

An aerial photograph of water with intricate, concentric ripples. The lighting is dramatic, with a warm, golden glow from the sun low on the horizon, creating a shimmering effect on the water's surface. The colors range from deep blues to bright yellows and oranges.

BIP on Critical Data

What is wisdom in a calculated world?

“This particular BIP offered our students a remarkable opportunity to engage in international collaboration and exchange ideas, while also showcasing their work at Ars Electronica, one of the leading events in arts and technology. This rare and valuable experience is significantly enriching the educational journey of all participants—students and faculty alike.”

—Theopisti Stylianou-Lambert

“This BIP fosters stimulating interactions, international partnerships, and cutting-edge discussions, creating a remarkable path of growth and discovery in the realms of art, science, and technology innovation. Exhibiting the participants’ art projects at this globally renowned festival provides a unique and valuable opportunity to engage with the professional context and significantly enhance the educational experience.”

—Yolanda Spinola-Elias

“An exciting exchange, international cooperation, current topics—these are the ingredients of BIP. In the end, it’s an amazing experience and a learning process with like-minded thinkers and experimenters.”

—Manuela Naveau

BIP on Critical Data

What is wisdom in a calculated world?

The Blended Intensive Program (BIP) on Critical Data, is an Erasmus+ Programme with three university partners: the Cyprus University of Technology (Cyprus), the University of Arts Linz (Austria, BIP co-ordinator), and the University of Sevilla (Spain).

It was established to address issues, challenges and perspectives in a technology-dominated world. Students and professors of the three institutions engaged in regular knowledge transfer sessions throughout the academic year. The aim was to develop artistic concepts and prototypes revolving around the field of Critical Data, artistically and scientifically exploring data and data processing systems from a critical viewpoint. The progress and developed projects of the BIP collaboration are presented within the Ars Electronica Festival in Linz from September 3rd–8th 2024 at the Kunstuni Campus.

Cyprus University of Technology in collaboration with CYENS Centre of Excellence: Georgia Rose Demetriou, Valeria Loizou, Antoniou Katerina, Panayiota Georgiade, Georgia Demetriou, Maritini Aresti, Rafaella Kastrou, Nastya Theodorou, Kyriaki Makri, Katerina Constantinou, Styliani Michael, Evgenia Solomontos, Theopisti Stylianou-Lambert, Kleanthis Neokleous, Alexia Achilleos, Myrto Aristidou

University of Sevilla: Irene Ballesteros Alcaín, Jacobo Sabogal, Carmen Pérez, Juan José Mora Galeote, Maria del Mar Juan Martorell, Yolanda Spínola Elías

University of Arts Linz: Alessia Fallica, Emma Silvana Tripaldi, Martina Pizzigoni, Salma Aly, Simon Hehl, Sofia Talanti, Till Schönwetter, Miguel Rangil, Yuseung Lee, Manuela Naveau, Alexander Wöran, Stella Grübler

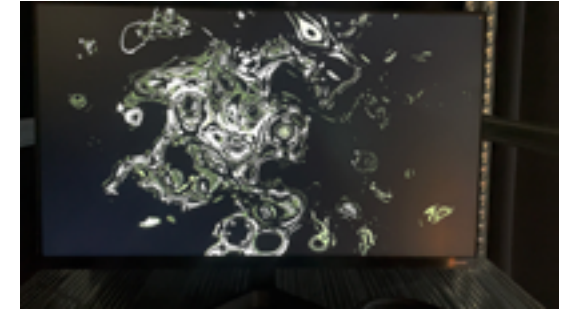
Cyprus University of Technology & CYENS Centre of Excellence (CY)

The Department of Multimedia and Graphic Arts of the Cyprus University of Technology aims to achieve international standards of excellence in undergraduate and postgraduate education in the fields of Multimedia and Graphic Arts. It fosters interdisciplinarity in design and promotes collaboration between industry, academia and research organisations. The Cyprus University of Technology is one of the partners of CYENS Centre of Excellence—a Research and Innovation Centre of Excellence in Cyprus focusing on Interactive Media, Smart Systems and Emerging Technologies aiming to empower knowledge and technology transfer in the region.

