





WEDNESDAY, 29

COMPLEXO PEDAGÓGICO, CAMPUS DA PENHA

PARALLEL SESSIONS ROOM 1		PARALLEL SESSIONS ROOM 2	
<b>KEYNOTE</b>			
09:00	60	<b>HEITOR ALVELOS</b> On Blur, Interpolation and Hallucination: Speaking at a Time when all Seems to Have Been Said	
<b>DIGITAL CREATION PROCESSES 1</b>			
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, Claudia Lima, Eliana Penedos-Santiago	
10:30	15	10:30	15
Politics of memory in the exhibition space Priscila Arantes		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	
10:45	15	10:45	15
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		Emotion Tracker: Wearable Art Installation Exploring the Potential of Emotion Visualization Technology Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, Ze Gao	
11:00	15	11:00	15
Almeida Star Defense: A Combination of History and Game for the Preservation of Cultural Heritage Alice Coanhas, Catia Silva, Nelson Zagalo		QR Mirror and QR Stickers Audiovisual Installations inspired by QR codes Rui Sampaio Dias	
<b>BREAK</b>			
<b>DIGITAL PERFORMATIVE AND AUDIO-VISUAL CREATIONS 1</b>			
11:45	15	11:45	15
Patria: Cyberperformance as a pedagogical and artistic practice Rosimaria Sapucaia		Amago II: The Creative Process of an Underwater Vietnamese Self-Portrait Susana Costa, Bruno Mendes da Silva	
12:00	15	12:00	15
Live Cinema: Composing Linear Narratives through Untouchable Interfaces and the Performers' Body Movements Ana Perfeito, Bruno Mendes da Silva		The Forensic Annotation of a Fever Dream: an Ongoing Atlas of COVID-related Memes Heitor Alvelos	
12:15	15	12:15	15
Poetics of Instability: Subversion of Gravity through Digital Performative Art Clara Trigo, Pedro Alves da Veiga, Ivani Santana		Cosmic Dance: A Technoshamanic Journey through Consciousness Emília Simão, João Martinho Moura	
12:30	15	12:30	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		Evil is not the Metal Paulo César Teles	
<b>LUNCH</b>			
<b>DIGITAL ART THEORY 1</b>			
14:30	15	14:30	15
A Critical Review of Digital Experiences in Cultural Institutions: Is Digital Experience a Traction or Distraction Strategy? Jiaxin Liu		DIGITAL ART AND ARTWORKS 3 Pedralumen 3 Gilberto Prado	
14:45	15	14:45	15
Contributors to the aesthetic judgement of 3D virtual sculptures Edward Easton, Ulysses Bernardet, Aniko Ekart		The Faro Museum poster collection: Demo of a prototype for a digital exhibit Rui d'Orey, Jorge Carrega, Bruno Mendes da Silva, Alexandre Martins	
15:00	15	15:00	15
Where is new media art? Developing a map of digital creativity in Portugal Luis Rivero Moreno		Cinema or the Persistence of Illusion: A Video installation between Pre and Post Cinema Ana Gavina	
15:15	15	15:15	15
Wearable Devices for Emotion Visualization: State of the Art, Benefits, and Challenges Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, Ze Gao		3d Printed Art Using Bioplastic and Plant Based Resin Rosangella Leote	
<b>BREAK</b>			
<b>DIGITAL ART THEORY 2</b>			
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 Liu, Filipa Martins de Abreu	
16:15	15	16:15	15
Digital Narratives & Urban Artist Networks: A Theoretical-methodological Approach Isabel Cristina Carvalho, Sílvia Leiria Viegas		Transimmanency - An Artistic Research Exploration of the Society of Control with Bright Resonant Objects and Web Lorenzo Ballerini, Alberto Maria Gatti	
16:30	15	16:30	15
Virtual Reality in Empathy Towards Non-Human Being Iffa Nurlatifah, Roopesh Sitharan, Mirza Mazli		Persona Fractalis II - A dialog between artist, user and algorithm Christian Geiger, Emil Gerhard, Mitja Säger	
16:45	15	16:45	15
Beyond Physical Boundaries - Organising a Virtual Exhibition with NFTs for an International Conference Gerald Vincent Estadieu, Sandra Olga Ka Man Ng, Filipa Martins de Abreu, Daniel Farinha		Understanding AI Through Failure and Training Processes Yue Huang, Varvara Guljajeva	

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

THURSDAY, 30

COMPLEXO PEDAGÓGICO, CAMPUS DA PENHA

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