EVA London 2022 Conference – List of Presentations

1 Jonathan Weinel: Book Launch: Explosions in the Mind: Composing Psychedelic Sounds and Visualisations

2 Jing Li and Jonathan Bowen: Female Self-presentation through Online Dating Applications

3 Jonathan Bowen and Huan Fan: The Chengdu Biennale and Wikipedia Art Information

5 Joskaudė Pakalkaitė: Connecting colour-coding and hand-drawn interfaces for study resources menu and navigation to enrich student learning experience

6 Joel Ong: Hy-Breed: Growing a Responsive Organo-Mechanical Agent

7 Jonah Brucker-Cohen: "Human Error", A Collection of Work that Highlights our Misuse of Technology and the Internet

8 Kyoko Hidaka: "Sense of Place": Interactive Installation for Tourism and beyond

9 Anne Tsjornaja, Jonathan Weinel and Martyn Broadhead: Art(NET)work: Visualising interconnected artwork data in VR

10 Gabriela Maria Pyjas, Jonathan Weinel and Martyn Broadhead: Storytelling and VR: Inducing emotions through AI characters

11 Anna Shvets and Samer Darkazanli: Adaptive VR Test in Music Harmony Based on Conditional Spiking GAN

12 Elena Marie Vella, Daniel A Williams, Robert Walton, Airlie Chapman and Aleks Michalewicz: Did That Stone Move? Staging Stone Swarms in Virtual Reality and IRL Galleries

13 Yuan Wei, Yi Ji, Sean Clark and Liu Yutong: Research on the Creative Transformation of Chinese Excellent Traditional Culture – Taking the Interactive Design of Traditional Handicraft Culture Translation as an Example

14 Cristina Portugal, Mônica Moura, Márcio Guimaraes, Iana Perez and José Carlos Magro Junior: Inclusive design for digital humanities practices focusing on people with visual impairment

15 Elisavet Christou: Mediation in the Post-Internet Condition

16 Yi Ji and Sean Clark: Digital Art in China: Past, Present and Future

17 Danielle Barrios-O'Neill and Joskaudė Pakalkaitė: Exploring Next-Generation Touch-Rich Interactions for Consumer Well-Being

18 Andrew Knight-Hill, Emma Margetson, Angela McArthur and Brona Martin: Spatial Audio & Museum Collections: collaboration between Royal Observatory Greenwich and the SOUND/IMAGE Research Group

19 Stefania Boiano, Ann Borda, Jonathan Bowen, Giuliano Gaia and Tula Giannini: Vignettes of Computer-based Museum Interactive and Games Software through the Years

20 Lark Spartin and John Desnoyers-StewartDigital Relationality: Relational Aesthetics in Contemporary Interactive Art

21 Andy Lomas: Synthesis of Abstract Dynamic Quasiperiodic 3D Forms using SIRENs

22 Alexandra Orlova and Elvira Zhagun-Linnik: Post-Internet Art in Russia as a Digital Folder in the World Practice

23 Sean Clark and Sean Carroll: Rebuilding Ernest Edmond's Communication Game

24 Nick Hunt: CANON: Digital Technologies for Teaching the History of Technical Theatre

25 Florent Di Bartolo and Xavier Hautbois: Tackle Climate Change Through Art: A case study

26 Maf'J Alvarez: Eva Quantica VR

27 Maureen Kendal, Fion Gunn, Barney Kass, Alan Hudson and Mei-Tsen Chen: A-Maze artists: Update on the development of 'Boundless – Worlds in Flux' virtual world

28 Maureen Kendal and Fion Gunn: A-Maze artist collective: workshop discussion on ways in which the ''Boundless Flux'' platform might work with other Artists/ Artists' collectives (Workshop)

29 Avital Meshi and Treyden Chiaravalloti: Structures of Emotion – An Online Demonstration of an Emotion Recognition Process

30 David Bouchard, Cintia Cristia, Michael Bergmann and David Robert: Augmented Symphony: An augmented reality application for immersive music listening

31 Heewon Chung: In Memoriam Gwangju: Mapping Memoryscapes of Gwangju and Buenos Aires through VR and Digital Cultural Mapping

32 Leah Barclay, Tricia King and Lyndon Davis: Cymatic Patterns of the Black Cockatoo: Visualising the calls of Wildlife in Australia

33 Joanna Zylinska, Mercedes Bunz, Eva Jäger and Alasdair Milne: Creative AI Futures: Theory and practice

34 Dominik Lengyel and Catherine Toulouse: How to Communicate Complex Spatial Itineraries – A Balancing Act between Diagram and Simulation

37 Terry Trickett: Through the Looking Glass to a Post-pandemic World, with new media artists as our guide

39 Maslisa Zainuddin: Memory Pods: Upcycled Objects and the Stories they Encapsulate (Workshop)

40 James Simpson and Rory Foster: Liveness for Contemporary Audiences: Developing online-togetherness in metaverse-theatre audiences

41 Racelar Ho and Xiaolong Zheng: The Post-bit Human Universe: An Experiment on the Evolutionary History of Human-Posthuman Relations

42 Matthias Göggerle: Opening black boxes – 3D CT digitalization of historical cipher machines

43 Leslie Deere: Live Audio-Visuals in VR – Exploring Group Altered States of Consciousness

44 Joanne Mills: The Gamification of Arts and Culture: The expanded narrative and the virtual space from digital media to COVID

45 Robb Mitchell: Near-Instant Prototyping of Multi-User Digital-Physical Interactions

46 Sonia Milewska: Show must go on? Problems of bio art preservation on example of Plant~Animals (2021–) by Elvin Flamingo

47 Marilene Oliver, J.R. Carpenter, Scott Smallwood and Stephan Moore: My Data Body

48 Elke Reinhuber: National Flowers in Blue – Resurrecting Analog Imaging Techniques in the era of big data and pixel perfection

49 Tula Giannini and Jonathan Bowen: More than Human: Merging real and virtual states of being from arts and culture to wellness in a post-Covid world

50 Maral Khosravi, Rehan Zia and Jian Chang: Exeter Cathedral – A colour reconstruction for use in augmented reality devices

51 Tahmeena Javaid Adeel, Rehan Zia and Oleg Fryazinov: Design and development considerations for serious games to assist in the rehabilitation of patients with back and limb pain – An overview

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53 Rehan Zia: “Seen Description” – Visualising and crafting data in mixed realities

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56 Carl Hayden Smith and Roseanne Wakely: Umwelt Hacking: Can we sense like a forest, a mycelium network or an octopus?

57 Carl Hayden Smith and Roseanne Wakely: Umwelt Hacking: Can we sense like a forest, a mycelium network or an octopus? (Workshop)

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59 Richard Whitby: Pixels to Drones: Imaging the Nation in Olympic Opening Ceremonies London 2012 and Pyeongchang 2018

60 Lindsay MacDonald: The Immortal Shakspeare: Transcribing a micro-calligraphic drawing

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