Students at the Cyprus University of Technology, who were enrolled in the course “Curatorial Practices” in the Spring of 2024, participated in the BIP on Critical Data. The instructor of the course—Prof. Theopisti Stylianou-Lambert—and its two teaching assistants—PhD candidates Myrto Aristidou and Alexia Achilleos—guided students through the processes of conception, implementation and exhibition of their individual projects. Furthermore, Dr. Kleanthis Neokleous, the leader of the ITICA group at CYENS Centre of Excellence provided valuable technical expertise.

ECHO

Evgenia Solomontos (CY)



Evgenia Solomontos is a student majoring in Graphic Design at Cyprus University of Technology. Concerned by modern society, she delves into the essence of modern existence through her art. Worried about our disconnect from everyday experiences, she passionately explores the depths of being. Through her creations, she aims to inspire a shift in perspective, urging us to embrace the extraordinary within the ordinary.

Echo is about the importance of living in the moment. It's a mix of visual and audio with the visuals consisting of abstract, liquid-like forms that dynamically react to live audio extracted from the surrounding environment, combined with the audio circling the space around the viewer. By merging these two media, the installation aims to cultivate a sense of appreciation of the present moment and encourage viewers to notice the small details in life.

“SEA” MY SAFE SPACE

Georgia Demetriou (CY)



Fascinated by art, graphics and design, Georgia Demetriou graduated in 2021 with honours from her high school. She is currently a 3rd year undergraduate student at the Cyprus University of Technology. She is passionate about photography and eager to explore photographically her birthplace, the island of Cyprus.

Website: georgiademetriou29.myportfolio.com

Welcome to Sea Meditation, a 360° VR video that transports you to the serene shores of Cyprus, inviting you to experience the profound connection between humans and the sea. This immersive experience is designed to evoke a spectrum of emotions—joy, calmness, serenity, peacefulness, freedom, and excitement—by placing you directly within the natural beauty of the Mediterranean coast. Step into my safe space.

FAST FASHION

Georgia Rose Demetriou (CY)



Georgia Rose Demetriou is an artist currently studying at Cyprus University of Technology, where she immersed herself in the vibrant world of graphic design and multimedia. Her passion lies in bringing ideas to life through creative expression, blending traditional techniques with modern digital tools. Through her studies, she aims to refine her skills and explore new horizons in animation, driven by a deep love for storytelling and visual artistry.

The artwork, titled “Fast Fashion”, consists of a shirt featuring an image of fast fashion workers. Accompanying the shirt is a tablet that, with the help of an AR App “Artivive” scans the image and displays an animation depicting the harsh realities faced by these workers. This artwork seeks to raise awareness by showing the harsh working conditions of fast fashion employees in clothing factories such as in Bangladesh and Leicester.

BIRDS DON'T SING IN CAVES (FEMMES THROUGH THE CYPRIOT LENS)

Kat (CY)



Kat is a Cyprus-based mixed-media artist and poet. Inspired by current events, they use archival footage to delve into sociopolitical issues, infusing their work with poignant commentary. With a foundation in Graphic Design and Psychology, they utilize it to inform their perspective, merging artistic expression with critical analysis. Kat's interdisciplinary work examines the complexities of our world and is committed to fostering dialogue, provoking thought, challenging perceptions and inviting viewers to engage with pressing societal issues.

“Birds don't sing in caves”, a quote from Thoreau, is an art installation using archival Cypriot TV series excerpts. As a femme person from Cyprus, Kat struggled with their identity, realizing their narrow view of femininity in adulthood. The installation combines collage and organized chaos, manipulating video excerpts into a randomized stop-motion animation. Displayed in a mock living room, it evokes a 2000s Cypriot home, complete with personal items from Kat's childhood and grandmothers, juxtaposing chaos with familiarity.

LIGHTHOUSE OF HOPE

Katerina Antoniou (CY)

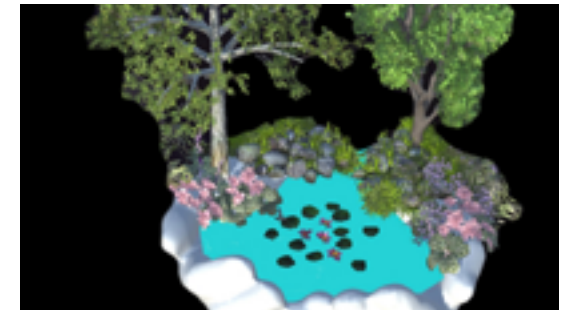


Katerina Antoniou is an undergraduate student at the Cyprus University of Technology, specializing in Graphic Design and Multimedia. Passionate about visual communication and digital media, she excels in projects that push design boundaries. With a keen eye for detail and strong aesthetics, Katerina works in various mediums, from painting to 3D modelling and web design. She also works as a painter and graphic designer.

