



GrandPalais
Rmn



MATCH

**DESIGN & SPORT - A STORY LOOKING
TO THE FUTURE**

MUSÉE DU LUXEMBOURG

From 13 March 2024 to 11 August 2024

This project received the label Olympiade culturelle

#ExpoMatch

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FROM 13 MARCH 2024 TO 11 AUGUST 2024
AT THE MUSÉE DU LUXEMBOURG, 19 RUE DE VAUGIRARD 75006 PARIS
OPEN EVERY DAY FROM 10:30 AM TO 7 PM
LATE-NIGHT OPENING ON MONDAYS UNTIL 10PM EXCEPT
29 JULY AND 5 AUGUST
CLOSED EXCEPTIONALLY ON 1ST MAY

Places aux jeunes !

Free admission for young people aged under 26 from Monday to Friday Number of tickets limited by date, online booking required at museeduluxembourg.fr

This exhibition is sponsored by Aurel BGC and supported by Dacia



Our partners



L'ÉQUIPE



LE FIGARO



Enjoy the cosy atmosphere of the Mademoiselle Angelina tea room at the entrance of the Musée du Luxembourg. To celebrate the new exhibition and the Olympic Games 2024, come have a taste of its exclusive “Match” and “Régate” creations, inspired by design and sport.

Enjoy this beet-seasoned salmon gravlax and its side of spring vegetables, served in a dazzling and colourful arrangement. End your meal on a sweet note with a chocolate treat, served with caramelized hazelnuts!

Opening times: the Mademoiselle Angelina tea room is open at the same times as the Museum. Come enjoy the return of sunny days on the terrace.

Mademoiselle
ANGELINA

THE EXHIBITION

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MATCH is conceived as a launch-pad for thinking about the future of sports. The exhibition examines sport through the lens of design and highlights how design, in its many forms, is an integral component thereof. Looking at projects from the past, present, and future, MATCH aims to prompt a broader understanding of the relationship between design and sport.

The most obvious link between these two fields is found in equipment: sporting gear is how sports and design first became intertwined. Throughout the history of sports, design has created lighter, safer, stronger, performance-enhancing products for athletes – professionally and otherwise. Design has also helped sports become more inclusive through the development of prosthesis as well as the creation of virtual games like eSports. Yet as design pushes sport forward through the incorporation of the latest technologies, sport also pushes design forward: athletes desire equipment that not only looks and feels good but also – and perhaps more importantly – reflects their personal identity and gives them a boost of self-confidence. The results of the ongoing symbiotic relationship between design and sports are aesthetically stunning objects and



materials that simultaneously serve incredibly functional purposes.

But the impact of design within sports extends far beyond the shape, look, and feel of equipment. A ball's weight or the responsiveness of a keyboard actually define the speed of a game. Technology enhances human capabilities and compensates for so-called deficiencies. Games – both physical and digital – are controlled by the fine-tuned designs of rules and regulations. Even the spectators' experience is carefully designed, from camera placements and drone footage to online streaming platforms as well as the look and feel of a stadium. It is an expanded understanding and awareness of this ever-changing impact that drives the future of design and sports.

1. Cult of perfection

When athletes perform at their best, they are like gods; when they fumble, they are failures. As spectators, we expect the world from athletes, demanding almost supernatural abilities. Their accoutrements – the sleek suits, the elegant equipment – are like divine prostheses, meant to both enhance and protect.



The cult of perfection around the body is a well-established human pursuit. It goes back long before the language of optimization took hold in our everyday lives, as far back as Ancient Greece. Myron's expertly sculpted and muscularly fine-tuned Discobolus is considered an icon of Greek art and the epitome of strength personified. The beauty of the human form in motion has been captured and idealised in countless ways throughout history.

But what might heroic depictions of athletes look like today? And what about the toll, both mental and physical, required to ascend to greatness?

This exhibition doesn't proceed in a strictly linear manner, but gives timeless examples of how design and sports go hand-in-hand. The objects on view may appear stationary, but they are in no way static: like the bodies of athletes themselves, they are works-in-progress. Just as supplements and wearable technologies contribute to incremental physical changes, so too are the gear and built environments of athleticism constantly evolving.



2. Fields of play

There are as many definitions of architecture as there are architects, but when it comes to sports arenas, certain codes and typologies are fixed. Fields of play are often hyper-defined, set by the rules and parameters of the game. Yet every sport has its own framework. While some rely on expanse, others require confinement. Athletes are challenged to respond to these spatial constraints, pushing against them and inventing creative responses.

