BIP

on

PERFORMING DATA

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The Blended Intensive Program (BIP) on Performing Data is an Erasmus+ program featuring the partner universities National Academy of Art in Sofia (Bulgaria), Cyprus University of Technology in Limassol (Cyprus), and the University of Arts Linz (Austria). It was established to address issues, challenges and perspectives in a datadriven world. Students and professors of the three institutions engage in regular knowledge transfer sessions throughout the academic year, which culminates in the presentation of their artistic research projects at Ars Electronic Festival 2025. PERFORMING DATA uses data as material, as a tool, as a topic and/or a critique of our current realities. In particular, the program intends to investigate artistically the fluid, constantly changing potential of data in order to better understand how they influence us and our view of the world in both positive and negative ways.

Cyprus University of Technology

The Cyprus University of Technology (est. 2003) is one of three public universities in Cyprus, advancing education and applied research in science, technology, and the arts. With six faculties and thirteen departments, it has built strong European partnerships and a national record in competitive research funding. Within this setting, the Department of Multimedia and Graphic Arts fosters interdisciplinary practice at the cross-roads of design, media, and critical theory. Its undergraduate programme and research activities combine Graphic Arts and Multimedia, covering visual communication, animation, game design, photography, and interactive storytelling, as presented by the selected students, who partici-pated in this BIP throughout the summer semester 2025. They have been supported by Prof. Doros Polydorou, Prof. Marinos Koutsomichalis and Prof. Charalambos A. Margaritis as well as the teaching assistant and PhD candidate Myrto Aristidou, who guided students through the processes of conception, implementation and exhibition of their projects.

"What excites me most about this year's edition is the way participants approach data not as a tool for representation, but as a material that can be activated, staged and embodied. The BIP provides a framework in which students from three different universities not only worked and reflected on their projects together. They challenged us to rethink traditional notions of narrative and presence through data."

—Doros Polydorou

Paper Fangs

Paper Fangs is an abstract mixed-media animation exploring childhood trauma and the fragility of memory. In a shifting, dreamlike world, a boy confronts a looming wolf, an echo of his deepest fears and past wounds. The story blurs the line between real fear and fading memory, asking whether the monsters we carry are ever truly real, or just broken shadows of what once was.

Hi! I bring stories and worlds to life through 3D art, game development, and animation.

My work is inspired by childhood, imagination, and nostalgia. Through its brightness and through its darkness.

Every project is a journey to create something magical, surreal, maybe spooky and one of a kind.

Split Second

Split Second is a poetic animation exploring the emotional aftermath of a car crash through surreal, symbolic visuals. It portrays a visual metaphor for trauma, memory, social judgment, and healing. Designed for an immersive installation space, the piece is presented on a screen inside a car sun visor, enhancing its message.

Hey there! I'm *Georgia Rose Demetriou*, a Graphic Designer and Multimedia artist with a strong passion for 3D design, illustrations, motion graphics, 2D animation, storyboarding, character design, posters, and photography. Throughout my studies, I've developed strong artistic skills and gained valuable hands-on experience in my field.

You can view my portfolio at behance.net/georgiarosedemetriou.

Evgenios Amvrosiou

Georgia Rose Demetriou

Linzmassol: A tale of two cities

Linzmassol pivots on the creative exploration of Limassol and Linz and on the speculative juxtaposition thereof. Found objects, artefacts, software, journals, AI-generated imagery, and the "Oldport" comic–about an enthusiastic young girl living by and exploring Limassol seafront–are exhibited. Local audiences in Linz are invited to attend a riverwalk alongside Danube, following the steps of our heroine that has somehow magically teleported to Linz, and performing "Newport"–Oldport's sequel.

Marinos Koutsomichalis is an artist, scholar, creative technologist, and craftsman. Originally a composer of experimental electronic music, he gradually introduced all sorts of other materials/methods in his practice to eventually become an expert in process-informed exploratory art/making. He is broadly interested in hybridity/materiality, (self-)generative systems, landscapes/environments, perception/selfhood, and the media/technologies we rely upon to mediate, probe, interact, or otherwise engage with the former.

