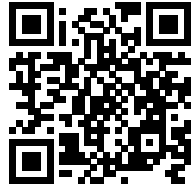




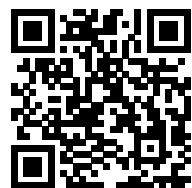
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ABSTRACTS



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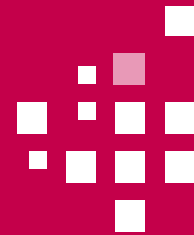
Master in Media Arts  
University of Minho



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arts\_uminho



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# ARTECH 2025

BRAGA - PORTUGAL

MEDIA ART CULTURES,  
COMMUNITIES & TERRITORIES

12TH INTERNATIONAL CONFERENCE  
ON DIGITAL AND INTERACTIVE ARTS

UNIVERSITY OF MINHO  
BRAGA, PORTUGAL  
26-28 | NOVEMBER | 2025

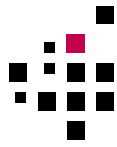


# PROGRAM



Universidade do Minho





# ARTECH 2025

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## BOAS VINDAS

Em nome da *Artech International* e do *CECS – Centro de Estudos de Comunicação e Sociedade*, é com grande satisfação que damos as mais calorosas boas-vindas à 12.<sup>a</sup> edição da *ARTECH – International Conference on Digital and Interactive Arts*.

A realização em Braga, Cidade Criativa da UNESCO no domínio das Media Arts, reafirma o compromisso estratégico da cidade com a inovação cultural e a experimentação artística, em diálogo entre instituições de investigação e comunidades criativas.

Cerca de 120 investigadores e artistas reúnem-se na Universidade do Minho para promover o estudo e a difusão da cultura digital contemporânea, explorando as múltiplas interseções entre arte, tecnologia e sociedade. Desejamos que esta conferência se afirme como um espaço privilegiado de debate, reflexão crítica e partilha de metodologias, processos e práticas criativas emergentes no domínio das artes digitais e das Media Arts.

O envolvimento ativo do corpo docente e discente do Mestrado em Media Arts da Universidade do Minho reforça a

articulação entre investigação avançada, criação artística e formação pós-graduada, evidenciando o papel das instituições de ensino superior no ecossistema contemporâneo das artes e tecnologias.

Ao longo de duas décadas, a ARTECH tem apresentado centenas de obras e projetos de arte digital em eventos internacionais dedicados às artes e tecnologias aplicadas, consolidando a sua reputação como um fórum de referência. O programa desta edição integra cerca de uma centena de comunicações distribuídas por 18 sessões paralelas, enriquecidas pelo contributo de oradores convidados e pela diversidade de perspetivas que marcam a investigação contemporânea em Media Arts.

Que este encontro fortaleça as comunidades académicas e artísticas, renovando a convicção de que é na partilha de culturas, na construção de territórios comuns e no diálogo contínuo entre criação e investigação que se molda o campo em constante evolução das Media Arts.

Organização Acolhedora da Artech 2025

## WELCOME

On behalf of Artech International and the CECS – Communication and Society Research Centre, we warmly welcome you to the 12th edition of ARTECH – International Conference on Digital and Interactive Arts.

Hosted in Braga, a UNESCO Creative City of Media Arts since 2017, this event reaffirms the city's strategic commitment to cultural innovation and artistic experimentation, fostering collaboration between research institutions and creative communities.

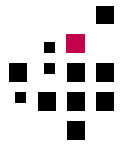
Bringing together around 120 researchers and artists at the University of Minho, ARTECH promotes the study of contemporary digital culture and the exploration of the intersections between art, technology and society. We hope the conference provides a constructive space for debate, critical reflection and the exchange of emerging practices in digital and interactive arts.

The active engagement of the Master's Programme in Media Arts at the University of Minho strengthens the connection between advanced research, artistic creation and postgraduate training, underscoring the role of higher education institutions within today's media arts ecosystem.

Over its two decades of activity, ARTECH has showcased hundreds of digital artworks and projects at international events dedicated to arts and technology, consolidating its reputation as a leading forum in the field. This year's programme includes around one hundred presentations across eighteen parallel sessions, enriched by invited speakers and a wide range of contemporary perspectives.

May this gathering inspire fruitful dialogue and reinforce our shared commitment to creating the cultural territories and interdisciplinary connections that continue to shape the evolving field of Media Arts.