Athletic spaces are also determined by their audiences. They hold room for anticipation, emotional outbursts, cheering and heckling. Sports and their arenas have the potential to incite mayhem, or to become sites of deep camaraderie and kinship.

What might the designs of these spaces communicate about the society around them?

The Panathenaic Stadium, reconstructed in the late 19th century and made entirely of marble, is an example of monumental grandeur. On the other hand, the stadium built for the 1972 Olympics in Munich was widely considered a feat of democratisation: its floating, tent-like roof, made of

transparent plexiglas, acted as a symbol of its openness to diverse visitors. Didier Faustino's recent Temporary Autonomous Zone challenges both of these typologies: it's a modular, mobile competitive infrastructure, ready to land absolutely anywhere, as if from outer space.

Beyond the confines of the game, sports architecture has the potential to be genuinely experimental. As places of exchange and confrontation, struggle and companionship, these venues are microcosms for societies at large.

3. Representation matters

Twenty-five years have passed since the 1999 Women's World Cup final, when USA player Brandi Chastain made history by ripping off her jersey after a decisive penalty kick that won her team the trophy. Hailed as a transformative moment for women's football, the iconic gesture of both freedom and defiance precipitated a chain of events outside of the stadium, as players began to fight for gender equality in pay and better training conditions comparable to their male counterparts.

Yet, in 2024, gender remains a big topic in sports: not just in terms of how much athletes are paid or how they are



treated or the quality of their gear, but also in the ways they are visually represented. The Olympic Games pictograms from the last 60 years offer a window into how this global sporting institution has evolved in its depiction of athletes, occasionally pushing against the normative image of the able-bodied male competitor toward a more inclusive picture, taking into account differences in gender, race, religion, and ability.

And it was in this same spirit of inclusivity that artist Yara Said's Refugee Nation Flag was first unveiled at the 2016 Rio Olympics. Designed as a visual object or artwork, rather than a symbol of nationalism, it was created to acknowledge a team of refugee athletes, many of whom faced great danger and hardship to be able to compete professionally at that level.

From the graphic language of global athletic events to the pattern of a simple sports bra, it's clear that design plays a crucial role in communicating society's values, extending well beyond the parameters of the sport itself.

3.1 Democratisation

Democratisation in sports describes the interdisciplinary effort of developing an adequate and fair environment for both athletes and spectators of all kinds. From antiquity through today, sports have been highly exclusive and elitist when it comes to who is allowed to participate and spectate; people of color, disabled athletes, and women have been – and continue to be – underrepresented. Democratisation, applied to the intersections of design and sports, acts as a catalyst for change toward inclusion, gender and racial equality, and economic fairness. Concrete applications of this include the development of inclusive equipment, playing and spectating environments, rulesets, and facilitating new ways of scouting and community concepts.

4. Enhancing abilities

Athletic gear is the bread and butter of any sports practice. Whether it's a pair of boxing gloves or a tennis racket, an athlete's equipment is vital to their success, enhancing their natural abilities and, in many cases, enabling their sport.

The design and aesthetic of an athlete's kit also plays an

important psychological role. A sleek look or a certain brand name can inspire confidence that a more DIY approach might lack. And just as the games themselves have rules and regulations, so too is the gear for each sport subject to its own codes. But that doesn't mean designers can't have fun with it.

Luigi Colani's 1986 retro-futuristic design of an Egli-Kawasaki motorcycle is a prime example of this ingenuity. Colani, who referred to himself as a "three-dimensional philosopher of the future," rather than a designer, used rounded edges and organic forms to create a bike so aerodynamic it broke the World Land Speed Record for 10km from a standing start. Poised inside this curious object, the driver became an extension of the vehicle, with detachable, wing-like elements completing the transformation from human to machine.

Today, gear manufacturing techniques are always evolving, and specifications are becoming increasingly personalised. But as sports optimization moves toward decidedly digital territory, how might the design of athletic gear keep pace? Advances in wearable technology that quantify and augment athletic data might mean that one day algorithms become the sole predictors of design.



4.1 Atlas

Atlas is the world's most advanced humanoid robot. Created by Boston Dynamics, the robot is equipped with a form of AI called Athletic Intelligence. That means Atlas leverages its entire body to balance on its own and move with grace, speed, and dexterity. It uses a real-time perception system and model predictive controls to adapt its motions – quite literally – on the fly. As Boston Dynamics' primary research-and development platform, Atlas is designed to push the limits of whole-body mobility and explore the art of the possible.