He has showcased his work extensively and internationally and has held research or teaching positions in Greece, Italy, Norway, and the U.K. He is an Assistant Professor in Creative Multimedia at the Cyprus University of Technology (Limassol, CY) where he co-directs the Media Arts and Design Research Lab; he has administrated three National and four EU funded projects either as either the Principle Scientific Coordinator or the Leader of some individual work package.

Kristina Thuduwage is a fourth-year Graphic Design student at the Cyprus University of Technology. Born in Sri Lanka, she migrated to Cyprus at the age of four, and has since considered it her home. She has long been drawn to the art of storytelling, which led her to explore writing and later comic creation. Through her academic and personal pursuits, she strives to develop a visual language that reflects both her multicultural background and passion for narrative expression.

Andra Panainte is a dedicated graphic designer specializing in photography and video production. With a keen eye for visual storytelling, Andra continuously experiments with various cameras and media to push the boundaries of creative expression. Her work blends technical expertise with an artistic approach, resulting in compelling visual content that captures unique perspectives and emotions.

Hi there! My name is *Maria Zikou* and I am a recent post-graduate of the Cyprus University of Technology in the field of Multimedia and Graphic design. I am a multimedia artist who is very passionate about 2D and 3D animation, photography, cinematography, character design, comics and music. I've always been creative and had a passion for bringing characters to life and narrating stories through my art. I am so excited to see what is in store for the future and what new things are to come!

Georgios Pitsillis–I hold a Bachelor of Arts in Multimedia & Graphic Arts from the Cyprus University of Technology (2021–2025). This academic journey equipped me with a strong foundation in design theory, digital media, and visual storytelling. I am interested in creating engaging visuals that communicate messages with clarity and impact.

Marinos Koutsomichalis
Kristina Thuduwage
Andra Panainte
Maria Zikou
Georgios Pitsillis

The Library of Unlived Moments

The Library of Unlived Moments is a speculative media art installation that explores the collapse of a future world in which all possibilities are simultaneously accessible. Drawing on Borges' metaphysical imagination and the elite's obsession with achieving eternal life by hybridizing human consciousness with artificial intelligence, the work presents a fragmented archive of an abandoned experiment: a metaphysical "limbo"—a system designed to perfect one's next life by allowing individuals to simulate and reflect on every unlived scenario from their previous existence.

This work explores the unintended consequences of merging AI omniscience with human fragility. It questions the promises of optimization, unlimited knowledge, and perfect memory, and asks what remains when agency, time, and identity collapse into endless loops of possibility.

The project was developed as part of the MGA498 course at the Cyprus University of Technology and further refined during the summer by students as part of their internship at the Media Arts and Design Lab.

Doros Polydorou is an Associate Professor at Cyprus University of Technology. He has a background in multimedia design and computer animation, and he has worked internationally in universities in Singapore and the UK. Doros has showcased his work in prestigious venues such as Sadler's wells and the Waterman Gallery in London as well as internationally in Europe and Asia. As a scholar, he has publications in highly regarded journals in his field (such as Digital Creativity) as well as in prestigious festivals such as SIGGRAPH Asia, Art Gallery and Ars Electronica Kepler's Garden. He is the co-founder of the Media Arts and Design (MAD) lab, and his current research interests explore narratives, artefacts and immersive technologies in site specific performances, installations, and exhibitions.

Hooman Samani is a creative roboticist specialising in creative interdisciplinary AI-Driven Social Service Robotics. He is a Reader in Creative Robotics and Course Leader of Creative Robotics UG at the University of the Arts London, Creative Computing Institute. He has authored over 100 peer-reviewed publications and books on emerging robotics disciplines, including Creative Robotic, Robotics for Pandemics, Cognitive Robotics, and Lovotics: Loving Robots.

Sarah Selby is a visual artist and a senior lecturer at the University of the Arts London, Creative Computing Institute. Her work explores and critiques digital culture using various new media technologies such as artificial intelligence, DNA data storage, and extended reality. She is particularly interested in human-machine interactions and the influence of emerging technologies on our behaviours and experiences.