Artech 2025 Local Organization



# ARTECH 2025

BRAGA - PORTUGAL

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COMMUNITIES & TERRITORIES

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ON DIGITAL AND INTERACTIVE ARTS

UNIVERSITY OF MINHO  
BRAGA, PORTUGAL  
26-28 | NOVEMBER | 2025

## OVERALL PROGRAM

All the time is based on Lisbon, Portugal Time (GMT+00:00)

### WEDNESDAY, NOVEMBER 26TH

OPENING SESSION, ARTISTIC EXHIBITION,  
WELCOME WINE RECEPTION

**GNRATION, BLACKBOX ROOM**

MAP: <https://maps.app.goo.gl/bsMiFMsJF9NRmaWdA>

**gnration** is a space for creation, performance and exhibition within the domain of contemporary music and the relationship between art and technology. The city of Braga's tradition in the domain of innovation and new technologies at the academic and corporate levels has been, in recent years, expanded to the artistic domain, culminating in the recent award of the title of **UNESCO Creative City in Media Arts**.

**14:00 Secretariat**  
Distribution of credentials to conference participants

**14:30 OPENING SESSION**

**15:30 ARTISTIC EXHIBITION**

**17:30 WELCOME WINE RECEPTION**

### THURSDAY, NOVEMBER 27TH

KEYNOTES, PARALELL SESSIONS,  
CONFERENCE DINNER

**UNIVERSIDADE DO MINHO, GUALTAR, CP II**

MAP: <https://maps.app.goo.gl/rdU1dXSbbrEpQ3WGA>

**09:00 Secretariat**  
Distribution of credentials to conference participants

**09:30 KEYNOTE #1: PAULO TELES**  
*Artistic [co]Creative Procedures in Masterpieces.  
from new Technological Sensitivities to the  
Multidimensional Sharing Literacies*

**10:45 COFFEE BREAK**

**11:15 PARALLEL SESSIONS: 1-3**

**13:00 LUNCH**

**13:45 KEYNOTE #2: SARA ORSI**  
*On Cultural–Technological Ambivalences: A Dialogue  
Between Theoretical and Artistic Practices*

**15:15 PARALLEL SESSIONS: 4-6**

**16:45 COFFEE BREAK**

**17:00 PARALLEL SESSIONS: 7-9**

**19:30 CONFERENCE DINNER**  
Restaurante do Museu Arqueológico D. Diogo de Sousa  
<https://maps.app.goo.gl/zgu93uVRh6mpNUwh8>

### FRIDAY, NOVEMBER 28TH

KEYNOTE, PARALELL SESSIONS,  
ARTISTIC PERFORMANCE

**UNIVERSIDADE DO MINHO, GUALTAR, CP II**

MAP: <https://maps.app.goo.gl/rdU1dXSbbrEpQ3WGA>

**09:00 Secretariat**  
Distribution of credentials to conference participants

**09:30 KEYNOTE #3: MIGUEL CARVALHAIS**  
*From Analogue to Metaphor: Art in the Computational Turn*

**10:45 COFFEE BREAK**

**11:15 PARALLEL SESSIONS: 10-12**

**13:00 LUNCH**

**13:45 PARALLEL SESSIONS: 13-15**

**15:15 PARALLEL SESSIONS: 16-18**

**16:40 COFFEE BREAK**

**17:00 HEXGETERA - ARTISTIC PERFORMANCE**  
*Master's Programme in Media Arts, University of Minho*  
Eduardo Brito, Guilherme Maranhão, Líria Varne, Luís Pinto,  
Verónica Lobo, Pedro Portela, João Martinho Moura

**17:20 CLOSING SESSION**



ARTECH 2025

BRAGA - PORTUGAL

orador convidado  
keynote speaker

# Paulo Teles

media artist, professor, researcher

Professor at the Department of Multimedia, Film and Communication of the Institute of Arts of the State University of Campinas. His artistic works seek to converge technology, new sensibilities and critical thinking through by interactive-corporal processes in emerging media, relational and multi-sensorial artistic expressiveness, and transdisciplinarity literacies through Art.