4.2 Technology doping

Technology Doping describes the phenomenon of gaining a performance advantage through using a yet unregulated technological advancement. The development of new materials and fabrication techniques is an enormous driver for improving athletic performance in elite and amateur sports. It is also an inherent part of the evolution of sports tech. Contrastingly, the rules of sports themselves are precise and rigid, aimed at offering equal chances for all participants. As such, when a company refuses to



disclose the processes behind new innovations and thereby monopolises the market, they stand in direct conflict with international policies and regulations regarding sports. Previous cases of technology doping have led to products being banned in competitions and the redefinition of standards for the pieces of equipment in question.

4.3 Sport(s)

Sports, or sport, encompasses all forms of physical activity which, through casual or organized participation, aim to initiate or improve physical fitness and mental wellbeing, as well as form social relationships and/or obtain results in competitions at all levels. A sport should have an element of competition and should in no way be harmful to any living creatures. It should neither rely on equipment that is provided by a single supplier nor rely on any specifically designed elements of luck.



5. Experimental infrastructure

Cities are often sites for experimental design: children's playgrounds, outdoor gyms, skate parks and basketball courts are essential parts of the urban landscape. At the same time, street sports like parkour push the limits of our usual, controlled interactions with the built environment, adding new elements of creativity and risk.

As early as the 1950s, so-called "asphalt surfers" developed the sport known today as skateboarding. Born in a spirit of DIY subculture and grassroots community-building, skateboarding has since become an officially recognized and highly branded professional sport, even making its debut at the 2020 Summer Olympics in Tokyo. In the 80's, however, it represented a kind of athletic freedom, one that influenced and nourished countless elements of culture from fashion to music and art.

While basketball had its beginnings in the late 19th century as a more formal, organised sport, it has more recently taken on a life of its own on urban blacktop courts and beyond, contributing its own cultural output in the form of music and fashion, as well. Streetball, an informal type

of basketball played especially in urban areas like parking lots and playgrounds, has adapted the traditional rules of basketball to a more high-energy playing style and ad-hoc framework.

Today, even a simple schoolyard game of children's tag – which requires no equipment, coaching or specific setting – can become professionalised as a competitive sport. No matter whether the games they enable are institutionalised and codified or originate on the streets, it's clear that public spaces of recreation have the potential to enliven civic design and infrastructure, imbuing it with a spirit of playfulness and creative free association.

6. New horizons in custom design

The new scientific language used to describe the production of sporting goods shows us just how far advancements in manufacturing have come: flexibility, permeability, thermoregulation, and surface drag are just a few of the concepts at work in the making of your favourite clothing or equipment. Here, in a laboratory-style display, the research, development and fabrication of athletic gear is



considered through the lens of its different properties, materials and aesthetics.

Para-athletes and their equipment have long been at the forefront of manufacturing innovation, as the original recipients of on-demand and personalised adaptations that meet their specific needs. The Invader Rugby Wheelchair, made of high-grade aircraft aluminium, is custom built to fit individual athletes and the non-linear rolling friction of its wheels is designed to keep up with the speed and action of the game.

Today, this kind of attention to detail is becoming a trend across all sports and abilities.

The Faubourg Jumping Saddle, designed by Hermès for equestrian sports, is an example of the space where aesthetics meets high-end craftsmanship and sustainability.

Using traditional materials like leather, steel and wood, the saddle is uniquely fitted to its rider.

The dawn of 3D printing and additive manufacturing has also offered new possibilities in custom design, not only for everyday sports gear but also for medical advancements.

Progress in 3D bioprinting – the mixture of bio-inks with

living cells – has pushed the manufacturing of prosthetics, cartilage implants, and artificial joints to new levels, enabling athletes to continue their careers despite injury or impairment.

Yet, despite these steady improvements, much of the readily available and affordable sports gear remains unsustainable – balls, shoes, and clothing made using fossil fuel-based and non-recyclable compound materials are the norm. How might advancements in 3D printing and personalised design be pushed further into the mainstream?

And what role will gear manufacturing play in a world where virtual sports are becoming increasingly common?

6.1 Outcome uncertainty

Outcome Uncertainty is the primary reason for the ever-present global interest in sports – be it through playing, spectating, betting, or investing. Sports are specifically designed to allow participants to explore new kinds of interactions every time they play, and they are designed to provide a permanent competitive balance and openness. This results in the inherent factors of chance and an



unknown end result, or outcome uncertainty.

