

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
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



ARTECH 2023
FARO - PORTUGAL
DIGITAL CREATION PROCESSES
11th INTERNATIONAL CONFERENCE
ON DIGITAL AND INTERACTIVE ARTS
28-30 NOVEMBER 2023 | FARO | PORTUGAL

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

16:45 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

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