

# EVA London 2021 List of Presentations

#	Authors	Title	Topics	Decisions	Keywords
1	Dongyuan Liu	Machines-Memory	Artificial Intelligence Data, Scientific and Creative Visualisation Digital Art	<b>PAPER+DEMO</b>	Intelligent Agency, Multi-screen installation, Data visualisation, Machine Learning Algorithm, Machine Culture, Machine Society
2	<a href="#">Camille Baker</a>	INTER/her artist demo & paper	Digital Art Digitally Enhanced Reality and Everyware	<b>DEMO</b>	Women and VR, tech for good, immersive experience inside the body, embodied VR through haptics
4	Ozan Yavuz	Novel Paradigm of Cameraless Photography: Methodology of AI-Generated Photographs	Artificial Intelligence Digital Art	<b>PAPER</b>	GAN, machine learning, artificial intelligence, cameraless photography, rhizome
5	<a href="#">Jon Weinel</a>	Worship the Penguin: Adventures with Sprites, Chiptunes, and Lasers	Digital Art Music, Performing arts, and Technologies	<b>PAPER</b>	Unity, Arduino, Chiptune, Lasers, Commodore 64, Pixel art
7	<a href="#">Aphra Shemza</a> and <a href="#">Stuart Batchelor</a>	shemza.digital: Participatory art in the wake of a global pandemic	2D and 3D Imaging, Display and Printing Data, Scientific and Creative Visualisation Digital Art Digital Art Histories Mobile Applications Open Source and Technologies Virtual	<b>PAPER+DEMO</b>	Computer Art, Participatory Art, Digital Art, Migrant Art

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			Cultural Heritage		
8	Regula Valérie Burri, Laura Sigrüner and Merle Richter	Artificial Futures: Imagining A.I. through Art	Artificial Intelligence	<b>DEMO</b>	artificial intelligence, art research, imaginaries, visions
9	Megan Smith	All the Stars We Cannot See: a deep look into real-time satellite traffic	Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware	<b>PAPER</b>	satellite data, installation art, virtual reality, immersive art, creative visualization
10	<a href="#">Annie Sungkajun</a> , <a href="#">Archana Shekara</a> and <a href="#">Ladan Bahmani</a>	Finding Rhythm Amidst Disruption: Visualizing Translations of Time	Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware	<b>PAPER</b>	Time, Calendrical systems, Interactive, Motion design, Augmented reality, Cross-cultural awareness, Cultural identity, Accessibility, Pandemic
11	<a href="#">Anna Shvets</a> and Samer Darkazanli	Conditional GAN for diatonic harmonic sequences generation in a VR context	Artificial Intelligence Mobile Applications Music, Performing arts, and Technologies	<b>PAPER</b>	conditional GAN, deep learning, music VR application, computer-aided composition, harmonic sequences generation, structural harmony visualisation method
12	<a href="#">Joskaudė Pakalkaitė</a>	Development of noise-free digital interfaces: Hand-drawn interfaces for consumer wellbeing	2D and 3D Imaging, Display and Printing	<b>RW</b>	User Interface Design, User Experience Design, Human-Computer Interaction, noise-free digital interfaces, research through