6.2 Advanced manufacturing and bioprinting (tissue engineering)

Advanced Manufacturing (AM), commonly referred to as 3D-printing, describes the layer-by-layer process of fabricating objects from 3D models. This process can employ and combine a vast array of materials, including polymers, metals, and natural matter, among much else. Today, it facilitates the design and production of highly complex, lightweight, and hyper-personalised sporting equipment. It enables real-time production of gear on-demand and on-location, potentially allowing for in-game repairs or modifications. Bespoke products crafted with AM are not only increasingly in demand but also offer an alternative to mass production. Compared to traditional mass production, AM significantly reduces waste and simplifies logistics, thus holding enormous potential for disrupting supply chains in the future.

Bioprinting, or tissue engineering, will enable sports physicians to rebuild and repair an athlete's damaged





cartilage tissue using complex 3D-printed elements made from a combination of the athlete's own cells and biomaterials. Although sports are widely viewed as healthy and beneficial, elite athletes are confronted with extreme wear and tear due to their demanding lifestyle. The most frequent type of injuries, especially for athletes in impact sports, are bone and cartilage damage. With this in mind, bioprinting has the potential to revolutionise an athlete's recovery process. The technology is currently undergoing clinical studies with the prospect of making it available to elite athletes in the future.

7. Immersive experiences

In 1996, the chess-playing IBM supercomputer "Deep Blue" took on world champion Garry Kasparov in a six-game match, winning two games and losing four. A year later, after a software upgrade, it beat Kasparov in a re-match, winning two games and drawing three.

This defeat is considered a turning point in the history of Artificial Intelligence, solidifying the importance of machine learning for the future of virtual gaming. Over the last 25





years, the impact of the digital sphere on sports has been immense, with Esports competitions streaming the world over on public platforms like YouTube, Twitch and Discord, among others. The chance to comment live, to see multiple vantage points and to participate in an online community around Esports marks a big step in dissolving class hierarchies, barriers present in traditional, ticketed sporting events.

In another move towards inclusivity, virtual sports have allowed disabled players more access to a variety of gaming experiences. Since 2013, the CYBATHLON—a non-profit project of ETH Zurich—has been developing and using assistive technologies to help people with disabilities tackle everyday tasks and also compete in a variety of events. One of those events involves brain-computer interfaces (BCI) which allow participants with severe loss of motor function to compete in a race, controlling the computer using only their brains. Beyond the gaming perks, BCI technology has also been used for daily tasks like steering a wheelchair or using a smartphone.

Customizable controllers, manufactured by brands like PlayStation and XBOX, also make gaming easily adaptable



for wheelchair users. The diffusion of AI and machine learning into the world of sports checks a lot of boxes for Gen Z (born between 1997 and 2010) and Generation Alpha (born between 2010 and 2025) users, as well, who prioritise the importance of immersive, adaptive and interactive experiences for participants and spectators alike.

7.1 Machine Learning

Machine Learning (ML) is an advanced form of artificial intelligence. In sports, it is the best tool for computing seemingly abstract data gathered from the use of smart devices, such as sensors and cameras, on fields and athletes' bodies. During games, training, and even rest periods, devices gather an incredibly diverse spectrum of data, including static and dynamic geometric data, physiological data, sleep quality, nutrition, and more. ML algorithms then sort, evaluate, and compare datasets to identify patterns within and in between these categories. ML thereby enables coaches, physicians, and athletes to thoroughly interpret individual as well as group behaviors and make fact-based and well-informed decisions regarding training plans, game strategies, and much more.



7.2 Internet of things

The Internet of Things describes a complex network of wearable technology devices, which are omnipresent and especially useful in the world of sports. In the past, such devices employed different languages and required lots of slow, potentially faulty, human intervention, making them incompatible for creating a bigger picture from the gathered data. Today, these devices allow for connectivity across different platforms, melting datasets from individual devices into one large and multi-faceted picture.

7.3 Extended reality

Extended Reality (XR) is an umbrella term encompassing augmented reality (AR), virtual reality (VR), mixed reality (MR), and all other technology-enhanced realities.

As a whole, XR offers data-driven ways of changing how we see and experience our environment by augmenting human perception. It can be applied to enhance training sessions, games, coaching, and spectating, as well as to play eSports. Specifically, AR can be used to offer one or more layers of live information atop naturally occurring human perception.