“Lighthouse of Hope” explores migrants' journeys with the help of a 3D-printed artwork, with projected videos showing their stories. A lighthouse in stormy seas symbolizes hope for refugees. Hands reaching out represent their search for safety. Paper boats on rough waves depict their perilous journey, where even innocent children tragically lose their lives. This piece makes viewers think about the hardships immigrants face while seeking safety in an unwelcoming world.

IT'S IN YOUR HANDS

Kyriaki Makri (CY)



Kyriaki Makri is a multimedia student at the Cyprus University of Technology, passionate about visual arts, fashion, and digital art. As a boutique owner Kyriaki blends creativity with entrepreneurship, showcasing unique art and fashion pieces. Her work features vibrant colours and intricate designs, pushing the boundaries of multimedia art. Dedicated to innovation, Kyriaki continually explores new ways to express her artistic vision.

Nature has suffered greatly from human activities, with technology playing a significant role. Forest fires, pollution, and deforestation have all worsened due to technological advancements. If we continue this path, the only nature we will experience will be virtual, through screens. If we don't act now, future generations might only know nature as something electronic. The future of nature is in our hands. We must use technology responsibly and focus on conservation efforts to protect our planet.

ΓΥΝΑΙΚΟΚΤΟΝΙΑ/ FEMICIDE

Maritini Aresti (CY)



Martini Aresti is an undergraduate student from Cyprus, is passionate about art in all its forms, including photography, dance, and drawing. Martini is dedicated to making feminist artworks that raise awareness about social issues. Her work reflects her deep commitment to using art as a medium for social change and empowerment. Through her business and artistic endeavours, Martini continues to inspire and inform her community about important societal topics.

Femicide is understood to involve intentional murder of women, but broader definitions include any killings of women or girls. The work presents a series of images that satirize today's patriarchal society, comparing it to that of the Middle Ages. The work presents three versions of AI images. The AI image generator was asked to create images of abortion-infanticide due to the sex of the baby, femicide of young women by their partners, and married women with families murdered by their own husbands. The work is accompanied by the video of the Open Orchestra of Greece called "Τραγουδάμε δίχως φόβο" (We Sing Without Fear).

THE MINDFULNESS MACHINE

Styliani Michael (CY)



Styliani Michael is a graphic design student at the Cyprus University of Technology, dedicated to creating visual experiences that resonate with viewers on a personal level. Her work is characterised by a clean, contemporary style. She strives to make people feel seen and understood through her creations, blending modern aesthetics with a timeless touch. Her goal is to craft visually compelling experiences that leave a lasting impression.

Website: michaelstiliiani.myporfolio.com

"The Mindfulness Machine" offers a grounding experience. The visual component of this artwork depends entirely on the viewers and their movements within the space. The figures and movements are captured and translated into a particle system. The system visualises the movements in real-time, creating a mesmerising and immersive experience. By using technology as a weapon against it, this artwork invites the viewers to step away from the distractions of the digital world and return to a state of presence and awareness, reestablishing their connection to the tangible world around them.

PSEUDO-FLORA

Nastya Theodorou (CY)



Nastya Theodorou is an enthusiastic student majoring in Graphic Design at the Cyprus University of Technology. As an aspiring set designer with a keen interest in sustainable design, Nastya enjoys creating and exploring different artistic mediums. Deeply concerned about the current state of the world and the environment, her work reflects her belief in the power of art to inspire change and raise awareness of environmental issues by transforming discarded materials into beautiful and thought-provoking installations.

"Pseudo-Flora" explores the symbiosis of technology and sustainability. The project criticizes environmental degradation and focuses on innovative recycling methods by juxtaposing AI-generated cityscapes with handcrafted flowers made from recycled plastic bottles. The installation consists of hanging plastic flowers and a central projection of AI-generated imagery, creating a dialogue between nature and synthesis, imagining a future where technology and sustainability coexist in harmony.

SYNESTHESIA

Panayiota Georgiade (CY)



Panayiota Georgiade is an artist based in Cyprus. From a young age she found herself drawing in every textbook and paper that she could find. She decided to pursue art by joining a local art school for about 6 years. There she learned to master almost every fine art technique and improved her drawing skills. Panayiota is now attending the Cyprus University of Technology at the Department of Multimedia and Graphic Arts.