***Artistic [co]Creative Procedures in Masterpieces. from new Technological Sensibilities to the Multidimensional Sharing Literacies***

*Based on artistic and intellectual production that investigates the interfaces between art, technology, and knowledge, this is an analytical and practical trajectory anchored in the author's artistic and educational production, which evolves from the search for new sensibilities in the field of Technological Art to the articulation of sharing literacies. We will explore how the systemic vision of procedural art has expanded into action research in shared multimedia creative processes, as well as how this has highlighted cultural and critical diversity in procedures for the co-creation of contemporary collective works based on the multiplication of creative and critical agents in the context of a multicultural and diverse technological society.*

**27 NOV 2025 // 09:30H**

AUDITORIUM B1



ARTECH 2025

BRAGA - PORTUGAL

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Orador Convidada  
Keynote Speaker

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**Sara Orsi**

web designer, creative coder,  
researcher, educator

Sara Orsi is focused on the intersection of digital technology and contemporary culture. Currently she teaches at the School of Innovation and Creation Technologies (ETIC) and at the Faculty of Fine Arts of the University of Lisbon (FBAUL).

***On Cultural–Technological Ambivalences: A Dialogue Between Theoretical and Artistic Practices***

*Drawing on multiple ambivalences that emerge from the cultural–technological interrelation, this presentation reflects, through a dialogue between theoretical and artistic practices, on how algorithmic entities and digital infrastructures have been shaping relations of power, visibility, and temporality.*

*Anchored in the concept of pharmakon – simultaneously a remedy or poison, but also a potion or spell – and in the ambivalences identified, a trajectory is traced around three main axes: power relations in algorithmic governance; the visible and invisible within digital infrastructures; and the paradoxical temporality of computing. technology on contemporary culture.*

**27 NOV 2025 // 13:45H**

AUDITORIUM B1



ARTECH 2025

BRAGA - PORTUGAL

orador convidado  
keynote speaker

# Miguel Carvalhais

designer, musician, artist

Professor of Design at the Faculty of Fine Arts of the University of Porto, and its current dean. Author of the books *Art and Computation* (2022) and *Artificial Aesthetics: Creative Practices in Computational Art and Design* (2016).

## ***From Analogue to Metaphor: Art in the Computational Turn***

*In this talk I will look at computational technologies and at how they breed tools and media that are quite unlike any of those that we have historically used to create art. I will delve into the relationships between art and media in the post-digital and post-internet condition and, by focusing on the computational nature of these media I will argue that because of their inherent instability and irreducibility, computational media are at odds with our expectations from media forms, while simultaneously opening up radically new spaces for artistic expression and experience, for an art of causality, complexity, emergence, and intensity.*

**28 NOV 2025 // 09:30H**

AUDITORIUM B1

**WEDNESDAY, NOVEMBER 26TH // 14:00 - 18:00H**

**OPENING SESSION: MEDIA ART CULTURES,  
COMMUNITIES & TERRITORIES**

**GNRATION, BLACKBOX ROOM**

**Moderator:** Daniel Brandão

**14:00 Secretariat**  
Distribution of credentials to conference participants

**14:30 Opening Session: Media Art Cultures,  
Communities & Territories**

Adérito Fernandes-Marcos, ARTECH-INTERNATIONAL  
Alberto Sá, General Chairman of ARTECH 2025  
Madalena Oliveira, CECS - Centro de Estudos de  
Comunicação e Sociedade, Univ. Minho  
Luis Fernandes, Coordinator: Braga, UNESCO  
Creative City of Media Arts

**ARTISTIC EXHIBITION**

**GNRATION, BLACKBOX ROOM**

**Moderator:** Vítor J. Sá

**15:30 SOCIAL RAFT - System Design and Conceptual Framework of a  
VR-Based Artwork Exploring the Experience of Social Isolation**  
// Paulo Gomes, João Donga, Vítor Sá, Henrique Curado,  
António Marques, Gonçalo Oliveira and Sofia Sá

**15:40 Playing with Joy**  
// Eduardo da Silva Brito

**15:50 Liquid Empathy - intimate dialogue between human and  
machine that translates into sounds and cymatics**  
// Joana Isabel Rodrigues dos Santos Perfeito

**16:00 Ágora Fluida - Interactive installation that invites collaboration**  
// Joana Isabel Rodrigues dos Santos Perfeito

**16:10 Pathological Landscapes: An Artistic Journey into AI's  
Compassionate Language and Imagery in Healthcare**  
// Ziyao Lin

**16:20 Dancing Landscapes, Volcanic Breath**  
// Simona Zemaityte

**16:25 Small Laboratory to Recreate Humans. Interactive Installation  
on Affective Archives and Algorithmic Fictions**  
// Liria Varne