With VR, users are fully immersed into a digital space; this is used to play VR eSports but it can also enable the simulation of a fictional match in traditional sports during a training session. XR technologies offer a competitive, interactive, and digital experience, making various types of data – and the interpretation thereof – perceivable and comprehensible in real time.

7.4 Cyborg athlete

A Cyborg Athlete is a new type of human athlete with body modifications, such as mind-controlled robotic joints, optical implants, or nano-bots in the blood stream. These modifications are implemented in response to things like disease or injury as well as in response to increased competitiveness. This new type of player bends the framework of traditional sports and requires the rules of existing sports to be redefined.

Cyborg athletes hold great potential for unlocking new formats and approaches to sports, but they also open a Pandora's box regarding ethics and fair play.



8. Embracing complexity

This is not your stereotypical professional athlete: they might even resemble an amateur, compared to the more traditionally robust statue of Discobolus, now visible across the exhibition hall.

Designed using Unreal Engine – a 3D creation tool primarily used by game developers to create photoreal visuals and immersive experiences – this athlete is made up of a series of static and dynamic data points. While they might appear to be autonomous, like an uncanny human presence in the room, their actions are underpinned by Artificial Intelligence.

In a not-too-distant future, it might be possible for every athlete, professional and amateur alike, to generate these kinds of avatars, prompting them to try out different sports for us based on our own specific data points. With this utopian practice strategy – born in the zone where virtual reality meets real life – we could speculate on which kinds of sports and athletic pursuits are best suited to our particular bodies, and how we can optimise the design of our gear to meet our specific needs.



This image of a so-called “Data Athlete” might be able to free us from the cult of perfection that has taken hold of the human body for millenia, allowing athletes to focus on personalised target areas, rather than unrealistic and generalised physical traits.

In this data-driven and hyper-visible society, how can we work to create a more complex picture of an athlete today, taking into account environment, abilities, mental and physical health, gender, race, and more?

A wall of existing and speculative projects, each accessible by QR code, reveals some of these possibilities for a future in which data informs and enhances our experience of sports.

9. Finding community

Sitting in the grandstand, you can look over the exhibition as a whole, or watch a steady loop of footage from a variety of sports, movement, training, games, and YouTube antics, streamed on the screens above.

Virtual and Esports have, quite literally, levelled the playing field of athletics, bringing a wide selection of sports and games

to spectators who might not otherwise engage with them. The inclusivity fostered by the internet is having an impact on the ground, as well. It has emboldened people to try different activities, inspired by the true-to-life spectrum of humans (and animals) they see on their screens.

The importance of physical activity for mental health has also gained importance in recent years, pushing individuals to embrace different kinds of movement, even if they don't subscribe to the usual drives for physical fitness or competition. Sports clubs, whether big or small, act as a social glue. They are spaces where people find community, whether as members or as spectators.

With a more complex and human-centred approach to sports, technology and design are becoming more personalised, too. The definition of sports is gradually being expanded to include everyone, and this sentiment is reinforced by the Olympic Charter statement that “the practice of sport is a human right.”



Head curator and exhibition design:

Konstantin Grcic, Berlin, assisted by Nathalie Opris

Project manager:

Christelle Terrier, Paris

Associate project architect:

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Exhibition catalogue and graphic design:

Bureau Borsche, Munich, Kolia Buscher

Special commission:

Nicolas Bourquin and Sven Ehmann, Berlin

We thank all contributors for their generous collaboration.