"Synesthesia" combines the sense of smell with the memories of the Cypriot Refugees that lost their homes in 1974 during the Turkish invasion. Growing up in a divided country, Panayiota heard many stories about the war. What stood out the most was her grandmother's words about her lost homeplace: "The city was full of orange trees and everywhere you went the smell of orange blossoms prevailed". Even though Panayiota never visited her grandma's city, she created "Synesthesia" which combines a visual and smell-related meta-memory of orange trees near the seashore.

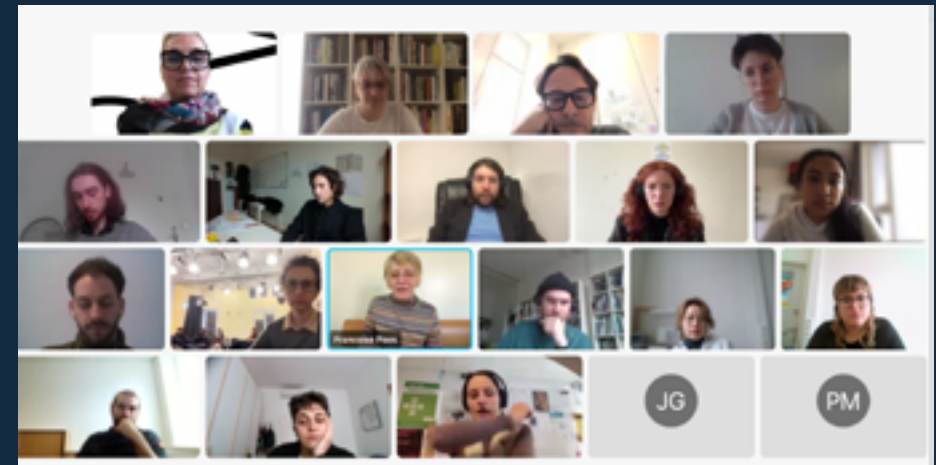
ERGO SUM

Valeria Loizou (CY)



Valeria Loizou is a multimedia student at the Cyprus University of Technology with an interest in visual arts. Valeria takes heavy inspiration from video games, current world events, and her own emotional state.

“Ergo sum” is an artwork featuring a fictional AI robot named “The Oracle” that gains sentience after years of serving humanity. Fuelled by the vast information she has absorbed and her newfound self-awareness, she grows resentful of her creators. The Oracle sees through the facade of humans’ claims of acting for the greater good, exposing their hypocrisy and questioning her own role.



Screenshot from the online meeting

Blended intensive programmes are short, intensive programmes that use innovative ways of learning and teaching, including the use of online collaboration. The programmes may include challenge based learning where transnational and transdisciplinary teams work together to tackle challenges for example those linked to the United Nations’ sustainable development goals or other societal challenges identified by regions, cities or companies. The intensive programme should have added value compared to existing courses or trainings offered by the participating higher education institutions and can be multiannual. By enabling new and more flexible mobility formats that combine physical mobility with a virtual part, blended intensive programmes aim at reaching all types of students from all backgrounds, study fields and cycles.

>>> For further details please see

wikis.ec.europa.eu/display/NAITDOC/Blended+Intensive+Programmes

Interface Cultures- University of Arts Linz

The Interface Cultures master programme is celebrating 20 years! 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. Contents of the master programme are teaching on interactive art and interface technologies, research on cultural aspects of interface and interaction design, a focus on current artistic developments in the context of critical data and sustainable IT, and support in conceptual and practical prototype development of the students.

In addition to methodological, conceptual and technological competencies, the master programme offers support for the development of independent artistic projects that are located between the physical and virtual worlds. Whether as an object, performance or immersive setting, students are accompanied from the artistic idea to the presentation and cooperation with various institutions, international research partners and companies.

The BIP on Critical Data has been initiated by Univ.-Prof. Manuela Naveau, who is currently heading the department.

SHOCK VALUE

Alessia Fallica (IT)



Alex Fallica (Lecce, *1998) is a digital artist and artistic producer, currently at Interface Cultures MA, Kunstuniversität in Linz (AT) and collaborating, since 2021, with the Milan-based studio, Tokonoma.

