

## **ARTSIT+DLI 2022 Program**

Sessions are based on Western European Time/Lisbon (GMT)

### ***Sunday afternoon***

15:30-17:00: Welcome drink at the Museum of Faro

### ***Monday 21 november***

#### **8:30 - Registration**

#### **9:30 Opening talks**

ArtsIT General Chair, DLI General Chair, EAI Conference Manager, CIAC coordinator, Mirian Tavares, Rector of UAlg - Professor Paulo Águas, Alessandro Soriani, António Araújo.

#### **10:00 - Keynote Talks**

Monika Fleischmann & Wolfgang Strauss

*New Media Art – A Thinking Space for Digitality?*

Introduced by Anthony Brooks

#### **11:00- 11:15 – Coffee Break**

#### **11:15 – 13:00 - Technical sessions 1**

##### **ArtsIT (Room 1)**

**Session chair: Bruno Silva**

**Engaging Museum Visitors with AI-Generated Narration and Gameplay – Wladimir Hettmann**

**User experience of a conversational user interface in a museum – Stefan Schaffer**

**Designing Virtual Guides Characteristics for Remote Tourism in the Arctic – Siiri Paananen**

**User Experience in Virtual Museum - Evaluating Assassinâ€™s Creed Odyssey: Discovery Tour – Siiri Paananen**

**VR Diet Museum: A Virtual Experience Designed for Better Learning and Reflection on Eating Habits and Its Effects – Haoran Zhang (Online)**

**Digital Game-based Second Language Learning of JLPT N5 & N4 Grammatical Concepts – John Marbert (ONLINE)**

**A Review of Game Design Techniques for Managing Suspense – Ying Zhu (Online)**

**11:15-13:00 - DLI (Room 2)**

**Session chair: Jeanette Sjöberg, Halmstad University, Sweden.**

**Learning management systems in flexible learning environments – a study of teachers' experiences – Joel Holzberg, Halmstad University, Sweden.**

**Concept-Based Modeling as a Method Combining Digital and Analogue Means for Problem-Solving – Björn Sjärdén, Halmstad University, Sweden.**

**Promoting Life-long Learning through Flexible Educational Format for Professionals within AI, Design and Innovation Management – Jeanette Sjöberg, Halmstad University, Sweden.**

**AI-supported acquisition of argumentation skills: Use Case 'The Arguer' – Veronica Hackl, University of Passau, Germany.**

**Collaboration between parents and children using robots – Anders Kalsgaard Møller, Aalborg University, Denmark.**

**Interactive Design Process for Enhancing Digital Literacy Among Children: A Systematic Literature Review – Kaiqing Chen, Griffith University, Australia.**

**13:15 Lunch**

**14:30-15:20: keynote talk**

**Rudolfo Quintas**

***"Can I Hear You Dance?" and Eco-Acoustic Embodiment***

Introduced by Jorge Carrega

**15:30 – 17:30 - Technical Session 2 ArtsIT (room 1)**

**Session chair: Gabriela Borges**

**The Impact of hybrid animation on the future of Animation – Catia Peres**

**Investigation of the Relationship between Artworks and Real Objects Using AI and Psychological Experiment – Ryhohei Nakatsu**

**Analysis of Affective Behavior in the Artistic Installation Moviescape – Elena Partesotti**

**Fate, Death and marketing. Is a book the same product as yogurt or a car? – Martin Kasarda**

**The singing bridge: sonification of a stress-ribbon footbridge – Christian Torresan**

**Shadow Display Design Concepts for AI Enhanced Environments – Joana Hakkk?**

**15:30 – 17:00 - Technical Session 2 DLI (room 2)**

**Session chair: Camilla Finsterbach Kaup, Aalborg University, Sweden.**

**Purposeful prototyping with children to generate design ideas – Annie Aggarwal, TU Delft, Faculty of Industrial Design, the Netherlands.**

**The Use of Adaptive VR Environments to Foster Students Learning in Multilingual Study Guidance – Emma Edstrand, Halmstad University, Sweden.**

**Bringing computational thinking to life through play – Camilla Finsterbach Kaup, Aalborg University, Denmark.**

**Designerly Processes with Robots as a Framework for Children’s Perspective-Taking – Eva Brooks, Aalborg University, Denmark.**

**17:00 – 17:30 Coffee Break**

**17:30 -19:30: Special Session (room 1)**

***Special Track on Dialogues between Geometry, Computer Graphics and the Visual Arts***

**Session chair António Araújo**

**[IN]Musicality: a collection of VR drawings and music as an artistic application of Hybrid Immersive Models - Lucas Fabian Olivero (University of Algarve and Open University)**

**2000 eyes: Spherical View of La Fenice di Venezia. A Large-format equirectangular drawing with a gigapixel resolution - Chiara Masiero Sgrinzatto (other)**

**A Comparative Study of Four 3D Facial Animation Methods: Skeleton, Blendshape, Audio-Driven, and Vision-Based Capture - Mingzhu Wei (Purdue University)**

**A Deep Learning Approach to Generate 3D Model of Fluid Art -Hung Mai Cong - (Osaka University)**

**Using off-the-shelf AR and VR software for teaching immersive perspectives to 9th grade students - Bruno Flores (Aberta University)**

