



Schedule DCAC-2019

v5.3 15/05/2019 10:18

Friday, May 10th 2019				
09:30-10:00	Registration			
10:00-12:00	DCAC-2019 Session 1: New Aesthetics - New Dimensions			
	Chair: Nikolaos Kanellopoulos, Ionian University, Greece			
	1.1	Fusion of Art and Technology: The First Color Digital Art x Lighting Symposium and Workshop	Kyoko Hidaka	Shibaura Institute of Technology, Tokyo
	1.2	Future Relics: Samples of Faith	Cecilia Vilca	Microscopía Electrónica y Aplicaciones en el Perú -MYAP, Peru
	1.3	Digital Art and its Institutions through Data Analysis	Janina Hoth, Rodrigo Guzman	Danube University Krems, Austria
	1.4	Influences of lighting characteristics to human perception in immersive virtual environments	Stelios Zerefos, Antonios Koronaios	Hellenic Open University, Greece
	1.5	The challenge as an innovative approach to designing and composing the visual message. Investigating young creators` thoughts on provocative advertising and the disturbance of the visual and emotional quiescence that it brings	Apostolos Kordas, Sophia Stratis	University of West Attica, Greece
	1.6	A copyright law for computer generated artworks: Under what philosophical theory? Towards which social ends?	Maria Bottis	Ionian University, Greece
12:00-12:30	Coffee Break			
12:30-13:30	DCAC-2019 Keynote Speaker			
	Chair: Nikolaos Kanellopoulos, Ionian University, Greece			
	Escaping The Least Common Denominator - A Short History of the Social Design Studio Vienna	Brigitte Felderer	University of Applied Arts Vienna	

13:30-14:30	Lunch Break			
14:30-15:30	DCAC-2019 Special Session Guests 10/05/2019			
	Chair: Ioannis Zannos, Ionian University, Greece			
	Assemblage Process	Vouvoula Skoura		
	Affairs	Anna Vassof	University of Applied Arts Vienna	
15:30-17:30	DCAC-2019 Session 2: Digital Culture and Technologies I			
	Chair: Barbara Dukas, Artistic Director - Municipal and Regional Theater of Corfu			
	2.1	The fall of the fourth wall: technology, immersive theatre and the "experience economy"	Mari Thynne, Kostas Amiridis, Martin Brigham, Norman Crump, Theodore Vurdubakis	Centre for Technological Futures, Lancaster University, United Kingdom
	2.2	The Art of Melancholy - Decoding Affective Spatialities in Video Game Environments	Angeliki Malakasioti	Aristotle University of Thessaloniki, Greece
	2.3	Mind games: Brain plasticity and cognition enhancement	Antonia Plerou	Ionian University, Greece
	2.4	From Grid to Rhizome: a Rethinking of a Layout arrangement of the Post-digital Text	Andrea Gogova	FMC TBU Zlin, multimedia and design, Slovakia
	2.5	A Virtual Tour in Ancient Worlds	Nikos Konstantinou, Andreas Giannakouloupoulos, Iraklis Varlamis	Ionian University, Greece, Harokopio University of Athens, Greece
2.6	Internet Culture	Panagiotis Ioakimidis	Ionian University, Greece	
17:30-18:00	Coffee Break			
18:00-20:00	DCAC-2019 Session 3: Art and Technology			
	Chair: Andreas Floros, Ionian University, Greece			
	3.1	Contemporary Internet activism and its artistic perspectives	Vasileios Bouzas	University of Western Macedonia, Greece
	3.2	The riverine Archive: AVR and preserving the contingency of digital heritage	Alexandra Antonopoulou, Eleanor Dare	University of the Arts London
	3.3	Challenges of a Sound Artist: Can we listen without looking?	Jacqueline Simon	United States of America
3.4	ROAM: A Wearable Navigation Device Designed by Locals for	Milan Gary	The New School, Parsons School	

	Travelers Seeking an Ethical Experience		of Design, USA
3.5	Live coding in Music Theory courses	Yannis Mygdanis, May Kokkidou	European University Cyprus
3.6	A screen-less approach for visual Augmented Reality through dynamic image projection	Panagiotis Triantafyllidis, Fotios Stergiou	Creative Group Plastik, Greece

Saturday, May 11th 2019

10:00-12:00 DCAC-2019 Session 4: Digital Culture and Education I

Chair: Petros Angelopoulos, Regional Director of Education of the Ionian Islands, Greece