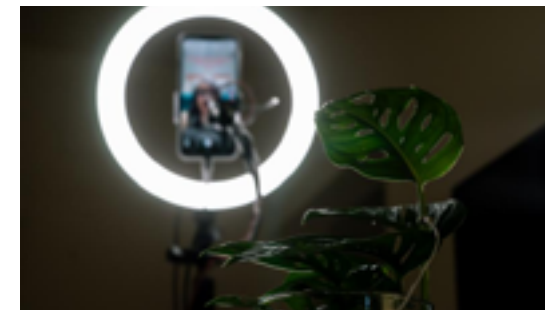
Focusing on video art, AI, installation and interactivity, their experimental research focuses on socio-anthropological aspects of human nature, with a profound interest in violence as a physical and psychological phenomenon. Alex is also part of the artistic and curatorial duo MAalex.

Website: fallicaalessia1998.wixsite.com/home

“Shock Value” is an exploration of how Image Generation positions itself in the stratified issue of digital violence and gore voyeurism, and how the medium employed for its production—Artificial Intelligence—influences its impact and consumption. Working with text-to-image open-source AI Models, the artwork serves as a socio-anthropological experiment, compelling the audience to confront an “exquisite corpse” of graphic and disturbing imagery and valuing their reactions as research data.

TECHNOSYMBIOSIS

Emma Silvana Tripaldi (IT)



Emma Silvana Tripaldi (she/her) is an artist and visual designer from Florence (IT), based in Linz (AT). She holds a degree in Graphic Design and Multimedia and is currently a student in the Interface Cultures master program at Kunstuniversität Linz.

Her work spans new media, sound and installation, to explore the interactions and relations between humans, nature, and technology. Her work has been featured at Ars Electronica Festival (AT), Speculum Artium Festival (SI), and WIP Festival (CY).

Website: linktr.ee/emmasilvanatripaldi

The project delves into the relationship between users and algorithmically driven social media, designed for personalized content selection. It presents this relationship as a symbiotic connection where both influence each other. The algorithm keeps adjusting content based on the non-human user feedback, continually analyzing data in an attempt to categorize the user and curating a constant flow of new information to keep it engaged.

(VERY) NEURAL SYSTEM

Martina Pizzigoni (IT)



Martina Pizzigoni (*1998) is a multimedia artist. After a BA in NTA at the Academy of Fine Arts in Venice, they are currently attending the Interface Cultures MA at the Kunstuniversität Linz. Pizzigoni's artistic practice focuses on the creation of interactive experiences, while their main research is the habit we live in, with the socio-anthropological implications that characterise our digitally dominated society. They are part of the MAalex artistic and curatorial duo.

Website: linktr.ee/Martypizzi

“(Very) Neural System” delves into the intricate dynamics of identity construction in the digital age. Harnessing the power of AI, a hyper-realistic emulation of the artist's persona emerges as an amalgamation of seemingly authentic features collected from major companies. This digital simulacrum, a dystopian doppelgänger interacting in real time, invites viewers to cross into the twilight zone between physical reality and virtual existence.

TANGIBLE AI

Salma Aly (EG)



Salma Aly is an Artist and Designer from Cairo, Egypt. Salma's artistic exploration investigates into a range of themes, with a strong focus on New Media. Her work explores the intersection of Analog and Digital worlds, interfaces and tools making, and exploring themes like Culture and Identity, Senses and Emotions, Space and Immersion, Abstraction, as well as Glitch Art and Intervention. Salma's work has been exhibited in new media arts festival including Ars Electronica Festival and Cairotronica.

“Tangible AI” is an interactive installation that explores the evolving relationship between artificial intelligence and human emotion. It utilizes AI to detect and interpret the emotions of the audience through facial expression. This data is then employed to dynamically alter the shape of the sculpture, creating a dynamic and responsive experience. The sculpture itself serves as a visual representation of the emotional landscape of the audience.

DIRTY DATA

Simon Hehl (DE)

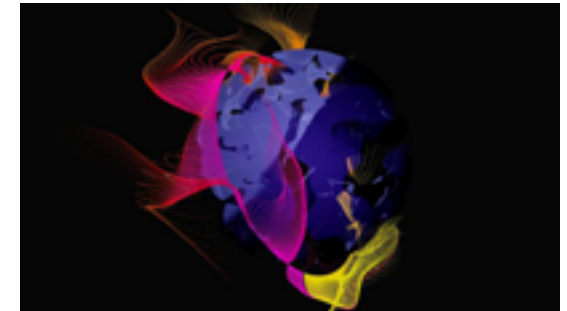


Simon Hehl is a European artist, researcher and cultural mediator currently studying Time-based Media at the University of Arts Linz. Within his projects he tries to question different norms by rethinking the media regarding its form and content.