Evelina Pavlovskaya is a graphic designer and artist who explores dark and gothic themes through both digital and traditional media. Her work combines various techniques she has learned over the years, including medieval art methods, SFX makeup, prop-making, and street art. Evelina enjoys mixing mediums and experimenting with texture, contrast, and atmosphere. Her creative process is intuitive and layered, often blending the old with the new to tell visual stories through a multidisciplinary approach.

Marios Zonias is a university student studying Electrical and Computer Engineering. His coursework includes advanced mathematics, physics, and electrical circuits. Marios has gained hands-on experience throughout his studies, by working on multiple projects, building a strong technical foundation in his field.

Stavros Kazakos is a multimedia designer. His work focuses on animation, game design, and video editing, with a strong emphasis on visual storytelling. He enjoys blending different mediums—motion graphics, interactive design, and creative coding—to build experiences that are both engaging and meaningful.

Anna Demosthenous is a graphic designer and artist who creates modern visuals across print, branding, and digital media. She enjoys experimenting with style and layout, with a strong interest in editorial design. Always eager to learn more, she brings curiosity and creativity to every project.

Nour M. is a 4th year Graphic Design student at Cyprus university of technology. Her work is well known for being cool, colorful and chaotically professional. Alongside her design practice, she also has a strong artistic side, she is very passionate about illustration and visual storytelling. Nour puts heart and color into everything she does. She's always excited to learn and push her creativity to the fullest. Nour's creative process is curiosity driven. She's always exploring, always experimenting, and always looking for fresh ways to connect art/design with meaning. Inspiration follows her everywhere, always ready to turn it into something fresh and exciting!

Katerina Kaisidou is a graphic design student with a love for branding and illustration. She enjoys combining hand drawn techniques with digital tools, mainly using Adobe Creative Suite. She has some basic knowledge in animation and likes to experiment with different mediums to bring ideas to life through design.

Konstantinos Kafkalias is a multimedia and graphic design artist focused on mural creation as his main form of storytelling. He combines traditional and digital techniques–such as printmaking, photography, video editing, and augmented reality–to create layered, immersive visual narratives.

Dimitris Zonias is a Multimedia design graduate with a solid background in digital design and interactive media. He specializes in 3D modeling, web design, UI/UX design, and game design, bringing a multidisciplinary approach to creative problem-solving. With a strong eye for visual aesthetics and user experience, Dimitris combines technical proficiency with innovative thinking to deliver engaging and effective digital solutions.

Eleana Iacovou is a multimedia and graphic design artist who is passionate about photography, game design, and UI/UX design. She enjoys exploring the connection between visual creativity and user experience, always looking for new ways to express ideas through digital media.

Eleni Karoglou and is currently studying at the Cyprus university of Technology in her fourth year. Her work is mainly focused on brand identities, illustration and typography. While focusing on her field of studies at the same time her work is always introspective and aims to talk to people on a deeper level. In the future she is looking forward to getting to create more of what she loves and aspire to broaden her artistic horizons in more fields.

Artemis Karamani is a multidisciplinary graphic designer blending illustration, animation, and typography with handcrafted and digital techniques.

Her work explores the intersection of storytelling and design–where branding becomes playful, experimental, and deeply personal. From tactile textures to screen-ready interfaces, she moves fluidly between formats, adding a distinct voice to everything from visual identities to UI/UX design.

Andra Panainte is a dedicated graphic designer specializing in photography and video production. With a keen eye for visual storytelling, Andra continuously experiments with various cameras and media to push the boundaries of creative expression. Her work blends technical expertise with an artistic approach, resulting in compelling visual content that captures unique perspectives and emotions.

Myrto Aristidou works as a Media Desk Officer and Research Fellow at CYENS CoE's Thinker Maker Space and Museum Lab respectively and is a PhD candidate at the Cyprus University of Technology with a background in Fine Arts and Museology. Her practice combines cultural programming, artistic production, teaching, and mentoring in contemporary and media arts. She's contributed to exhibitions such as Ars Electronica's Garden Nicosia (2020) and the annual CYENS WIP Arts & Technology Festival in Nicosia, Cyprus.