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					design, design fiction, diegetic prototype
13	<a href="#">Gretchen Andrew</a>	What if we educated AI based on the world we want instead of the world we have?	Artificial Intelligence Digital Art Ethics in Digital Art	<b>PAPER</b>	Artificial intelligence, Fake News, Digital visual art
14	<a href="#">Kenneth Feinstein</a>	The uncanny as a sense of presence in MX	Digital Art Ethics in Digital Art Music, Performing arts, and Technologies	<b>PAPER</b>	The Uncanny, MX, Installation Art, VR, AR, CRCDM, Interaction, Presence
15	<a href="#">Dominik Lengyel</a> and <a href="#">Catherine Toulouse</a>	Visual mediation of unique construction and access principles of the amphitheater of Durrès	Data, Scientific and Creative Visualisation Digital Art Digital Art Histories Virtual Cultural Heritage	<b>PAPER</b>	architecture, archaeology, visualisation, hypotheses, uncertainty, knowledge, principles
16	Mônica Moura, <a href="#">Cristina Portugal</a> and Márcio Guimarães	Design in times of pandemics: literature accessible to people with visual impairment	Data, Scientific and Creative Visualisation Digital Art Digital Art Histories Digitally Enhanced Reality and Everywhere	<b>PAPER</b>	Inclusive Design, Accessibility, Visual Impairment, Elderly, Digital Platform, Pandemic
17	<a href="#">Sophie Dixon</a>	Grace: A virtual recreation of the Grace Darling story	Digital Art Museums and Collections Virtual Cultural Heritage	<b>PAPER</b>	Museums and Collections, Computer-Generated Imagery, Memory, Place, Photogrammetry, Film
18	<a href="#">Maureen Kendal</a> , <a href="#">Fion Gunn</a> , <a href="#">Terri Broughton</a> , <a href="#">Nazia</a>	The Evolving Collaboration - AMazed!: The	2D and 3D Imaging, Display and	<b>PAPER</b>	artificial imagination, VR,

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	<a href="#">Parvez, Mei-Tsen Chen</a> and Cleon Grant	AMaze Artists investigate Immersive Technology to create Imagination and Artifice	Printing Digital Art Museums and Collections Music, Performing arts, and Technologies Virtual Cultural Heritage		virtual reality, tool-kit, navigation, cartography, curatorial, public engagement, digital art, artists, virtual worlds, migration, lockdown, maze, storytelling, metaphor
19	<a href="#">Ann Borda</a> and <a href="#">Jonathan Bowen</a>	The Rise of Digital Citizenship and the Participatory Museum	Museums and Collections Open Source and Technologies Virtual Cultural Heritage	<b>PAPER</b>	Citizen journalism, Citizen science, Digital citizen, Digital culture, Digital literacy, Online museums
20	<a href="#">Jonathan Bowen</a> and <a href="#">Tula Giannini</a>	Digitality: A reality check	Artificial Intelligence Digital Art Ethics in Digital Art Museums and Collections Virtual Cultural Heritage	<b>PAPER</b>	Digitalism, Digitality, Digitalisation, Digital culture, Digital life, Digital heritage, Covid-19
21	<a href="#">Gabriele Mauany Ferreira Alencar</a> and <a href="#">Aila Regina Silva</a>	Sharing impressions: an investigation about participatory museums and UX Design	Data, Scientific and Creative Visualisation Mobile Applications Museums and Collections	<b>PAPER</b>	Museal Process, UX Design, Audio guide, Identity, Index
22	<a href="#">Kristin Carlson</a> , Lucy Gill, Zahra Irannezhad, Amal Abdalla, Annie Sungkajun, Sam	Uncharted Territories: Developing Digital Experiences for Anthropological	Preservation of Digital Visual Culture Virtual	<b>PAPER</b>	Interactive Experiences, Heritage, Public Outreach

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	Bruner and Ella Jahraus	and Archaeological Exploration	Cultural Heritage		
23	<a href="#">Ziwei Wu</a> , <a href="#">Shuai Xu</a> and Yinyi Wang	Invisible War	Data, Scientific and Creative Visualisation Digital Art Music, Performing arts, and Technologies	<b>DEMO</b>	Audio Visual Installation, Data visualization, Cyber Violence
24	Annie Sungkajun and Jinsil Hwaryoung Seo	Though Miles Apart	Digital Art	<b>DEMO</b>	Tangible interaction design, Projection, Reminiscing, Connectedness
25	<a href="#">Sonja Pedell</a> and <a href="#">Ann Borda</a>	Social Prescribing the Smart City	Digitally Enhanced Reality and Everyware Mobile Applications Open Source and Technologies	<b>PAPER</b>	Age-friendly cities, Smart cities, Social prescribing, Mobile applications, Older adults, Quality of life, Social participation, Urban planning, Wearable devices, ICT
26	Konstantina Karterouli and Yota Batsaki	AI and Cultural Heritage Image Collections: Opportunities and Challenges	Artificial Intelligence	<b>PAPER</b>	computer vision, cultural heritage documentation, image collections, multi-label classification, image clustering, cataloguing automation, image tagging
27	<a href="#">Daniel Buzzo</a>	Art as data set	2D and 3D Imaging, Display and Printing Artificial Intelligence Data, Scientific and Creative	<b>PAPER</b>	art, surveillance, machine learning, computer vision, data set, Machine learning training model, data visualisation

