

TUESDAY, 28

COMPLEXO PEDAGÓGICO, CAMPUS DA PENHA

13:30 REGISTRATION
14:00 OPENING SESSION
14:30 SPECIAL SESSION
INTERNATIONAL PROJECTS IN DIGITAL MEDIA ART FROM THE PERSPECTIVE OF UNESCO MEDIA AND INFORMATION LITERACY (MIL) CITIES
Adérito Fernandes-Marcos | Artech-International / University of Saint Joseph in Macao, China (Moderator)
Efrain Pantaleón | Federal University of Rio Grande do Norte, Brazil
Felipe Chibás | | UNESCO MIL ALLIANCE/ University of São Paulo / MIL Cities Network, Brazil
José Manuel Fernandes | Euro Parliamentarian, Portugal
Mirian Nogueira Tavares CIAC / University of Algarve, Portugal
Trinh Thuy Anh | ART TECH HUB / University of Economics Ho Chi Minh City, Vietnam
Thiago Barelli | Barelli Associate, Portugal
Carlos Baía | Faro City Hall

16:30 BREAK

UALGTEC, CAMPUS DA PENHA

17:00 EXHIBITION
17:30 PORT OF HONOR
18:30 CLOSING SESSION

CAMPUS DA PENHA



<https://osm.org/go/b5hm442ZV->

WiFi ACCESS



<https://bit.ly/3sACcKI>
User: artech2023
Password: 56737329
Valid: from 2023-11-27 16:00:16 to 2023-12-01 00:00:16

UNESCO MIL Alliance
Media & Information Literacy for All

In Cooperation with



WEDNESDAY, 29

COMPLEXO PEDAGÓGICO, CAMPUS DA PENHA

PARALLEL SESSIONS ROOM 1		PARALLEL SESSIONS ROOM 2	
KEYNOTE			
09:00	60'	HEITOR ALVELOS On Blur, Interpolation and Hallucination: Speaking at a Time when all Seems to Have Been Said	
DIGITAL CREATION PROCESSES 1		DIGITAL ART AND ARTWORKS 1	
10:15	15'	10:15	15'
Viral Cultural Heritage: A Case Study Applying Hybrid Discourse Analysis Pedro Andrade		Reimagining the Dynamic Eye: Digital Interpretations of Tate's Optical and Kinetic Art Collection by University Students Susana Barreto, Rodrigo Carvalho, Cláudia Lima, Eliana Penedos-Santiago	
10:30	15'	10:30	
Politics of memory in the exhibition space Priscila Arantes		15'	
10:45	15'	Sensitive Floral: Exploring Fractal Tree Data Structures with Grid Computation in Real-Time Generative Graphical System for Mimic the Reactive Characteristics of Mimosa Pudica Scottie Chih-Chieh Huang	
Insights from a digital diary: Exploring the Creative Process of the game-installation In[The Hate Booth] Susana Costa, Mirian Tavares, Bruno Mendes da Silva, José Bidarra		10:45	
11:00	15'	15'	
Almeida Star Defense: A Combination of History and Game for the Preservation of Cultural Heritage Alice Coanhas, Cátia Silva, Nelson Zagalo		Emotion Tracker: Wearable Art Installation Exploring the Potential of Emotion Visualization Technology Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, Ze Gao	
11:30 BREAK			
DIGITAL PERFORMATIVE AND AUDIO-VISUAL CREATIONS 1		DIGITAL ART AND ARTWORKS 2	
11:45	15'	11:45	15'
Pátria: Cyberperformance as a pedagogical and artistic practice Rosimária Sapucaia		Âmago II: The Creative Process of an Underwater Vietnamese Self-Portrait Susana Costa, Bruno Mendes da Silva	
12:00	15'	12:00	
Live Cinema: Composing Linear Narratives through Untouchable Interfaces and the Performers' Body Movements Ana Perfeito, Bruno Mendes da Silva		15'	
12:15	15'	The Forensic Annotation of a Fever Dream: an Ongoing Atlas of COVID-related Memes Heitor Alvelos	
Poetics of Instability: Subversion of Gravity through Digital Performative Art Clara Trigo, Pedro Alves da Veiga, Ivani Santana		12:15	
12:30	15'	15'	
"Rejeitorio": The battle of man against a river: Contextualization and creative process of the second version of the artifact Inês Regina Argôlo, Bruno Mendes da Silva, Gabriela Borges		Cosmic Dance: A Technoshamanic Journey through Consciousness Emília Simão, João Martinho Moura	
12:30		12:30	
15'		15'	
Evil is not the Metal Paulo César Teles		13:00 LUNCH	
DIGITAL ART THEORY 1			
14:30	15'	DIGITAL ART AND ARTWORKS 3	
A Critical Review of Digital Experiences in Cultural Institutions: Is Digital Experience a Traction or Distraction Strategy? Jiaxin Liu		14:30	
14:45	15'	15'	
Contributors to the aesthetic judgement of 3D virtual sculptures Edward Easton, Ulysses Bernardet, Aniko Ekart		Pedralumen 3 Gilberto Prado	
15:00	15'	14:45	
Where is new media art? Developing a map of digital creativity in Portugal Luis Rivero Moreno		15'	
15:15	15'	The Faro Museum poster collection: Demo of a prototype for a digital exhibit Rui d'Orey, Jorge Carrega, Bruno Mendes da Silva, Alexandre Martins	
Wearable Devices for Emotion Visualization: State of the Art, Benefits, and Challenges Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, Ze Gao		15:00	
15:45 BREAK			
DIGITAL ART THEORY 2		DIGITAL ART AND ARTWORKS 4	
16:00	15'	16:00	15'
Visible Emotions: Exploring the Temporal Dynamics of Artists' Emotional States through Real-Time Visualizations Mengyao Guo, Xiaolin Zhang, Zhiyi Wang, Siqi Chen, Ze Gao		Re-experiencing Street Signage with Augmented Reality around the City of Macau (S.A.R.) Si Weng Lio, Filipa Martins de Abreu	
16:15	15'	16:15	
Digital Narratives & Urban Activist Networks. A Theoretical-methodological Approach Isabel Cristina Carvalho, Sílvia Leiria Viegas		15'	
16:30	15'	Transimmanency – An Artistic Research Exploration of the Society of Control with Bright Resonant Objects and Web Lorenzo Ballerini, Alberto Maria Gatti	
Virtual Reality in Empathy Towards Non-Human Being Iffa Nurlatifah, Roopesh Sitharan, Mirza Mazli		16:30	
16:45	15'	15'	
Beyond Physical Boundaries – Organising a Virtual Exhibiton with NFTs for an International Conference Gerald Vincent Estadieu, Sandra Olga Ka Man Ng, Filipa Martins de Abreu, Daniel Farinha		Persona Fractalis II – A dialog between artist, user and algorithm Christian Geiger, Emil Gerhard, Mitja Säger	
16:45		16:45	
15'		15'	
Understanding AI Through Failure and Training Processes Yue Huang, Varvara Guljajeva		17:00 BREAK	