Doros Polydorou
Hooman Samani
Sarah Selby
Evelina Pavlovskaya
Marios Zonias
Stavros Kazakos
Anna Demosthenous
Nour M.
Katerina Kaisidou
Konstantinos Kafkalias
Dimitris Zonias
Eleana Iacovou
Eleni Karoglou
Artemis Karamani
Andra Panainte
Myrto Aristidou

National Academy of Art, Sofia

Digital Arts Master's Program–National Academy of Art, Sofia.

The National Academy of Art (NAA) is Bulgaria's leading institution for higher education in visual arts, with over 125 years of history. The Master's program in Digital Arts combines creative experimentation with critical thinking and advanced technological skills. It fosters interdisciplinary practices across media, including video, interactive installations, performance, and digital environments. Students are encouraged to explore the intersection of art, science, and society, and to develop their own artistic voice in the context of contemporary digital culture.

"The BIP this year demonstrates that data is not simply a static resource but an active, performative agent. Through this program, students explore how data behaves, evolves and interacts in real-time environments, transforming performance into a dynamic dialogue between human and algorithmic actors."

–Venelin Shurelov

Ash and Memory

Ash and Memory is an audio-visual installa-tion that transforms satellite fire data from NASA FIRMS into sound through spectral synthesis. It explores how data, sound, and material trans-formation can generate alternative forms of memory. Centered on the 2024 forest fires in Voden and Gorska Polyana, the work reimagines remembrance beyond the image–through frequency, vibration, and the physical traces of data turned to dust.

Aksenia Avramova is an interdisciplinary artist based in Sofia. She holds a Master's degree in Digital Arts from the National Academy of Art, where she deepened her engagement with new media practices. Her work focuses on themes such as memory, ecology, philosophy, and memoriality, explored through sound, video, and electronics. Her projects often combine digital technologies with materials from the physical environment, creating hybrid forms of perception and narrative.

Stone is liquid

This stone is limestone–a sedimentary rock formed from ancient marine organisms. Pressed by time, they have fossilized into the very material we now use to build cities, facades, and monu-ments. Every stone has a different composition and a different acoustic memory. A mixture of water and citric acid falls onto its surface. And when the matter begins to dissolve–the sound begins. What you hear is the stone itself–speaking, emitting its acoustic memory.

This installation doesn't seek spectacle but silence–the kind of silence in which change can be heard. Here, disintegration is not the end, but a sign of life. Matter doesn't disappear–it transforms. This is the voice of the stone. It speaks. It flows. Even the things we believe to be most stable and unchanging are never truly fixed. They, too, are fluid. Everything is.


Nevena Vasileva is a multidisciplinary artist with a Master's in Digital Arts. She explores sound, touch, and other non-visual senses–chosen for their intuitive, visceral ability to speak deeper truths than sight alone. Her work questions what we take for granted, engaging with social and political themes by examining how narratives are formed, polarized, and internalized through sensory experience.

Aksenia Avramova

Nevena Vasileva

Echo Systems

Echo Systems is an interactive sound installation that uses electronic waste, sensors, and modulators to capture and translate the otherwise imperceptible electromagnetic frequencies into sound. The work responds in real time to its own frequency environment, revealing the hidden sonic landscape shaped by human activity. It functions as a responsive ecosystem, prompting reflection on the geo-physical dimensions and materiality of media infrastructures, as well as the invisible impact of technology on our surroundings.
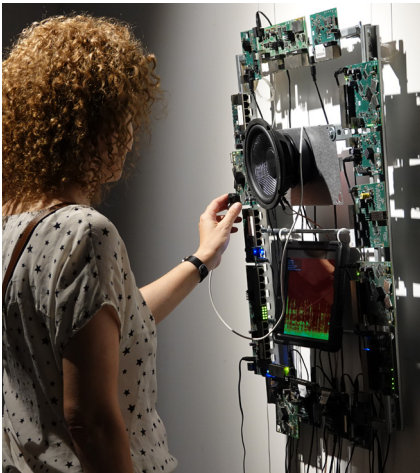
rawlab is a research-driven artistic duo interrogating the evolving relationship between language, human cognition, and emergent technologies. Their practice operates as both critique and experiment, prompting reflection on the entanglements of technological mediation and contemporary experience. By emphasizing the visitor's role in activating the work, they reinforce the idea that meaning is co-constructed through interaction.