**Geometrical feature identification of cuneiform signs on micro survey reconstruction  
Sara Antinozzi - (University of Salerno) ONLINE**

**17:00- 19:00 - Technical Session 3 ArtsIT (room 2)**

**Being fluent in specialized languages can boost your research: Designing a multilingual, multimodal and collaborative platform of resources for higher education – Bruno de Azevedo**

**Emotional Machines - Toward Affective Virtual Environments – Jorge Forero**

**Cryptokitties vs. Axie Infinity: Computational Analysis of Reddit Discussions of two NFT Games – Chien Lu**

**Development of Art Fashion by Integrating Art and Digital Textile Printing – Ryohei Nakatsu**

**Developing Playful and Tangible Approaches to the Gap Between Academia and Civil Society: Inclusion and Access through Participatory Action-Research – Carla Sousa**

**Transmediation of the Illustrated Children's Book «Goodnight Moon»: A Web-based Traditional Animation – Joana Rovira Martins, Pedro Martins, Ana Boavida. ONLINE**

**19:30 - Gala Dinner at Eva Senses Restaurant**

***Tuesday, November 22***

**9:00 – 9:55: Keynote talk DLI (room 2)**

**Tuula Nousiainen** - Department of Teacher Education, University of Jyväskylä, Finland:

*Perspectives to meaningful learning experiences in digital environments.*

Introduced by Eva Brooks.

**10:00-11:30 - Technical Sessions 4 ArtsIT (room 1) session chair António Costa Valente**

**Preferences of Student in-Game Elements for Implementation in Gamified Learning: a Survey Report – Teresa Vieira**

**Design Factors for an Educational Game where Girls and Boys Play Together to Learn Fundamental Programming – Niklas Humble ONLINE**

**Recreating Gaming Experience Through Spatial Augmented Reality – Vibhuti Sagar/ONLINE**

**IN[The Hate Booth]: a Gamified Installation to Counteract Hate Speech- Bruno Silva e Susana Costa ONLINE**

**10:15- 12:00 - Technical Session 3 DLI (room 2)**

Session chair: Anders Kalsgaard Møller, Aalborg University, Denmark.

**Navigating the Current "New World" of Teaching with Technology: A Glimpse into our Teachers' Minds – Martin Cooney, Halmstad University, Sweden (online).**

**Making Fiscal Policy Engaging for students in social studies by used game-based learning – Mads Strømberg Petersen, Aalborg University, Denmark.**

**Decolonizing the Imagination: Designing a Futures Literacy Workshop – Cecilia Björkén-Nyberg, Halmstad University, Sweden**

**DLI best paper award and introduction to DLI 2023.**

**11:30-11:45- Coffee Break**

**11:45-13:00 Technical Sessions 5 ArtsIT (room 1)**

**Session chair-**

**Questioning Potentials of the Electrorganic aFrame in Music Therapy: Two client case studies with a single Music Therapist – Tony Brooks**

**Enabling Genuine Connections in a Digital Learning Environment for Students Through Information Communication Technologies – Duarte Sousa**

**Banging interaction in ubiquitous music – Damian Keller**

**Designing an Interactive 2-Level Circular Algorithm to Visualize and Support Collaboration in Science – Bruno Azevedo**

**11:45-13:00- Technical Session 6 ArtsIT (room 2) session chair – Filipa Cerol Martins**

**The Resurrection of Art and Human Dignity MAGNETS case study – Jasmina Maric**

**PirouNet: Creating Dance through Artist-Centric Deep Learning – Mathilde Papillon**

**Implementation and Playtesting for a world adventure games Procedural Content Generation System – João Paulo de Sousa ONLINE**

**Translating Idiosyncratic Movement Qualities – Daniel Bisig (ONLINE)**

**11:45 – 13:00: DLI Social Arrangement (Artisan Fair, city/coast/wine tour). We meet in the foyer of the Eva Senses Hotel and take it from there. Welcome!**

**13:15 Lunch**

**14:30 - 16:30 CoE Panel (room 1)**

**Session chair – Alessandro Soriani**

**<https://artsit.eai-conferences.org/2022/council-of-europes-video-game-culture-working-group/>**

**16:30-16:45: Coffee Break**

**16:45- 18:00 – Workshop (room 2)**

**16:45 – 18:45 – Technical Session 7 ArtsIT (Short Papers - room 1)**

**Session chair- Anthony Brooks**

**Cross-Sections Between Geometric Patterns of the Past and the Generative Arts of Today  
– Artut Selcuk (Online)**

**Audial Kinetics and the Disembodied Voice – Jimmy Eadie**

**Motion capture as a tool of empowerment for female main characters – Ema Lavrador  
(Online)**

**Touchy Tap: a Slow Technology for Shared Reflections on Water Consumption – Laurens  
Boer e Nakamura**

**Shadows as Ambient Displays - a Design Space – Jonna H Raudanjoki**

**Next Level Choreography: Applying a Transformer Network to Generate Improvised  
Dance Motions – Stefan Leijnen**

**Customising the Interactive Film – Christopher Hales**

**Synaesthetic Sound Design in Virtual Reality – Szu Ming Chung (Online)**

**21:00 - Social event/end of conference at Gimnásio Clube de Faro**