17:30 BREAK	
18:00 PERFORMANCE MAGNIFICATIO ALGARVENSIS Pedro Veiga, Rui Travasso, Vasco Ramalho	
20:00 ARTECH 2023 SOCIAL DINER Faro EP Eva Senses	
21:30 SOCIAL PROGRAMME Ginásio Clube de Faro	

THURSDAY, 30

COMPLEXO PEDAGÓGICO, CAMPUS DA PENHA

PARALLEL SESSIONS ROOM 1		PARALLEL SESSIONS ROOM 2	
KEYNOTE			
09:00	60'	JUAN MARTÍN PRADA Artistic Practices, Algorithms and Artificial Intelligence	
DIGITAL CREATION PROCESSES 2		DIGITAL PERFORMATIVE AND AUDIO-VISUAL CREATIONS 2	
10:15	15'	10:15	15'
3Description: An Intuitive Human-AI Collaborative 3D Modeling Approach Zhuodi Cai		The Weight of Water: Digital Artefact to blow the whistle on mental health issues in swimming athletes Patrick dos Santos, Bruno Mendes da Silva	
10:30	15'	10:30	
The Shadow: Coevolution Processes Between a Director, Actors and Avatars Georges Gagneré		15'	
10:45	15'	Virtual Serenity: Exploring a Chakra Meditation Dome in Virtual Reality for Stress Relief in Macao Sandra Olga Ka Man Ng, Carlos Sena Caires	
Volumetric and Edible NFTs: Explorations of the Limits of Aesthetic Assetization and Tokenization Denisa Reshef Kera, Eric Eichstetter, Joshua Ellul		10:45	
11:00	15'	15'	
Speculative Design with Generative AI: Applying Stable Diffusion and ChatGPT to imagining climate change futures Ray Lc, Yuying Tang		Audiovisual Storytelling on Social Networks: a Digital Media-Art Film Artefact for Socio-Cultural Intervention Selma Pereira, Ricardo Alexino Ferreira, Adérito Fernandes-Marcos	
11:00		11:00	
15'		15'	
Drawn onto a Skybox: An invitation to collaborative immersive drawing using the Spheri platform António Araújo, Lucas Fabian Olivero		11:30 BREAK	
DIGITAL ART THEORY 3			
11:45	15'	DIGITAL PERFORMATIVE AND AUDIO-VISUAL CREATIONS 3	
Memory and History in Digital Media: a look at the game Cozinheiro das Almas (Cook of Souls) Gilberto Prado, Priscila Arantes		11:45	
12:00	15'	15'	
Artificial Intelligence as a support for Artistic Creation Rosangella Leote, Fernando Fogliano		Connected: Birth-Death-Rebirth – Through Tangible/Intangible/Virtual Explorations of Hands Jinsil Hwaryoung Seo, John Alberse, Wesley Taylor	
12:15	15'	12:00	
Digital experiments in historical temporalities: Decolonial perspectives from Serra do Lenheiro Letícia de Paula, Adriana Nascimento, Isabel Cristina Carvalho		15'	
12:15		12:15	
15'		15'	
Precious Camouflage – A Dance Performance Interweaving Human Movement and Artificial Intelligence Charlotte Triebus, Christian Geiger		12:30	
12:30		15'	
Spheri v1. A body tracking artefact to interact with spherical perspective drawings made on-the-fly Lucas Fabian Olivero		13:00 LUNCH	
KEYNOTE			
14:30	60'	EDGAR PÉRA Cine-Konference – From VHS to AI	
DIGITAL ART AND ARTWORKS 5			
15:45	15'	4 tempo interface for: (...) – A piece open to co-authorship José Carlos Neves, José Gomes Pinto, João Trindade, Selma Pereira	
16:00	20'	A Performance with XRStudio: Dancing in Room-sized Immersive Scenarios Created with Virtual Reality Tools Oscar Ardaiz	
16:20	20'	Breathless – A Sensor-to-Sound Performance Mona Hedayati	
16:40	20'	kin_proxy – An AR Dance Performance for Ethical Discourse Charlotte Triebus, Chris Geiger	
17:00 BREAK			
17:15 CLOSING SESSION			