**16:35 The artwork's title: Hypnagogic Hallucination Machinery**  
// Berk Yagli

**16:40 A Needle in a Haystack**  
// Varvara Guljajeva and Mar Canet Sola

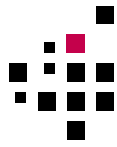
**16:50 UAKTI CORPOS SONOROS**  
// Ailton Wenceslau and Sidney Tamai

**17:00 What the Salt Crystals Knew**  
// Alejandro Borsani

**17:05 [Des]montagem**  
// Maria Cristina Cavalcanti

**17:15 Desabafo**  
// Lorena Ferreira Alves

**17:30 WELCOME WINE RECEPTION**



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## DETAILED PROGRAM

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### THURSDAY, NOVEMBER 27TH // 11:30 - 13:00H

#### SESSION 1: GENERATIVE VISIONS: AI, REPRESENTATION, AND VISUAL SYSTEMS

**AUDITORIUM B1 // MODERATOR:** Silvia Laurentiz

11:30 **Detailed Abstract Images from Automated Prompts**  
// Adon Phillips, David Mould

11:45 **Representational Model Guided by AI Algorithmic Logic Procedures**  
// Silvia Laurentiz

12:00 **Abstract Language Model – Exploring the human machine relation by using artificial neural networks as a tool for creating audio-visual artworks**  
// Andreas Lutz

12:15 **Lisbon MIL City within the A.I. Age Interpreting Media Arts and Urban Heritage for Sociological Tourism, and their Dissemination via a Digital Marketing Campaign**  
// Pedro de Andrade

12:30 **The ancestors of AI in the era of the floating world: images, atlases, archives of critical thinking (contributions)**  
// Maria de Fátima Lambert

12:45 **Aura-Fox Redux. Uma arqueologia da imagem técnica**  
// Camila Manguiera, João Paulo Lima

#### SESSION 2: IMMERSION AND DIGITAL NARRATIVE: WEB, VIDEO ART, GAMES, AR/VR

**AUDITORIUM B2 // MODERATOR:** Regilene Sarzi Ribeiro

11:30 **Motivação para Aprender em Ambientes Web Imersivos: Um Estudo de caso**  
// Bárbara Cleto

11:45 **Olhares Subjetivos: A Videoarte como Espelho da Cultura e da Performance Artística**  
// Pedro Henriques and Pedro Alves da Veiga

12:00 **Videojogo como Mediação Emocional: uma Instalação Interativa em Media Arts**  
// Emanuele Inácio, Tiago Martins, Alberto Sá

12:15 **Memórias do Futuro - Um Diálogo com o Passado Sustentável**  
// Miguel Carlos Lima, Mirian Nogueira Tavares, Luís Teixeira

12:30 **Narrative Portals and Augmented Reality: Activating empathy in creative projects**  
// Ana Raquel Gouveia, Isabel Cristina Carvalho, Paulo Maldonado

12:40 **Unblackboxing como prática artística**  
// Guilherme Maranhão

12:50 **A Media Art como meio de criação híbrida, colaborativa e participativa**  
// Carlos Correia

#### SESSION 3: AI, AUTHORSHIP, HISTORIES

**ROOM 0.17 // MODERATOR:** Susana Gaudêncio

11:30 **Media Art and AI. Collaborative projects and moving images**  
// Regilene A. Sarzi Ribeiro

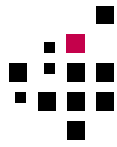
11:45 **Aesthetics on Autopilot: AI's Role in the Works of Abrantes and Manovich**  
// Catarina Lira Pereira, Domingos Loureiro, Diana Costa

12:00 **Toward Diffused Multiplicity: Palimpsestic Characteristics in AI Art**  
// Youngjun Choi, Jinjoon Lee

12:15 **Remember to [not] be Forgotten: Women Artists and Technological Memory Erasure**  
// Conceição Luís

12:30 **Core Reflex II: The Creative Process of a Self-Portrait in a Luminous Landscape**  
// Bruno Mendes da Silva, Susana Costa

12:40 **A Relational (Re)Turn: Revisit Interactive Art through Interaction and Aesthetics**  
// Aven-Le Zhou



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### THURSDAY, NOVEMBER 27TH // 15:15 - 16:45H