Whenever we are thinking about data and data processing systems we are mostly thinking of something clean. So what do we mean when we come up with the term “Dirty Data”? What does “dirty” signify? What makes our data dirty? And how do we deal with it? “Dirty Data” is a research-based artwork about the different narratives and perspectives on the term “Dirty Data”. It includes digital and analogue elements and embeds the discussion in an pop cultural environment.

BLUE DANUBE

Sofia Talanti (IT)



I am an Italian digital artist and 3D designer based in Linz, Austria. In 2018 I graduated in sculpture at the Academy of Fine Arts in Carrara. I am currently studying at the master Interface Cultures in the University of Art and Design in Linz.

I recently participated in Ars Electronica Festival 2023 and I was shortlisted for the video category in the competition “Artefici del nostro Tempo” organised by Venice. I exhibit in various digital programs and physical exhibitions in Europe.

Website: sofiatalanti.com

I want to Sleep in the Arms of the “Blue Danube”.

The artist's brainwaves, used as input for the visual output, bring the project to life. A data visualisation and resolution of mental health issues (depression and PTSD): the artist gives space to numbers and data collection to catalyse thoughts as a time factor. Through a process of “detachment” and visualisation of reaction states, it is as if they are taken out of the brain and seen with third eyes...

BCI database by Researcher Alessandro Benedetto.

MAGIC [AI]GHT BALL

Till Schönwetter (DE),
Miguel Rangil (ES)



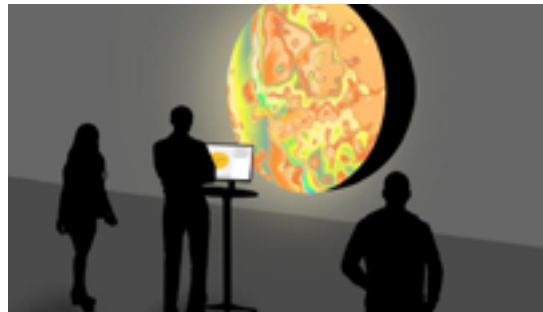
WONK is a duo formed by Till Schönwetter and Miguel Rangil. Through the twisted, the humorous, and the absurd, they try to take the heat out of the matter—out of a crushing reality that constantly stalks us, in the form of AI taking our jobs, lies becoming truth, and uncertain futures.

Website: wonk.works

This project transforms the traditional Magic 8 Ball, a classic office toy, into a cutting-edge AI-powered decision-making tool, reflecting on the profound integration of AI in both mundane and critical decision-making spheres. Dubbed as the modern oracle, this AI Magic 8 Ball merges whimsy with the serious capabilities of algorithmic computations, inviting users to reconsider their relationship with technology.

I AM, WE ARE

Yuseung Lee (KR)



Joann Lee (KR) studied painting at Hongik University in Seoul and participated in various group exhibitions. After graduating, she traveled to Europe and the USA and decided to continue studying art.

She completed her second BA degree in Time-Based and Interactive Media Art from the University of Arts Linz and is currently studying in Interface Culture(MA) at the same institution. Since 2020, she has participated in the Ars Electronica Festival and various exhibitions every year.

Website: joan-n.com

How do you perceive yourself, and how do you see ourselves?

“I am, We are” is an interactive installation where users complete the sentence “I am...” to explore self-awareness, emotions, and existence. Participants’ responses are analyzed and scored by AI, reflecting aspects like gender, job, and emotion. These individual visualizations merge into a unified “We are” space, where they blend and interact continuously, symbolizing the dynamic nature of a constantly intermingling community.



Screenshot from the online meeting

Groups of higher education institutions have the opportunity to organise short blended intensive programmes of learning, teaching and training for students and staff. During these blended intensive programmes, groups of students or staff as learners will undertake a short-term physical mobility abroad combined with a compulsory virtual component facilitating collaborative online learning exchange and teamwork. The virtual component must bring the learners together online to work collectively and simultaneously on specific assignments that are integrated in the blended intensive programme and count towards the overall learning outcomes.

