



ArtsIT 2023

Program

Auditoriums Fausto Castilho and Marielle Franco - IFCH/UNICAMP
(Instituto de Filosofia e Ciências Humanas)

Day 1	Monday, November 27
8:00	Registration
8:30	Opening talks
9:00	Keynote Talks Prof. Wendy Magee - Temple University
10:00 - 10:30	Coffee Break
10:30 - 13:00	<p>Technical Session 1</p> <p>Exploring the Theoretical Landscape of BehCreative: Artistic and Therapeutic Possibilities of an Extended Digital Musical Instrument; Elena Partesotti & Jônatas Manzolli</p> <p>Adapting the Emobook Life Story Book App for Reminiscence Focused Music Therapy in Dementia Care: An Interdisciplinary Participatory Design Approach; Noelia Gerbaudo</p> <p>A systematic review of the technology available for data collection and assessment in music therapy (online); Beatriz Amorós Sanchez et al. (online)</p> <p>Dedicated and Low Cost Electronic Wind Instruments for People with COPD: Prototype Development; Camila Goncalves, Rafael Oliveira, Audrey Tsunoda, Percy Nohama</p> <p>Contribuições da música para a acessibilidade: usos e recursos da música ubíqua, tecnologias e musicoterapia; Tereza Alcântara-Silva & Damián Keller</p> <p>Psychological Evaluation of Media Art Focusing on Movement; Go Kazawa (online)</p> <p>MappEMG: Enhancing Music Pedagogy by Mapping Electromyography to Multimodal Feedback</p>
13:00	Lunch
14:00-15:00	Keynote talk Prof. Marcelo Wanderley - IDMIL, McGill University
15:00 – 16:00	<p>Technical Session 2A</p> <p>Preliminary Findings from BehCreative: Exploring the Potential of Extended Digital Music Instruments for Music Therapy and Rehabilitation; Elena Partesotti et al. (online)</p> <p>Touching the Untouchable: Playing the Virtual Glass Harmonica; Astrid Pedersen et al.</p>

	<p>Construction of Immersive Art Space Using Mirror Display and Its Evaluation by Psychological Experiment; Ryohei Nakatsu (online)</p> <p>Exploring Perception and Preference in Public Human-Agent Interaction: Virtual Human vs. Social Robot; Christian Purps et al. (online)</p>
16:00 – 16:30	Coffee Break
16:30 - 18:00	<p>Technical Session 2B</p> <p>Animated pedagogical agents performing affective gestures extracted from the GEMEP Dataset: can people recognize their emotions? Nicoletta Adamo-Villani</p> <p>Exploring Musical Textures By Computational Creativity and Visual Art Interactivity: The Pendulum's Sway on Overlapping Sounds; Ivan Simurra et al.</p> <p>Special track on Musical Meanings in Ubimus/ Significados Musicais em Ubimus; Yun-Chen Lee & June-Hao Hou</p>
18:30 – 19:30	Performance (CPV – FUNCAMP)
19:30	Gala Dinner (CPV – FUNCAMP)

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Day 2	Tuesday, November 28
9:00	Keynote Talks Prof. Frédéric Bevilacqua - IRCAM
10:00 - 10:30	Coffee Break
10:30 – 13:00	<p>Technical Session 3</p> <p>Fragments of Fungi: Eliciting Dialogue Through a Virtual Experience (online); Astrid Pedersen et al.</p> <p>OPHILIA: Cy-Collage Cyberperformance (online); Rosimária Sapucaia</p> <p>Dignitas in the Metaverse (online); Dr Savithri Bartlett et al.</p> <p>Guitar Improvisation Preparation and Practice: A Digital-Assisted Approach Integrating Set Theory and Mechanical Gesture Exploration; León Fabio Salcedo</p> <p>Glitch Art Generation and Performance using Musical Live Coding; Noriki Amano</p> <p>Describing and Comparing Co-located Interaction in Interactive Art Using a Relational Model</p> <p>Soundscape to Music: Experiences in an Additive Manufacturing Open Lab; Laureana Benassi</p>
13:00	Lunch
14:00 – 16:00	<p>Technical Session 4</p> <p>I've Gut Something to Tell You: A Speculative Biofeedback Wearable Art Installation on the Gut-Brain Connection (online)</p> <p>Singing Code; Jasmina Maric & Lekshmi Rani</p> <p>Sound Body as Embodied Poetic Interaction; Daniela Gatti</p> <p>Immersive dramaturgy. Aesthetic dance experiences embodied through virtual reality; Ivani Santana</p> <p>Dance and Technology: different readings of the technologically mediated body; Diogo Theotônio</p> <p>Dance And New Technologies: Different Interdisciplinary Approaches In Teaching And Practice; Isadora Faustino & Daniela Gatti</p>
16:00 – 16:30	Coffee Break
16:30 – 18:00	<p>Technical Session 5</p> <p>Technology as a Means of Musical and Artistic Expression: A Comparative Study of Nono's Prometheus and Pink Floyd's Concert in Venice in the 1980s; Elena Partesotti</p> <p>Preliminary Study of the Artistic Potential of Video Games; Manuel Falleiros et al.</p>

	<p>Aesthetics, engagement, and narration. A taxonomy of Temporal constraints for ludo-narrative design; Cristian Parra</p> <p>A Review of Game Design Techniques for Evoking and Managing Curiosity (online)</p> <p>Hearing sounds through different ears: a video game case study; Gabriel Gonzaga</p>
18:30	Happy hour with live music (Bar do Jair)

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Day 3	Wednesday, 29th November
9:00	Keynote Talks Prof. Anderson Rocha - Unicamp
10:00 - 10:30	Coffee Break
10:30 – 13:00	<p>Technical Session 6</p> <p>Bridging Computational Art and Climate Change: An analysis of a mobile application for raising awareness about climate change through art; Felipe Mammoli & Artemis Moroni</p> <p>Art as an expanded field: the case of the r/place social experiment; Marcela Botelho & Hosana Oliveira (online)</p> <p>Using Generative Models to Create a Visual Description of Climate Change; Felipe Santana et al.</p> <p>Point-Based Stylization: An Interactive Rendering Approach for Non-Uniform Artistic Representation (online); Yun-Chen Lee & June-Hao Hou</p> <p>Designing a Time Travel Layout to Visualize and Support Collaboration in Science; Bruno Azevedo et al.</p> <p>Enhancing Scientific Communication Through Information Visualization: A Proposal for a Multimodal Platform; Mariana Pereira et al.</p> <p>The potential of holographic avatars in the hybrid workplace: an industrial/organizational psychology perspective; Nicholas Villani</p>
13:00	Lunch
14:00 – 15:30	<p>Technical Session 7</p> <p>A Historical Perspective of the Biofeedback Art: Pioneering Artists and Contributions; Hosana Celeste</p> <p>Presenting the testimonial in multimedia documentaries (online); Kenneth Feinstein</p> <p>Enhancing Geoscience Communication: Building Virtual Reality Field Trips with the Outcrop Digital Model at Varvito Geological Park (Itu, SP); Douglas Bazo de Castro et al.</p> <p>Marker-Based and Area-Target-Based User Tracking for Virtual Reconstruction of Cultural Heritage in Mixed Reality (online); Sophie Schauer & Jürgen Sieck</p>
15:30	Closing Session – Abu Dhabi