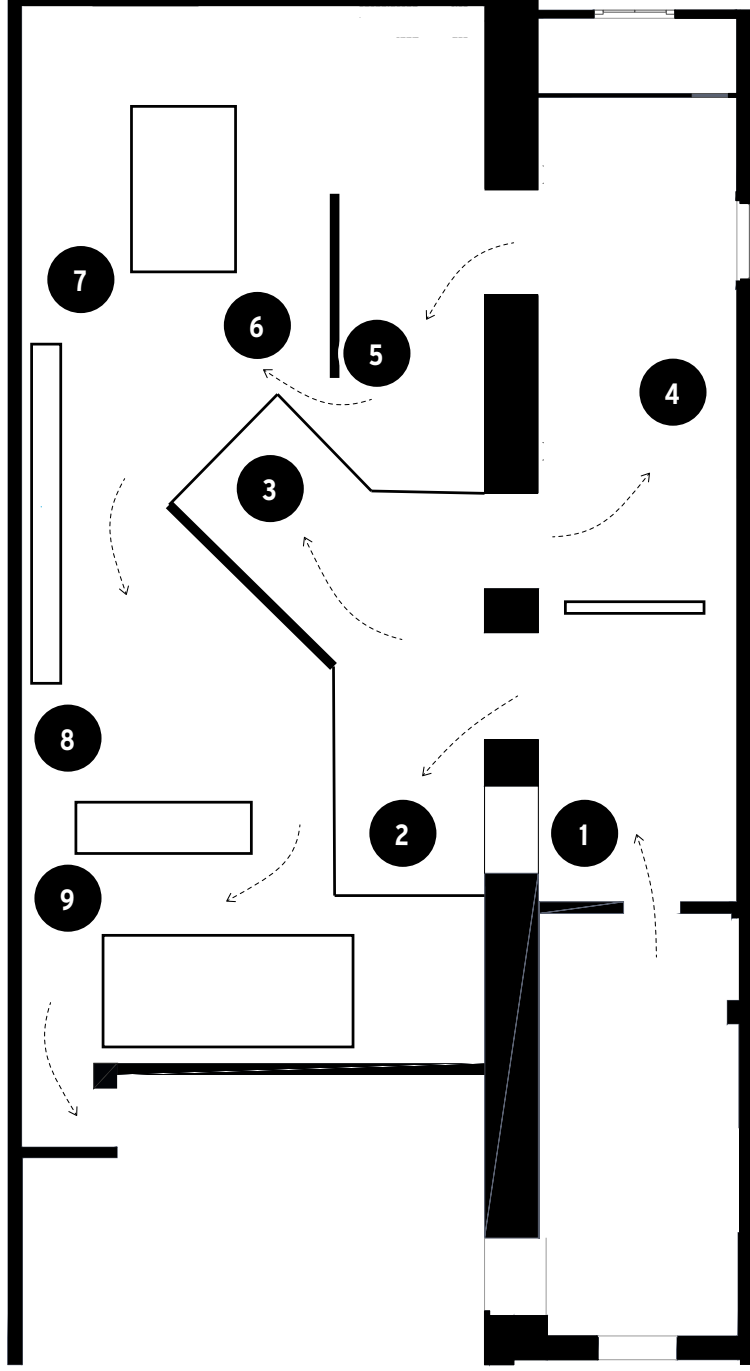
Special attention was paid to integrate the conception and the direction of this exhibition into an environment-friendly approach. Exhibition design elements were obtained through renting and reusing.



Plan de l'exposition

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AROUND THE EXHIBITION

Cultural activities

ROUNDTABLE

Monday 13 May at 6.30pm in the amphitheater Médicis
(Palais du Luxembourg)

With Konstantin Grcic, designer, head curator of the exhibition, Didier Faustino, designer and architect, Stéphane Hadjeras, boxing historian, Alexandre Fougea, engineer, designer and teacher at the École des Arts Décoratifs, Paris, along with a group of students from the École des Arts Décoratifs, Paris.

Moderation: Anna Bernagozzi, exhibition curator and teacher of design theory at the École des Arts Décoratifs, Paris

Booking mandatory, roundtable available for replay on museeduluxembourg.fr. Free entry.

SPORTS DEMONSTRATIONS AND INITIATION WORKSHOPS

Conceived as an extension of the exhibition, these workshops will be the opportunity to meet athletes, to perfect your knowledge of a sport and of its equipment, and, more importantly, to try said sport for yourself during an initiation led by professionals.

Boxing

Saturday 6 and Sunday 7 April, from 1pm to 6.30pm

With the Boxing Challenges of the Fédération Française de la Boxe, everyone is invited to discover boxing, its moves and its values. Accompanied by professionals, get on the ring and learn to “hit without getting hit”: a sparring session without punches, but with a smile!

With the support of the Fédération Française de Boxe

Breaking

Sunday 23 June from 2pm to 5pm

Inherently rooted in music and urban cultures, breaking will be recognized as an Olympic sport for the Paris 2024 Olympic Games. Come meet the dancers of the French team, admire their performances and try out your best powermove!

With the support of the Fédération Française de Danse.

Parasports

Sunday May 19, from 2pm to 6:30pm

In a playful and positive atmosphere, test your skills on a sport track using a parasport wheelchair : accompanied by a professional, discover this equipment and challenge yourself!

With the support of the Fédération Française Handisport

In the Museum's reception room. Free entry with the exhibition ticket of the day.