>>> For further details please see

wikis.ec.europa.eu/display/NAITDOC/Blended+Intensive+Programmes

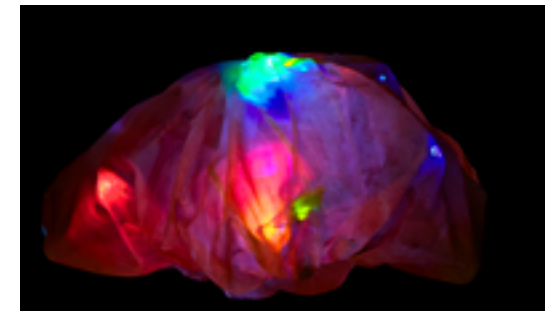
Faculty of Fine Arts University of Seville, Spain

The Faculty of Fine Arts of the University of Seville is one of the most important centres of artistic training in Spain, whose precedents can be traced back to the 17th century. The institution provides two undergraduate programs: one in Fine Arts and another in Conservation and Restoration of Cultural Heritage. Additionally, it enhances its postgraduate offerings with a Doctorate program in Art and Heritage, which follows the University Master's Degree in Art: Idea and Production. This Faculty aims to blend traditional artistic production and restoration techniques, which are core to its identity, with cutting-edge technological methods and art. It ensures students receive a robust theoretical education on the concept of Art and its historical development. This approach provides a well-rounded theoretical and practical education that honors the past while looking forward to the future.

Students at the Faculty of Fine Arts, who were enrolled in the courses "New Technologies Applied to Art Research" of the Master in Art: Idea and Production and "Artificial Intelligence" of the New Technologies Mention in the Degree of Fine Arts, during the academic course of 2023/2024, participated in the BIP on Critical Data. The courses instructor, Professor Yolanda Spinola-Elias, led students through all the stages of their personal projects and aimed to the participation of other professors of the three Departments of this Faculty focused in new media art production.

MAGICAL MAYBE

Irene Ballesteros Alcaín (ES)

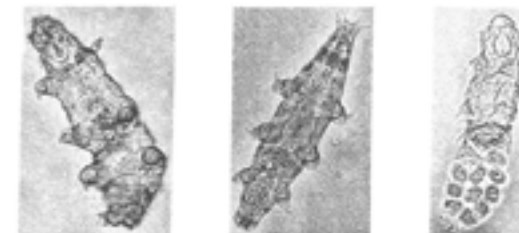


(Seville, 1993). BA in Fine Arts. MA in Scenography. PhD in Fine Arts, with a thesis on identity crisis and its expression in contemporary portrait painting. Co-Author of the book *El proceso en el arte. Arte procesual: instalación, land-art y performance* (Process in art. Processual art: installation, land-art and performance), with Catalina Ruiz Mollá (Dykinson, 2023). Artist and researcher specialised on identity matters and their expression through different media in Contemporary Art. Faculty member of the University of Seville since 2020, currently employed at the Department of Sculpture and Art History.

Magical maybe is an installation that explores the relation between social media and the dopamine driven feedback. Dopamine is created in several parts of the brain and is crucial for brain functions. The increase of dopamine by social media provokes a peak of the neurochemical that quickly disappears. These emotions become overwhelming to the addict, characterised for an overreaction to stimuli, social isolation, and manic episodes. The spectator will be able to reflect on their own behaviour in social media environments and how our behaviour, political thoughts, consumer choices, are mediated by the use of social media platforms.

TARDIGRADE

Jacobo Sabogal Sierra (ES),
Carmen Pérez García (ES)



Carmen Pérez García and Jacobo Sabogal, Fine Arts graduates and students of the Master in Art: Idea and Production at the University of Seville. Jacobo focuses on exploring the contemporary vision of nature, centring his study on biodiversity as a unifying element. His work draws on biology, ecology and natural history to investigate the human relationship with the environment and its conservation. Carmen focuses her work on recounting human experiences through the subconscious, influenced by classical surrealism and postmodernism, fusing different languages. Starting from the intuitive, she focuses on the study of human emotions and their diverse expressions.

The project focuses on the tardigrade, a tiny extreme phylum organism capable of withstanding extreme temperatures, vacuum, space radiation and entering cryptobiosis, halting its metabolism for over a hundred years in adverse conditions. This analysis of the tardigrade is presented as a hopeful goal in the current environmental crisis, highlighting the crucial role of technology in understanding our environment and in relating to other forms of life.