#### SESSION 4: IMMERSIVE XR: THEORY AND FRAMEWORKS

**AUDITORIUM B1 // MODERATOR:** Leonardo Pereira

- 15:15** **A Framework for Analyzing XR Media Art through Impossible Spaces and Interaction Structures**  
// Jaeyeon Shin, Dageom Chung, Sun Ah Bae, Seung Hyun Cha
- 15:30** **Strategic Design Framework for Surrealistic Spaces in Virtual Reality**  
// Jisoo Kang, Dageom Chung, Kyunghyun Cho, Seung Hyun Cha
- 15:45** **SOCIAL RAFT – Effects of a Multisensory VR Journey Through the Perception of Social Isolation**  
// Paulo Gomes, João Donga, Vítor Sá, Henrique Curado, António Marques, Gonçalo Oliveira, Sofia Sá
- 16:00** **Na senda das dimensões da média-arte digital nas narrativas biográficas em Macau: uma perspetiva à luz da diversidade cultural**  
// Selma Pereira, Ricardo Ferreira, Adérito Fernandes-Marcos
- 16:15** **Revitalising Macau Old Protestant Cemetery with Engaging Interactive Design for Cultural Preservation**  
// Hio Ieng Lau, Filipa Martins de Abreu
- 16:25** **Saint Joseph the Worker Church: AI-Enhanced 3D Digitisation and VR**  
// Sandra ŞKa Man Ng, Kingsley Zijun Liang, Carlos Sena Caires
- 16:35** **The Platypuses of Art: Unclassifiable Practices and a Media Archive in Chile**  
// Valentina Montero

#### SESSION 5: INTERACTIVE SYSTEMS AND TANGIBLE INTERFACES

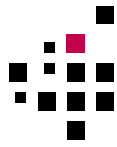
**AUDITORIUM B2 // MODERATOR:** Mónica Mendes

- 15:15** **SOMA: Interactive Dynamic Calligraphy and Poetic Sceneries**  
// Haoxuan Wang, Zirui Wu, Kang Zhang
- 15:30** **Controlling Chair: Experiencing User Autonomy versus Automation through an Interactive Artifact**  
// Sara Mlakar, Kathrin Probst, Astrid Weiss
- 15:45** **Bodies in Dialogue: Generative AI as a Provocateur for Narrative and Motion**  
// Michael Morran, Jinsil Hwaryoung Seo
- 16:00** **Rob2Embrace: Enhancing Multicultural Behaviour through Robot Activities with Children in Education**  
// Francisco Miguel Vargas Cárdenas, Rocío García Robles
- 16:15** **Why Open Small AI Models Matter for Interactive Art**  
// Mar Canet Sola, Varvara Guljajeva
- 16:30** **Cosmic Echoes: Interdimensional Ensemble Systems and Pulsar Acousto-Optical Translation**  
// Yiwen Zhang, Ailei Wang, Xinru Sui, Yeojin Kim, Zhiyong Fu
- 16:40** **The Eye of the Sun – A touch- and motion-sensitive, interactive, audio-visual sculpture combining curiosity and solar physics**  
// T. Schneider, G. Kubryk, F. Bouiddouh, M. Courgeon, V. Hulot, D. Poirier-Quinot, F. Auchère, F. Baudin, E. Buchlin, X. Maître

#### SESSION 6: IMMERSIVE STAGES AND PERFORMATIVE SPACES

**ROOM 0.17 // MODERATOR:** Emília Simão

- 15:15** **The Loop - A 360-degree immersive and interactive stage for collective space-time experiences**  
// Béatrice Albert et al.
- 15:30** **Performance in Audiovisual and Multimedia: Fixed and Dynamic Systems**  
// Rui Travasso
- 15:45** **El amor que pasa. Resignifying Monumentality and Gendered Violence through Transmedia practices**  
// Julia Domínguez Sánchez-Lanuza
- 16:00** **Akousis**  
// Roopesh Sitharan, Anis Haron
- 16:15** **Processed Experience: A Contemporary Discourse on Existence with Spatial Installation**  
// Hyeokjin Choi, Seung Hyun Cha
- 16:30** **Space as Interface**  
// Patrick Kruse, Ivana Druzetic-Vogel, Chris Geiger
- 16:40** **Virtual Reality in the Expanded Field**  
// Byeongwon Ha



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### THURSDAY, NOVEMBER 27TH // 17:00 - 18:00H