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			Visualisation Digital Art		
28	Alexandra Orlova	Digitizing Art or How to Broaden the Viewer's Experience	Museums and Collections Preservation of Digital Visual Culture Virtual Cultural Heritage	<b>PAPER</b>	Exhibit, Digital, Case study, Documentation
29	<a href="#">Daniel Buzzo</a>	Human-Machine-Human Drawing: Intention, Origination, Authenticity and Originality in Post Industrial Computational Art	2D and 3D Imaging, Display and Printing Data, Scientific and Creative Visualisation Digital Art	<b>PAPER+DEMO</b>	computational drawing, generative art, systems art, computational art, art software
30	<a href="#">Daniel Buzzo</a>	Introduction to Generative Drawing	2D and 3D Imaging, Display and Printing Data, Scientific and Creative Visualisation Digital Art	<b>WORKSHOP</b>	generative drawing, workshop, computational drawing, generative systems, computer art, systems art
31	<a href="#">Terry Trickett</a>	New Media Art as a Vehicle for Research and Innovation	Artificial Intelligence Data, Scientific and Creative Visualisation Digital Art Music, Performing arts, and Technologies	<b>PAPER</b>	new media art, innovation, the brain, big data, climate change
32	<a href="#">Kyoko Hidaka</a>	Ubiquitous Lighting: The Third Color Digital Art × Lighting Symposium and Workshop	Digital Art Digitally Enhanced Reality and Everywhere	<b>PAPER</b>	Digital Art, Lighting, Colour, Remote Learning, Ubiquitous, Bangkok Design Week
33	Anton Dragan Maslic and Eugenia Kim	Epistemological Misalignment of	Artificial Intelligence	<b>RW</b>	cross-cultural communication,

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		Cogs in the AI-Art-Making Machine	Ethics in Digital Art		artificial intelligence, postmedia art, new media art, language
34	Ashley Buchanan and Ron Snyder	Plant Humanities Workbench: Planting the Seeds for Creative Data Visualization	Data, Scientific and Creative Visualisation Digital Art Histories Open Source and Technologies Virtual Cultural Heritage	<b>DEMO</b>	Digital Humanities, Online Visualization Platform, Interactive Visual Narratives
35	Jori Snels	Challenging Binaries in Posthuman Worlds: An Analysis of Lu Yang's 'The Great Adventure of Material World'	Digital Art	<b>PAPER</b>	Digital art, Lu Yang, Videogame art, Posthumanism, Gender, Embodiment, Digitalization, Cyborg
36	<a href="#">Benjamin Seide</a> and Benjamin Slater	Performance Capture for Virtual Heritage: Virtual re-enactment for the lost film Pontianak (1957)	Preservation of Digital Visual Culture Virtual Cultural Heritage	<b>PAPER</b>	Performance Capture, Virtual Reality, Virtual Heritage
37	<a href="#">Haru Hyunkyung Ji</a> and <a href="#">Graham Wakefield</a>	Creative Artificial Intelligence within the Artificial Life Installation "Infranet"	Artificial Intelligence Data, Scientific and Creative Visualisation Digital Art	<b>PAPER</b>	Artificial Intelligence, Artificial Life, Data Art, Computational Creativity
38	<a href="#">Rehan Zia</a>	Documenting digital creative practice	Digital Art Digital Art Histories Ethics in Digital Art	<b>PAPER</b>	Practice research, Practice-led research, Documenting practice, Creative art
39	<a href="#">Oliver Gingrich</a>	Gender*uck - Media Art Beyond Gender	Digital Art Ethics in Digital Art Music,	<b>PAPER</b>	Media Art, Gender Norms, Non-Binary, Queer,