EVENTS AND EVENINGS

SKETCHBOOK EVENING

Thursday 25 April from 7pm to 9pm

Booking mandatory. Free for visitors under 26. 11€ for other visitors.

Extraordinary shapes, high-tech materials, dazzling colours and outstanding equipment: sport design never ceases to inspire! Come with your own tools to sketch the objects on display.

FAMILY WEEKEND

Saturday 27 and Sunday 28 April from 10.30am to 7pm

3,2,1... go! Sports lovers of all ages are invited to this festive weekend. Come with your family to admire the objects that accompany the existence of sport and predict its surprising future. During the visit, take some time to draw or to play in the Museum's reception room.

EUROPEAN NIGHT OF MUSEUMS

Saturday 18 May, 7pm to midnight, last entry 11.30pm

Free entry within the limit of available tickets

On this festive evening, come visit the exhibition with the students of the Université Paris-Dauphine and enjoy the show « The three ages of sports »: from the first basketball games in the primary school gym to jogging as an adult in an urban space with the help of a connected watch, without forgetting the teenage years' skatepark, discover through poetic storytelling the role played by design in making sports a part of our daily lives.

Musical show by acting duo CIE44 (Lény Guissart and Nicolas Mathieu).

Times : 8pm, 9pm, 10pm

GUIDED TOURS

booking is advised

GENERAL GUIDED TOUR

For adults and children aged 13 and above, duration 1h15

Saturday and Sunday at 12.15am, Sunday at 5pm and Monday at 8pm.

Tours in English on Saturdays 30 March, 6, 13 and 20 April, 11 and 18 May, 1st, 15, 22 and 29 June, 6, 13 and 20 July, and Thursday 9 May at 2.30pm.

Design has always shared the existence of sport, intervening in all its aspects, from the spaces dedicated to its practice to the items around which it revolves, without forgetting the optimization of the human body's performances. A Museum tour guide will invite you to discover some of the most significant outcomes of this ever-developing history.

FAMILY TOURS

For adults and children aged 6 and above, duration 1h

Sundays at 2:30pm, except on June 2nd. Extra session on Wednesday 8 May at 2:30pm.

Whether you are a sport practitioner or an enjoyer, the MATCH exhibition also welcomes family visits. Accompanied by a Museum tour guide, visitors of all age will discover together surprising pieces: items, equipment, pictures and videos that marked sport history and opened new paths for future practices.

SCHOOL TOURS

From nursery to superior education, lasts 45mn to 1h15 depending on year level

Booking and information available on museeduluxembourg.fr

For this Olympic and Paralympic year, take your classes to discover a little-known aspect of sport: its strong ties with design, which have resulted in spectacular creations. In constant evolution, sport design tells the history of the different sports and open new perspectives for their future.

Guided tour with a Museum tour guide, with your own tour guide or free tour. More information on <https://museeduluxembourg.fr/fr/groupes-et-scolaires>

SCHOOL TOUR AND WORKSHOPS: ART AND SPORT

From 5 to 12 years old, duration 2h (1h tour and 1h playtime)

Booking on demand: groupes@museeduluxembourg.fr

After the exhibition, time to play! Prolong the guided tour with a playful moment spent in small groups in the reception room of the Museum thanks to the Art & Sport educational case. Cooperation, observation and practice games are all learning opportunities to be discovered.

YOGA TOUR

For visitors aged 16 and above, duration 2h (1h tour, 1h practice)

Monday 6 May at 7pm: tonic yoga (Vinyasa Yoga)

Thursday 16 May at 10.30am: yoga for seniors (Hatah Yoga)

Saturday 22 June at 10.30am: yoga for all (Hatah Yoga)

Three workshops to combine arts and movement! After a tour of the exhibition led by a Museum tour guide, enjoy a yoga session taught by a licensed instructor in the Salle Tivoli of the Museum.

Yoga mats provided. A flexible and comfortable outfit is recommended.

Please note there is no changing room on location.

In partnership with ACTISCE and the Centre PARIS ANIM' Richard Wright

Yoga workshops are organised with the support of YUJ Paris

YUJ
PARIS

CHILDREN'S WORKSHOP TOUR: ALL LIGHTS ON ATHLETES!

For children aged 6 and above, duration 2h

Monday 8 and Thursday 11 April, Friday 10, Monday 20 May,

Sunday 2 June at 2.30p

While visiting the exhibition with a plastic artist, children will discover the evolution of athletes' equipment and environment throughout history. They will then join a workshop to design a sports field by building a 3-dimensional replica of it. This moment will incite children to reflect on the chosen sport, its equipment, its markings and some in-game situations to better bring to life the created location by filling it with miniatures of athletes.