#### SESSION 7: DIGITAL STORYTELLING, ARCHIVES, PRESERVATION

**AUDITORIUM B1 // MODERATOR:** Predrag K. Nikolic

17:00 **zeitgeist25.html/I\_miss\_you\_but\_i\_was\_never\_here: A contemporary story**  
// Rui Filipe Antunes

17:15 **CONFINEMENT ARCHIVE. Virtual testimonies of confinement through contemporary art practices and challenges in its preservation**  
// G. Rodríguez Tenorio, M. Arregui Montero, R. García-Robles

17:30 **From Concept to Video: an End-to-End AI-Assisted Approach for Storytelling**  
// Wenxiao Zhu, YiAn Tang, Chelsea-Xi Chen, Aven-Le Zhou

17:45 **Helping Intangible Heritage Resilience through Storytelling (HIGHRES): Research projects in heritage and digital arts within the European framework of the Erasmus+ Programme**  
// P. Moreno García, M. Villanueva Padilla, M. Moreno Montoro

17:55 **The Filter Market: A Speculative Interface for Buying and Performing Civility in Online Comments**  
// Rúben Duarte, Maria João Antunes, Catarina Lélis

#### SESSION 8: MEDIA ECOLOGIES, SUSTAINABILITY, PARTICIPATION

**AUDITORIUM B2 // MODERATOR:** Pedro Portela

17:00 **Digital Mask: Reimagining Digital Media for Co-Presence with the Kogi**  
// Jaroslava Šnajberková, José Bidarra, Mirian Tavares

17:15 **Perturbatio – Visualising the cumulative eco-impact of human activities**  
// Tim Schneider, Charles Ménard-Wendling

17:30 **Osmosis Among Art, Seafife and Citizen-Science Promoting Sustainability through Sci-Art Participatory Experiences**  
// Rocio Garcia-Robles, Juan Nicolás Pérez Rodríguez

17:45 **From the Atelier Populaire to Artivism: Situationist Strategies Reimagined**  
// Maria Cristina Cavalcanti, Mirian Tavares, Priscila Arantes

18:00 **AFASTAR E APROXIMAR: Narrativa audiovisual sobre a (re)conexão entre o Homem e a Natureza**  
// Sara Cruz, José Bidarra

#### SESSION 9: TERRITORIES, MEMORY, CARTOGRAPHIES

**ROOM 0.17 // MODERATOR:** Alberto Sá

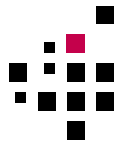
17:00 **Haunted Aurora: Hauntological Experience through Miniaturization of Media-Mediated Nature**  
// Sungbaek Kim, Yasuaki Kakehi

17:15 **Glitch Cartographies: Reconfiguring Memory and Territory in Virtual Reality**  
// Fernando Carvalho, Mónica Mendes

17:30 **Beyond Technology: Proposing A Contextual Classification Framework for Media Art in Chinese Urban Space Through Its Social Potential**  
// Shujiao Xie

17:45 **Between Light and Screen in David Hockney: the Rearticulation of the Pictorial Gesture in Digital Media**  
// Gabriel Colaço, António Trindade, Diana Costa

18:00 **Towards Relationality: Sociocultural Embodiment and Interpersonal Interaction**  
// Aven-Le Zhou



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### FRIDAY, NOVEMBER 28TH // 11:30 - 13:00H

#### SESSION 10: INTERFACES OF PLAY: GAMES, PUPPETRY, AND CRITICAL DESIGN

**AUDITORIUM B1 // MODERATOR:** Tiago Martins

11:30 **Glicth Art based on Digital Games**  
// Noriki Amano

11:45 **Experimental Machinimas: Avant-Garde and Hacktivism**  
// Eja Kovacevic

12:00 **Machinima Artivista como Crítica Social: O Caso de 'City Art - Mimo e a Cidade**  
// Miguel Carlos Lima, Mirian Nogueira Tavares, Luís Teixeira

12:15 **Autonomous Puppetry - A Preliminary Study on the Puppeteer's Perspectives of Autonomy in Puppetry Practices**  
// Miguel Albuquerque Araújo, Luís Leite, Rui Rodrigues

12:30 **Drawing, painting, modelling, mobile phones and video in anamorphic construction. Analogue and digital processes in the metamorphosis of certain artistic forms**  
// António Trindade