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			Performing arts, and Technologies		LGBTQ, Diversity
40	<a href="#">Ian Willcock</a>	Crowdsourcing: Using real-time social media data to repopulate the socially distanced world.	Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware	<b>PAPER</b>	Digital Art, Data Visualisation, Generative Digital Art, Virtual Reality, Collective Thought Processes
41	<a href="#">Amalia Foka</a>	Computer Vision Applications for Art History: reflections and paradigms for future research	Digital Art Histories Open Source and Technologies	<b>PAPER</b>	Digital art history, Computer Vision, Image search and retrieval
42	<a href="#">Oliver Gingrich</a> , <a href="#">Eike Falk Anderson</a> , <a href="#">Deborah Tchoudjinoff</a> , <a href="#">David Negro</a> , <a href="#">Alain Renaud</a> and <a href="#">Evgenia Emets</a>	New Heritage New Media Art between cultural heritage experience and virtual artefact	Digital Art Museums and Collections Preservation of Digital Visual Culture Virtual Cultural Heritage	<b>PAPER</b>	Cultural Heritage, New Media Art, Gamification, London Charter, Computer Graphics
43	<a href="#">Lila Moore</a> and <a href="#">Owen Fender</a>	Sentient - A Social Media Environment as a Conscious Living System	Data, Scientific and Creative Visualisation Digital Art Ethics in Digital Art Music, Performing arts, and Technologies Virtual Cultural Heritage	<b>PAPER+DEMO</b>	social media, telematics, cyberperformance, technoetics, morphic resonance, living systems, holistic therapies
44	Claudio Germak, Andrea Di Salvo and Lorenza Abbate	Augmented reality experience for inaccessible areas in museums	Digital Art Museums and Collections Virtual Cultural Heritage	<b>PAPER</b>	Design for heritage, Augmented reality, Human Centered Design,



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					User Experience Design
45	<a href="#">Leslie Deere</a>	Audience Affect and Gestural Audio-Visual Performance in VR	Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware	<b>DEMO</b>	VR, Gesture, Gesture Control, Audio Visual, Performance, VR Performance, Meditation, Altered States
46	<a href="#">Carinna Parraman</a> , <a href="#">Wuon-Gean Ho</a> and <a href="#">Fabio D'Agnano</a>	The craftsperson, tacit knowledge and digital embodiment	Artificial Intelligence Data, Scientific and Creative Visualisation Digital Art	<b>PANEL</b>	craft, tactic knowledge, artificial intelligence, digital perception, materials and tools
47	<a href="#">Luciana Hail</a> and <a href="#">Nick Lambert</a>	Synthesis - making magic with GenieMo: An artistic investigation in 4D social spatial casting with brainwave feedback into multi-dimensional motion art	2D and 3D Imaging, Display and Printing Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware Music, Performing arts, and Technologies Open Source and Technologies Preservation of Digital Visual Culture	<b>PAPER+DEMO</b>	Immersive, telepresence, volumetric capture, GenieMo, Telematic art, brainwaves, neurofeedback, IBVA
48	<a href="#">Sean Clark</a> and <a href="#">Geoff Davis</a>	Revisiting and Re-presenting 1980s Micro Computer Art	Digital Art Digital Art Histories Museums and Collections Virtual	<b>PAPER+DEMO</b>	computer art, art history, digital archiving

