be diversified, such as color, pattern, motif, and decoration, into the digital environment through costume and stage designs. Similarly, being able to use the structure of dances and their accompanying music can enable the presentation of a digital dance example closely resembling the traditional form in the digital environment.

Throughout the process of transforming traditional dance forms into digital dance, staying true to the movements and origins of dances in the real world, and emphasizing their cultural significance during expression and transmission, it is believed that digital dance art can contribute to preserving and transmitting the values existing in culture and tradition.

Although examples of digital dance have not become as widespread in Türkiye as they are internationally, the country has seen some limited instances. An animated series named "Rafadan Tayfa" has featured examples of traditional Turkish Folk Dances such as "zeybek" and "seğmen" through animation and technology, serving as a noteworthy instance of digital dance in the country. This use of traditional dance movements is believed to enhance the awareness and cultural continuity of this cultural heritage in the digital age.

One example in this field is a virtual reality dance performance recorded by the Amsterdam National Ballet Academy. This performance, captured with 360-degree cameras and experienced through virtual reality goggles, provides a stage performance experience to the audience with a sense of reality, even allowing the performance to be enjoyed in the comfort of one's home. Despite international examples, no similar demonstration or work has been encountered in this field in Türkiye.

In Türkiye, Turkish Folk Dances are still in the developmental stages regarding digital art. Despite undergoing some transformation, it cannot be predicted where Turkish Folk Dances stand within digital dance based on the limited examples presented in this field. Although the digital transformation of Turkish Folk Dances has not progressed beyond recordings loaded with visual and auditory effects, it is believed that, with the provision of necessary infrastructure and technological capabilities, Turkish Folk Dances can adapt to this transformation.

This study is expected to provide support to researchers working in the field of digital dance art. It is believed that a more detailed study focusing on the application technique, methodology, and equipment of digital dance can further advance this field.

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