#### SESSION 11: AI, GENERATIVITY, PRACTICE

**AUDITORIUM B2 // MODERATOR:** Regilene Sarzi

11:30 **The Plasticity of Generative Artificial Intelligence in Materialized Artistic Practice. Case study 'in/visibilidades no feminino 2.0'.**  
// Célia Palma, Isabel Cristina Carvalho, Mirian Tavares

11:45 **Practicing The Weird Third Thing: Machine Unlearning through Playful Subversion**  
// Dominika Čupková

12:00 **Deus in Machina: A Conversational AI for Spiritual Experience**  
// Philipp Haslbauer, Carolin Reichherzer, Marco Schmid, Aljosa Smolic

12:15 **Whale Echo Dialogues: Simulating Acoustic Encounters Between Whales, Humans, and Machines**  
// Yu Chia Kuo, Tak Cheung Hui

12:25 **Rainbow Clash: Cyberperformance as an Interactive Artistic Experience**  
// Rúben Ferreira, Vasco Yang Ye, Guilherme Lopes, Rodrigo Meireles, Rosimária Sapucaia

12:35 **Designing Awe in Interactive Digital Media**  
// Assim Kalouaz, Jean-François Jego, Brendan Rooney, Pamela Gallagher

#### SESSION 12: AI, DANCE, EMBODIMENT

**ROOM 0.17 // MODERATOR:** Madalena Oliveira

11:30 **Understanding the Use of AI in Contemporary Dance: Perspectives from Practitioners**  
// Nuno N. Correia, William Primett

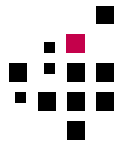
11:45 **Designing for Kinaesthetic Empathy using Data-Driven Movement Matching**  
// William Primett, Nuno N. Correia, Naoto Hieda, Andreia Matos

12:00 **Choreographing Code with AVLMA: Laban Movement Analysis as Catalyst for Generative Art in an Experimental Audiovisual Pipeline Using MediaPipe**  
// Rui Filipe Antunes, Cecília de Lima

12:15 **Liminal Landscapes: Generative Art as a Technoshamanic Instrument in the Representation of Altered States of Consciousness**  
// Emília Simão, Daniel Brandão, João Martinho Moura

12:30 **Immersive Meditation as Neuro-Art: Designing Sensorium's Dome at the Intersection of HCI and Neuroaesthetics**  
// Mehdi Mark Nazemi

12:35 **Interwoven Realities: Exploring the Confluence of Embroidery and Biomaterials in Contemporary Art**  
// Gabriela Farias



# ARTECH 2025

BRAGA - PORTUGAL

MEDIA ART CULTURES,  
COMMUNITIES & TERRITORIES

12TH INTERNATIONAL CONFERENCE  
ON DIGITAL AND INTERACTIVE ARTS

UNIVERSITY OF MINHO  
BRAGA, PORTUGAL  
26-28 | NOVEMBER | 2025

## DETAILED PROGRAM

All the time is based on Lisbon, Portugal Time (GMT+00:00)

### FRIDAY, NOVEMBER 28TH // 13:45 - 15:15H

#### SESSION 13: AUDIO-VISUAL, MUSIC, PERFORMANCE, MEDIA

**AUDITORIUM B1 // MODERATOR:** Nuno Correia

**13:45** **BeComposer: A Computer System For Musical Composition And Performance In Real-Time**  
// Emídio Buchinho

**14:00** **Institute of Hyperconsumption -Traces of Excess**  
// Ana Mariz, Diogo Aguiar, Fernando Carvalho, Kim da Motta

**14:15** **Technodiversity, performance, and technical mediation in four creative projects exploring interactive and visual resources**  
// José Henrique Padovani, Caio Costa Campos

**14:30** **Digital Weight: The Invisible Environmental Cost of Our Online Lives.**  
// Jekaterina Kaizere

#### SESSION 14: ETHICS, SURVEILLANCE, MEMORY

**AUDITORIUM B2 // MODERATOR:** Alberto Sá

**13:45** **Espionage and Dataveillance Technologies: Perspectives on Sound Surveillance in Surveillance Art Practices**  
// Lorena Alves

**14:00** **Reframing Surveillance: Generative AI and the Fictionalization of Machine Vision**  
// Xuanyang Huang, Xiaoyun Zhong, Wei Huang, David Kei-Man Yip

