

# >>| Explorations on Sound and New Media Art Conference

November 9th

## WORKSHOP

### Preservation on New Media Art

By Gaby Wijers

10h – 13.30 + 15h – 18.30h  
(Registration required)

November 10th

## PANEL SESSIONS I

10h – 13.30

### **GhostDance: the material and the immaterial body**

Rui Filipe Antunes, Cecília de Lima, Pedro Guilherme, Ana Paula Cláudio and Maria Beatriz Carmo

### **LOOM · ROOM · HARP**

Firat Erdim, Paula Matthusen and Olivia Valentine

### **A moving-image installation as a living environments and filming as caressing**

Belén Cerezo

### **From Poetry to Images: Impressions on AI-generated Art in June 2023**

Gaia Kriscak

### **The Model House. Speculations on the evolution of the narrative of homes as models and ideals through virtual reality**

Tana Garrido

# >>| Explorations on Sound and New Media Art Conference

## KEYNOTE

**Beyond resolution.**

**Building a practice from compromises in new media.**

By Rosa Menckmann

15h – 16h

## PAINEL SESSIONS II

16.30 – 18h

### Lo-Fi A.I.

Filipe Lopes and Luís Kasprzykowski

### all YIN no YANG: Automating Language-guided Diffusion Systems in Search of Abstraction

Luís Arandas, Iulia Ionescu, Murad Khan, Mick Grierson and Miguel Carvalhais

### 432Hz: Perpetual Tuning of AI Systems in Artistic Performance

Johnny Diblasi

### From information abundance to memory scarcity. Contemporary art preservation in the digital age

Andreia Nogueira

# >>| Explorations on Sound and New Media Art Conference

November 11th

## PANEL SESSIONS III

10.30 – 13.00

**One last film for the end of times: how to teach a computer what sacrality is using evo-devo speculation, diffusion models and fiction**  
Andrés Isaza-Giraldo

**Sound as Memory: A case for sound art to reclaim cultural history**  
Bianca Moña

**Memory, Embodiment and Sound Reenactment Pratices**  
Frederico Dinis

**Creating Generative Art through the Combination of Traditional Patterns and Algorithmic Methods**  
Selcuk Artut

**Video 360 and Cinematic Virtual Reality as New Approach in Media Art Content Narrative Research. Exploring the Components of Immersive Videos in CVR**  
Jose Luis Rubio Tamayo, Mario Rajas Fernández, Alberto Sánchez Acedo and Manuel Gertrudix Barrio

# >>| Explorations on Sound and New Media Art Conference

## PANEL SESSIONS V

14.30 – 17h

### Memorial Contours

João Polido

### Why Listen with Animals? Straining for an Environmental Resonance

Nuno da Luz

### Undesired versus Desired Sounds: On the peripheral sonic perception and its affects

Duarte Maltez

### Misplacing Timbre: Exposing the Intangible Reality

Rafael Ferreira

### Sound Map of Braga: an acoustic experience of the city from the point of view of a temporary visitor

Roi Méndez-Fernández, Teresa Lima and Helena Pires

## PERFORMANCE | TALK

By Salomé Voeglin

18h-19h

(open to general public)

# >>| Explorations on Sound and New Media Art Conference

	november 9 thursday	november 10 friday	november 11 saturday
09:00	Participants admission		
10h00	Workshop: Preservation of New Media Art Gaby Wijers (Registration required)		One last film for the end of times: how to teach a computer what sacrality is using evo-devo speculation, diffusion models and fiction Andrés Isaza-Giraldo
10h30		GhostDance: the material and the immaterial body Rui Filipe Antunes, Cecília de Lima, Pedro Guilherme, Ana Paula Cláudio and Maria Beatriz Carmo	Sound as Memory: A case for sound art to reclaim cultural history (on-line) Bianca Moña
11h00		LOOM · ROOM · HARP Firat Erdim, Paula Matthusen and Olivia Valentine	Memory, Embodiment and Sound Reenactment Practices Frederico Dinis
11h30		A moving-image installation as a living environments and filming as caressing Belén Cerezo	<b>Coffee break</b>
12h00		<b>Coffee break</b>	Creating Generative Art through the Combination of Traditional Patterns and Algorithmic Methods Selcuk Artut
12h30		From Poetry to Images: Impressions on AI-generated Art in June 2023 Gala Kriscak	Video 360 and Cinematic Virtual Reality as New Approach in Media Art Content Narrative Research. Exploring the Components of Immersive Videos in CVR (on-line) Jose Luis Rubio Tamayo, Mario Rajas Fernández, Alberto Sánchez Acedo and Manuel Gertrudix Barrio
13h00		The Model House. Speculations on the evolution of the narrative of homes as models and ideals through virtual reality Tana Garrido	<b>Lunch</b>
13h30		<b>Lunch</b>	
14h00			
14h30	Memorial Contours João Polido		
15:00	Workshop: Preservation of New Media Art Gaby Wijers (Registration required)	Key note: Beyond Resolution. Building a Practice from Compromises in New Media. Rosa Menkmann	Why Listen with Animals? Straining for an Environmental Resonance Nuno da Luz
15h30			Undesired versus Desired Sounds: On the peripheral sonic perception and its affects Duarte Maltez
16h00		<b>Coffe break</b>	Misplacing Timbre: Exposing the Intangible Reality Rafael Ferreira
16h30		20 - Lo-Fi A.I. Filipe Lopes and Luís Kasprzykowski	Sound Map of Braga: an acoustic experience of the city from the point of view of a temporary visitor Roi Méndez-Fernández, Teresa Lima and Helena Pires
17h00		all YIN no YANG: Automating Language-guided Diffusion Systems in Search of Abstraction Luís Arandas, Iulia Ionescu, Murad Khan, Mick Grierson and Miguel Carvalhais	<b>Coffe break</b>
17h30		432Hz: Perpetual Tuning of AI Systems in Artistic Performance Johnny Diblasi	
18:00		From information abundance to memory scarcity. Contemporary art preservation in the digital age Andreia Nogueira	<b>Performance   Talk</b> Salomé Voeglin (open to general public)