nVision Shadow Play

nVision Shadow Play is an interactive installation with gamified elements, exploring how digital art can engage today's audiences. It merges physical and digital realities, highlighting the viewer's role as an active participant and creating a link between classical art, digital media, and games.

Nil Zheleznyakov (Rs11s21n). Studied tapestry, BA in painting, MA in computer games and digital arts. Passionate about games as art, active in game jams. Brings play and interactivity into each project.

rawlab (Radina Yotova & Roslana Yotova)

Nil Zheleznyakov

University of Arts Linz

The Interface Cultures master at the University of Arts Linz has been the first study program of its kind. Since 2004 it teaches in the area of media art / digital art, interactive art, interface design and participatory practices at the intersection of art and design, (communication) technology and artistic research. Moreover, the master program includes cultural aspects of interaction design and interface technologies, recently focusing particularly on critical data and sustainable IT.

In addition to methodological, conceptual, and technological competencies, the programme offers support for the development of independent artistic projects located between the physical and virtual realm. Students are not only accompanied from their initial artistic idea to the realization of their projects, but they can benefit from the program's international network of companies, cultural and academic institutions, and research partners.

"The performativity of data lies at the heart of this BIP. By enabling students to develop artworks, the program highlights the temporal, relational, and constantly mutating nature of digital information. It offers a unique opportunity to critically engage with data, to refine collaborative and discursive skills, and ultimately to share an intense and inspiring learning process with fellow thinkers and experimenters across cultural, social, and artistic contexts."

–Manuela Naveau

Smile, you're on camera

Smile, you're on camera is an installation exploring the boundary between private and public spaces. It features a large world map with small screens showing live streams from indoor spaces in locations across the globe. Connected by visible cables, the screens form a network that invites viewers to reflect on how watching and being watched shapes behaviour. With nearly one billion CCTV cameras in operation globally, surveillance has become routine, normalising a culture of observation that subtly alters how we act through the awareness that we are never fully alone.
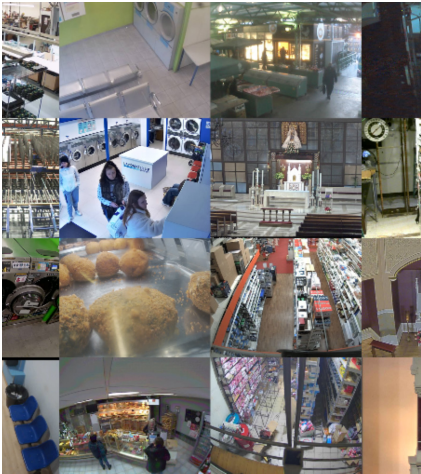
Lucía Claus is a visual artist from London, currently pursuing a master's degree in Interface Cultures in Linz, Austria. With experience in live audio-visual performance and a background in performance design, she creates real-time visuals for musicians. Recently, Lucía has been developing sensors and incorporating live data into her work.

Hani Elias is a sound artist interested in sonification and the body. With data as a starting point, he aims to use sound to perform patterns and relationships which may otherwise remain hidden. He is based in London, having recently graduated with a master's degree from the Royal Academy of Music.

Poster & Graphic Design by *Ann-Kathrin Häupl.*

Lucía Claus
Hani Elias

Difference: Anatomy of Stone

Difference: Anatomy of Stone offers a perspective to deeply look at stones anew and think about entities with their environment based on the idea of "non-organic life". It was produced by artist Volkan Dincer in Ogaki, Japan in 2025 with the research and production support from Institute of Advanced Media Arts (IAMAS) at Ogaki and Interface Culture Department at University of Arts Linz within the BIP on Performing Data course.