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50	<a href="#">Eyal Gruss</a>	Avatars for All!	Cultural Heritage	<b>WORKSHOP</b>	deep fakes, avatars, synthetic media
51	<a href="#">Sean Clark</a> and Yi Ji	The Future Extensions Art Lab	Digital Art Museums and Collections Virtual Cultural Heritage	<b>PAPER+DEMO</b>	digital art, pedology, cultural heritage
52	Sandra Woolley and Tim Collins	Art for Computer Scientists: Processing as an Open-Source Art Medium for Computer Science Undergraduates	Digital Art Open Source and Technologies	<b>PAPER</b>	Animation, Multimedia, Art, Design, Processing
53	Han Bao and <a href="#">Jonathan Bowen</a>	The Weiguan Culture Phenomenon in Chinese Online Activism	Digital Art Digitally Enhanced Reality and Everyware Mobile Applications	<b>PAPER</b>	Online activism, Online Weiguan, Political communication, China, Digital culture
54	Carl Hayden Smith	The Museum of Consciousness	Digital Art Digitally Enhanced Reality and Everyware Mobile Applications Museums and Collections Open Source and Technologies	<b>PAPER</b>	Circular System, Regenerative Engine, Staking, Mixed Reality
55	Carl Hayden Smith	Building Consciousness Literacy for the Re-Enchantment of Life	Digitally Enhanced Reality and Everyware Open Source and Technologies	<b>PAPER</b>	Mixed reality, Visual media, Depth perception, Pattern recognition

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56	Carl Hayden Smith	The Museum of Consciousness Workshop	Digital Art Digitally Enhanced Reality and Everyware Museums and Collections Open Source and Technologies	<b>WORKSHOP</b>	Mixed Reality, Circular system, Regeneration Engine, Staking
57	Sarah Vollmer and Racelar Ho	Irrational and Rational avatar: the dialogue between post-technological humans and Artificial Intelligence	Artificial Intelligence Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware Mobile Applications Open Source and Technologies	<b>RW</b>	Artificial Intelligence, Digitally Enhanced Reality, Open Source Technology, Mobile Applications, Data Scientific and Creative Visualisation, Natural Language Processing (NLP), cyber-discourse, human intelligence, nature and environment
58	<a href="#">Ladan Bahmani</a>	Shifting and Shaping Perspectives through Interactivity and Visualization	Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware Open Source and Technologies	<b>PRESENTATION</b>	Interaction, Translation, Dynamic Visual Codes, Diversity, Inclusion, Shifting perspectives, Processing
59	<a href="#">Batuhan Bintas</a>	School of Cyber Wizardry	Artificial Intelligence Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and	<b>DEMO</b>	Cyber Space, Cyber Wizardry, School of Imagination, Educating Kids, Educating upcoming generations, New form of education,

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			<p>Everyware Ethics in Digital Art Mobile Applications Museums and Collections Music, Performing arts, and Technologies Open Source and Technologies Virtual Cultural Heritage</p>		<p>Education empowered by technologies, Tech Education, Extended Realities, Cryptocurrencies, Artificial Intellegence, Crypto-ART, Digital Fashion, Haptics, Digital Music, Interactive Playfull Education</p>
60	<a href="#">James Simpson</a>	<p>Live and Life in Virtual Theatre: Adapting traditional theatre processes to engage creatives in digital immersive technologies</p>	<p>Data, Scientific and Creative Visualisation Digital Art Digitally Enhanced Reality and Everyware Mobile Applications Music, Performing arts, and Technologies Open Source and Technologies</p>	<b>PAPER+DEMO</b>	<p>Virtual Theatre, Augmented Reality, Motion Capture, Live Performance, Digital Immersive, Immersive Theatre, Theatre Technology, Lighting Control, DMX, Performance</p>
61	Olaoluwa Oyedokun, Kristin Carlson and Annie Sungkajun	<p>Embraced Separation: Exploring Methods of Breath Attunement in Speculative Infant Swings</p>	<p>Digitally Enhanced Reality and Everyware Mobile Applications</p>	<b>PAPER</b>	<p>Speculative Design, Infant Care, Human Centered Design, Attunement, Embodied Connections</p>