**14:15** **Inclusive Soundscapes: systems for an accessible performance**  
// Rui Travasso, André Conde, Marco Miranda

**14:30** **Protocol as Poetry: Case Study on Pak's Protocol Arts**  
// Botao Amber Hu

**14:45** **Mycortex: Exploring Non-Human Symbolic Communication through Art and Bioelectric Signals**  
// Zhiqi Wang, Patrick Hartono

#### SESSION 15: DIGITAL STORYWORLDS, SEMIOTICS AND NARRATIVE DESIGN

**ROOM 0.17 // MODERATOR:** Daniel Brandão

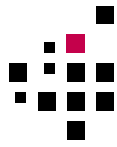
**13:45** **From Motion to Meaning: Educational and Design Perspectives on Embodied Locomotion in Virtual Reality**  
// Michael Bruner, Jinsil Hwaryoung Seo

**14:00** **Digital Media Art and Archaeologies of the Invisible: The Case of Mãe Soberana in Dialogue with Zielinski**  
// Andreia Pintassilgo, Ana Soares, Maria Guerreiro

**14:15** **Semiotic Sculpting: Modeling and Meaning-Making with Second-Order Semiology**  
// Yuchen Li, Aven-Le Zhou

**14:25** **The Mouth and You: a walk through Beckett's Not I in Virtual Reality**  
// Syeda Nikhat Mohsin, Néill O'Dwyer

**14:35** **AI.R Taletorium: Preserving Culture Through AI Storytelling**  
// Predrag K. Nikolic



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### FRIDAY, NOVEMBER 28TH // 15:15 - 16:45H

#### SESSION 16: HCI, INTERACTION DESIGN, THEORY

**AUDITORIUM B1 // MODERATOR:** Helena Pires

**15:15 Affordances of Behavior for Interactive Digital Narratives: A Poetics for Interaction**  
// Ana Monteiro, Miguel Carvalhais, Rui Torres

**15:30 EDNI. Rehearsing the Embodied Co-Creation of Emerging Trans-Spatio-Temporalities**  
// Helena Pires, Né Barros, João Martinho Moura

**15:45 EROS, CONSTRUCTOR OF IDENTITIES. Objectual Videomapping Project**  
// Shaula Ortega Rodriguez

**16:00 Three Languages of Artistic Research – Precious Multitudes as a Performative Documentation of Research in New Media Art**  
// Charlotte Triebus, Chris Geiger

...  
**17:00 HEXCETERA - ARTISTIC PERFORMANCE**

Master's Programme in Media Arts, University of Minho  
Eduardo Brito, Guilherme Maranhão, Liria Varne, Luís Pinto,  
Verónica Lobo, Pedro Portela, João Martinho Moura

#### SESSION 17: DATA, VISUALIZATION, WEB, PARAMETRIC

**AUDITORIUM B2 // MODERATOR:** Adérito Marcos

**15:15 Fav(panopt)icon Project**  
// Byeongwon Ha

**15:25 "UrdiSynth42" e a tecelagem figital**  
// Nelson Caldeira, Pedro Veiga, João Cordeiro

**15:40 Make America Great Again and Again. Voices Across the World**  
// Byeongwon Ha

**15:50 Artwork: Quantum Photosynthesis**  
//Juliana K. Vizzotto, Fernando F. Codevilla

**16:00 From Sunlight to Qubits: Visualizing Analogies between Photosynthesis and Quantum Information Systems**  
//Juliana K. Vizzotto, Fernando F. Codevilla

#### SESSION 18: NATURE, SUSTAINABILITY, HUMAN-NATURE RELATIONS

**ROOM 0.17 // MODERATOR:** Philipp Haslbauer

**15:15 From Synergy to Method: A Case Study of Transdisciplinary SciArt Practices Between Art and Neuroscience**  
// Rocio Garcia-Robles, Juan Nicolás Pérez Rodríguez

**15:30 The Ironic Machine**  
// Jorge Forero Rodríguez, Mónica Mendes, Gilberto Bernardes

**15:45 3DAroma: Spice-oil-saturated Tangible Installation with Auditory Interaction as Embodied Reminiscence of Exploring Nomadic Memory and Identity**  
// Joshua Nijati Alimujiang, Jacques Ziyu Wang

**16:00 Aquaterrestrial Recolonization: Mission Borneo**  
// Predrag K. Nikolic

**16:10 Searching for the *Everywhen* on the Basis of the Findings of the Artistic Research Project *skin flats***  
// Alexandra Reill

**16:20 Washing my Hands**  
// Byeongwon Ha