Volkan Dinçer (b.1997, TR) is an interdisciplinary artist. He lives in Austria and produces research-based artworks mostly in the fields of bio art and interactive art on ecological questions.

Volkan Dinçer

feel.exe

feel.exe is an interactive artwork in the form of an esoteric programming language in which one codes by expressing emotions, thus creating visuals. A tension between intention and interpretation arises as the code and the output hold meaning within different contexts. By blending code and feeling, it raises questions about the programmability of emotions and the cultural values embedded in algorithms, embracing subjectivity and uncertainty in programming.

Camilla Scholz is currently pursuing her master's at Interface Cultures at the University of Arts Linz, building on her background in HCI with a BSc in Creative Technology from the University of Twente. Her interests revolve around human-computer interaction, art & science and interactive art. Working with creative coding and creating interactive installations, she imagines narratives of new perspectives.

Ballad of a Frog

Ballad of a Frog is an immersive interactive art project designed to enhance hospital patients well-being through therapeutic engagement.

This project re-imagines hospital ceilings as serene, nature-inspired environments where patients can escape the clinical setting and alleviate stress and to regain a sense of tranquility, humanity and control in their journey. It combines gamified interactions with soothing audio-visual elements.

Flavia Luna is a French/Spanish interactive art master student at the University of Arts Linz. Her projects are interdisciplinary, focusing on inclusion, minority representation, and physical and mental health. At present, her research focuses on the implementation of interactive art for patients in hospitals. Her audio-visual interactive artwork aims to provoke emotional well-being, and promote patient agency.

Camilla Scholz

Flavia Somarriba

On the nonexistence of detachment

Every second, every hour, every day we are surrounded by language. Embedded with deeper truths of our society it holds power, not only revealing, but shaping, and moving alongside bigger social change. For centuries, it has been women and other socially oppressed groups driving linguistic change. Now, with a growing presence of AI producing language, no longer are we the sole force behind linguistic change, and with this change, how will our society change?


Lilly Marie Stelzer is a creative technologist and master student at the Interface Cultures department of the Kunstuniversität Linz. Her work, which includes interactive installations, media art, and physical pieces, focuses on societal issues, particularly feminist topics. Currently, her interest revolves around language and the presence within–and of–artworks.

Feel.Back.Loop

Feel.Back.Loop is a robotic tail that explores how machines can learn, interpret, and respond to human emotion. Through affective computing and reinforcement learning, it develops an evolving mutual language–using human facial expression as feedback–to communicate emotionally through movement. The work reflects on human–AI interaction, questioning how establishing a bond with intelligent agents may reshape our emotional norms, sense of connection, social expectations, and cultural perception.
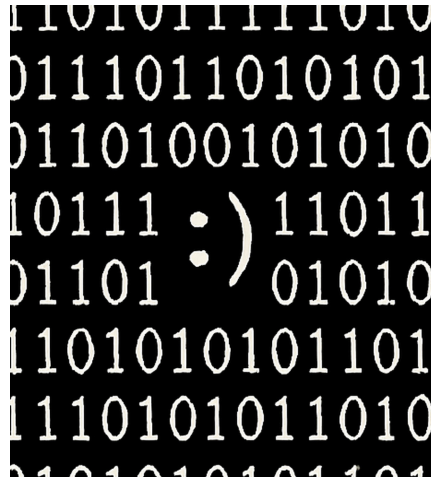
Ghazal Hosseini is a new media artist with a background in computer science. She is currently studying a Master of Arts in the Interface Cultures program at the University of Arts Linz, focusing on HCI, XR, and biosensors. Her research explores affective computing and emotionally intelligent machines, addressing how technology shapes reality and co-evolves with human culture. Her work has been exhibited internationally, including at Ars Electronica (Linz) and the Amber Network Festival (Berlin).

Lilly Marie Stelzer

Ghazal Hosseini

Impressum

Kunstuniversität Linz

Linz University of Arts