4.1	"Rendering" multimodal messages through visuals: An exploratory study of video effects in higher education	Ilias Karasavvidis	University of Thessaly, Greece
4.2	Audio Technology-Oriented Practices for Teaching Art to Primary School Pupils	Emmanouel Rovithis, Agnes Papadopoulou, Andreas Floros	Ionian University, Greece
4.3	"Origami Singing": exploring digital sensors and microprocessors in interactive art and STEAM education	Adamantia Albani, Vasilis Pitsilis, Vasilis Agiomyrgianakis	Ionian University, Greece, NCSR "Demokritos", Greece
4.4	Music, Technology and Education - A Theoretical Study, an Empirical Account and an Educational Proposal	Andreas Kalogeras	Primary and Secondary Education of the Ionian Islands, Epirus and Western Macedonia
4.5	Preliminary research on the design of a platform for developing educational applications focused in cultural heritage tourism with the use of augmented reality, mixed reality and gamification	Konstantinos Kotsopoulos, Stavros Vlizos, Dimitrios Tsolis	University of Patras, Greece, Ionian University, Greece
4.6	Approaching "Weird Wave". The use of theatrical form in contemporary Greek cinema and the use of these findings at "Teaching Technologies in Art Education" in Ionian University	Iakovos Panagopoulos, Agnes Papadopoulou	Ionian University, Greece

12:00-12:30 Coffee Break

12:30-13:30 DCAC-2019 Special Session Guests 11/05

Chair: Michail Panagopoulos, Ionian University, Greece

	From the 2D Visual Art & Leonardo to the 4D Audiovisual Art & the Technartist	Nikolaos Kanellopoulos	Ionian University, Greece
	boattr - Immersive Video on the British Waterways	Adnan Hadziselimovic	University of Malta

13:30-14:30 Lunch Break

14:30-16:30

DCAC-2019 Session 5: Digital Culture and Education II

Chair: Ioannis Deliyannis, Ionian University, Greece

5.1	Interactive learning games: the importance of art-based production methodologies and aesthetics for the development of innovative content	Polyxeni Kaimara, Georgios Miliotis, Marinos Pavlidis, Evangelia Koumantsioti, Aris Melachroinos, Ioannis Deliyannis	Ionian University, Greece
5.2	You have the tablet, I have the cards, let's play together! Combining card-based games, puzzles, multimedia applications and learning content that support inclusive education scenarios	Polyxeni Kaimara, Marinos Pavlidis, Evangelia Koumantsioti, Aris Melachroinos, Stavros Karakoutis, Vaggelis Pandis, Georgios Miliotis, Ioannis Deliyannis	Ionian University, Greece
5.3	Undergraduate students' attitudes towards collaborative digital learning games	Polyxeni Kaimara, Emmanuel Fokides, Andreas Oikonomou, Ioannis Deliyannis	Ionian University, Greece, University of the Aegean, School of Pedagogical and Technological Education (ASPETE)
5.4	Escape Room as learning environment: combining technology, theater and creative writing in education	Zoi Karageorgiou, Eirini Mavrommati, Eleni Christopoulou	Hellenic Open University, Ionian University, Greece
5.5	Back to the future: creating new utopias	Eva Kekou	AICA Hellas
5.6	Promoting cultural heritage via gamification and augmented reality	Marios Magioladitis, Dimitrios Riggas, Eleni Christopoulou	Ionian University, Greece

16:30-17:00

Coffee Break

17:00-19:00

DCAC-2019 Session 6: Cultural Facets - Augmented Reality in Art

Chair: Nikitas M. Sgouros, University of Pireaus, Greece

6.1	The poetics of space in virtual reality - A critical analysis and approaches of spatial perception in 3D audio	Aleksandar Vejnovic	Darmstadt UAS, Germany
6.2	Augmented objects interacting with social media activity	Caterina Antonopoulou	University of the Aegean, Greece

	6.3	Exploring Nonrepresentational Iconography and Opportunistic Interaction in the Design of Virtual Reality Experiences	Nikitas M. Sgouros	University of Pireaus, Greece
	6.4	Softwork: What are humans useful for?	Konstantinos Chorianopoulos	Ionian University, Greece
	6.5	Soundwalking and archiving, Convergences and tensions	Angeliki Poulou	Ionian University, Greece
	6.6	Four Sons of Space. with an armor on or without. Matters of space and the image in art {and design} practice. The two dimensional and the three dimensional, the screen and the canvas in the post-digital era	Maria- Elisavet Kampi	School of Fine Arts, Greece

19:00-21:00

DCAC-2019 Session 7: Digital Culture and Technologies II

Chair: Michail Panagopoulos, Ionian University, Greece

7.1	Orders of the heard. The sacramental order	Luc Messinezis, Apostolos Loufopoulos	Ionian University, Greece
7.2	Turning Digital Humanities into a lisp machine	Martin Carlé	Ionian University, Greece
7.3	Live coding and Poetry: A text-driven synthesis technique in musical live coding	Vassilis Agiomyrgianakis	Ionian University, Greece
7.4	Greek Cinema and Representations of Disabled People - Autism	Maria Papadopoulou	Aristotle University of Thessaloniki, Greece
7.5	Designing and performing technology in digital storytelling workshops	Geogre Metaxiotis	Aristotle University of Thessaloniki, Greece
7.6	Déjà vu	Alkistis Georgiou	Ionian University, Greece