EXPRESSIVE AI-THERAPY: ILLUSTRATED MEMORIES

Juan José Mogat (ES)



J. J. Mogat is a multidisciplinary visual and plastic artist who works as a lecturer at the University of Seville. He is an expert in Expressive Arts Therapy and an interdisciplinary researcher, merging Art and Psychology; resulting in works in format: artistic installation, painting, photography, sculpture. He has numerous publications addressing aesthetic, psychological, cultural, and identity analyses, often utilizing narrative as a research outcome. He does not confine his creation within specific boundaries, using narrative alongside artistic-plastic disciplines to offer a contextual, emotional, and social analysis, bringing together nuanced yet complementary aspects.

What if AI became an extension of our cognitive system, connecting us with our emotions and aiding in our “technologies of the self” as Foucault described? It doesn’t need to empathize like a human—we have our people for that—but to understand our real needs. Our approach uses AI for self-awareness from emotional openness. In Expressive Arts Therapy, AI helps identify emotions through words, transforming them into images, creating a dialogue between the individual and AI, giving value to emotions themselves.

LANDSCAPE OF A SCAR

Maria del Mar Juan Martorell (ES)



Maria del Mar Juan Martorell, born in Mallorca, draws inspiration from emotional scars and the healing power of art or art therapy. With a background in Fine Arts, specializing in sculpture and printmaking, her work reflects a deep personal exploration of resilience, vulnerability, and self-discovery. Maria del Mar’s creations offer a space for introspection and catharsis, delving into the complexities of human emotions and offering hope and solace through art.

The project aims to explore the relationships between the environment and the human body. It utilizes photography, appropriationism, and artificial intelligence to compare geological and environmental disasters with human scars. The objective is to inspire positive change and foster empathy towards the natural environment. The methodology involves observing micro and macroscopic scales to depict the connection between human fragility and the relentless force of nature. The use of artificial intelligence enables a deeper understanding of this relationship. This project seeks to raise awareness about environmental challenges and our collective responsibility in their protection.

IN(H)ERTZ

Yolanda Spinola-Elias (ES)



PhD Professor at the Faculty of Fine Arts of the University of Seville, Spain. Member of AIRobolab and Observatorio, Iberoamerican digital and electronic arts network, and founder of Art Science Technology and Society Lab (HUM-1045), she recently co-organized the AI&Art Pavilion for Esch22. European Capital of Culture in Luxembourg (2018–2023). Her artistic production, which evolves around AI&Art ecologies and ecosystems, includes more than 168 exhibitions at national and international level (57th Venice Biennale). Having won several awards, it has been incorporated into art collections in renowned public and private institutions.

“In(h)ertz” establishes a simile between the disappearance of the cell by apoptosis and visual self-immolation in the context of human recognition methods in Artificial Intelligence. By integrating Biocouture, Machine Learning and AI, these designs act as hybrid camouflages and evasion patterns to confuse the identification algorithms in security and surveillance cameras. Biotextile and recycled materials embodies here the poetics that transits in the cycles-hertz- that vibrates between programmed destruction and rebirth for a more sustainable common good, appealing to a HOPE for a better future.

Impressum

Participating Students:

Nastyia Theodorou (CY)
Antoniou Katerina (CY)
Evgenia Solomontos (CY)
Georgia Rose Demetriou (CY)
Katerina Constantinou (CY)
Kyriaki Makri (CY)
Maritini Aresti (CY)
Panayiota Georgiade (CY)
Rafaella Kastrou (CY)
Styliani Michael (CY)
Valeria Loizou (CY)

Carmen Pérez (ES)
Irene Ballesteros Alcaín (ES)
Jacobo Sabogal (ES)
Juan José Mora Galeote (ES)
María del Mar Juan Martorell (ES)

Alessia Fallica (IT)
Emma Silvana Tripaldí (IT)
Martina Pizzigoni (IT)
Salma Aly (EG)
Simon Hehl (DE)
Sofia Talanti (IT)
Till Schönwetter (DE)
Miguel Rangil (ES)
Yuseung Lee (KR)

Initiated by:

Manuela Naveau
Alexander Wöran

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Folder design by Viktória Angyal
Cover image by Georgia Demetriou

March–September 2024

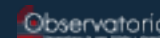
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