RESSOURCES

AUDIOGUIDES

Enjoy a commentary on the major pieces displayed in the exhibition. Adult tour available in 5 languages (French, English, German, Spanish, Italian), children tour available in French, free thematic tour *Colors and materials* available in French and in English on the smartphone app.

Base price: 5€

With Sésames Escales: 4€

As a download from the app: 3,49€

CHILDREN'S ACTIVITY BOOKLET

For ages 7 and over

For this exhibition, the traditional Musée du Luxembourg's activity booklet was designed as a series of short and playful challenges. With your family or with a group, the tour becomes not only an occasion to think while having fun, but also to exercise. The race is on!

MUSICAL PROMENADE: PROJECT DOPAPHINE

Several studies have demonstrated the positive impact of music on sport performances, especially when it comes to running. Research tends to suggest that music acts as placebo, positively influencing the perception of exhaustion and improving coordination skills. The project “Dopaphine” provides a soundtrack before and after exercising. A careful selection of cardiac rhythms and accelerations alternating with gym and stadium ambience. This in-depth exploration of the connection between music, body and mind can be listened to while visiting the exhibition or during a run in the park.

A project by Nana and Yusuke Suzuki for the label Tsuku Boshi

Download this musical promenade for free on museeduluxembourg.fr and on the Museum's app

PHOTO BOOTH:

An innovative and playful installation: using your picture taken by the booth and key-words associated with sport and design, an artificial intelligence constantly generates new and unique portraits.

Booth offered by Bryanthings, available in the hall of the Musée du Luxembourg

Free email delivery, printings: 3 €

DIGITAL

THE MUSÉE DU LUXEMBOURG'S MOBILE APP!

The Musée du Luxembourg provides you with an app available for free on Google Play and the AppStore. It's a must-have tool for practical information, keeping up to date with the latest news, planning your visit and making the most of the museum's exhibitions and events.

The app offers the free thematic tour *Colours and materials of sport*, which revolves around 5 of the exhibition's pieces (available in English and in French).

Audio guides can be downloaded directly through the app's integrated purchases, and cost 3.49€.

- Adults (French, English, Spanish, German, Italian)
- Children (French)

Download the app : tinyurl.com/luxappli

FREE MOBILE APP BLOOMBERG CONNECTS

Bloomberg Connects guides you through over 350 cultural sites and parks throughout the world! Find the Musée du Luxembourg in the free mobile app Bloomberg Connects and discover the museum's history and a presentation of the MATCH exhibition by its curator, Konstantin Grcic.

Available on GooglePlay and the App Store:

<https://app.bloombergconnects.org/zqMVquMuAlb>

ON THE GRAND PALAIS YOUTUBE CHANNEL

Discover the exhibition's teaser, along with a presentation of its content by head curator Konstantin Grcic.

SOCIAL MEDIA



Discover exclusive content and videos @museeduluxembourg

Share your experience #ExpoMatch #MuseeduLuxembourg

WIPPLAY

Discover our picture contest, open to all on the Wipplay platform!

Our goal: discover in everyday shapes the geometric figures that remind you of sport!

PUBLICATIONS

EXHIBITION CATALOGUE

Published by GrandPalaisRmnÉditions

MATCH

Design and sport - a story looking to the future

21 x 29 cm, 80 pages, 29 illustrations, 19,90 €

Pass

Sésame Escalaes



LAST STOP BEFORE GRAND PALAIS!

With the Sésame Escaltes Pass, go from Paris to all over France for plenty of discoveries and surprises! For one year, enjoy unlimited priority admission to *Design and sport - a story looking to the future* and *Tarsila Do Amaral* in Musée du Luxembourg, *Loading. Street art in the digital age* in Grand Palais Immersif.

The Pass also gives you you access to the exhibitions and collections of 15 national museums all around France, including the exhibition *Arts in France under Charles VII* at the Musée de Cluny - musée national du Moyen Âge, in the centre of Paris.

Available until May 31st.

Young visitor 25€ / Solo 60€ / Duo 80€

More info at grandpalais.fr/pass-sesame-escales

PLAN YOUR VISIT AT MUSEEDULUXEMBOURG.FR

Enhance your visit thanks to the online texts, videos and various resources on the Museum's website.

Share your visit!

