EVA London 2022 Conference – List of Presentations

2. Jing Li and Jonathan Bowen: Female Self-presentation through Online Dating Applications
4. Joskauðé Pakalkaité: Connecting colour-coding and hand-drawn interfaces for study resources menu and navigation to enrich student learning experience
5. Joel Ong: Hy-Breed: Growing a Responsive Organo-Mechanical Agent
7. Kyoko Hidaka: “Sense of Place”: Interactive Installation for Tourism and beyond
8. Anne Tsjornaja, Jonathan Weinel and Martyn Broadhead: Art(NET)work: Visualising interconnected artwork data in VR
9. Gabriela Maria Pyjas, Jonathan Weinel and Martyn Broadhead: Storytelling and VR: Inducing emotions through AI characters
10. Anna Shvets and Samer Darkazanli: Adaptive VR Test in Music Harmony Based on Conditional Spiking GAN
12. 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
13. Elisa-Christou: Mediation in the Post-Internet Condition
16. 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
17. Stefania Boiano, Ann Borda, Jonathan Bowen, Giuliano Gaia and Tula Giannini: Vignettes of Computer-based Museum Interactive and Games Software through the Years
18. Lark Spartin and John Desnoyers-Stewart: Digital 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
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
35 Terry Trickett: Through the Looking Glass to a Post-pandemic World, with new media artists as our guide
36 Maslisa Zainuddin: Memory Pods: Upcycled Objects and the Stories they Encapsulate (Workshop)
37 James Simpson and Rory Foster: Liveness for Contemporary Audiences: Developing online-togetherness in metaverse-theatre audiences
38 Racelar Ho and Xiaolong Zheng: The Post-bit Human Universe: An Experiment on the Evolutionary History of Human-Posthuman Relations
39 Matthias Göggerle: Opening black boxes – 3D CT digitalization of historical cipher machines
40 Leslie Deere: Live Audio-Visuals in VR – Exploring Group Altered States of Consciousness
41 Joanne Mills: The Gamification of Arts and Culture: The expanded narrative and the virtual space from digital media to COVID
Robb Mitchell: Near-Instant Prototyping of Multi-User Digital-Physical Interactions

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

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

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

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

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

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

Meredith Drum: Monument Public Address System AR

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

Oliver Gingrich and Shama Rahman: Neuro Art – Liminal reflection, introspection and participatory art

Carl Hayden Smith and Melissa Warner: Cyberdelics: Context Engineering Psychedelics to Develop Altered Traits

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

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

Oliver Gingrich and Paula Callus: Queering the Political Body – Political Articulations of Queer Nigerian Media Artists

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

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

Raffaella Folgieri, Paul Arnold and Alessandro Giuseppe Buda: NFTs in the Music Industry: Potentiality and challenge