

S+T+ARTS
AQUA MOTION

ARTISTS BOOKLET



INOVA+



COLLABORATION
+ATLANTIC

RIO NEIVA
ASSOCIAÇÃO DE ESTUDOS DE AMBIENTE

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ARS ELECTRONICA



TECHNISCHE
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WIEN

MUSE

WATER
MUSEUMS
GLOBAL NETWORK

kikk
festival

HORTIMARE



ARTISTS LIST

01 Portugal

11 Italy

18 Netherlands

24 Austria

A large, conical fishing net is suspended over the ocean, filled with a large catch of fish. The net is made of a fine mesh and is supported by a wooden frame. The fish are piled up in the center of the net, and some are visible through the mesh. The background is a vast, blue ocean under a clear sky. The overall color palette is dominated by various shades of blue.

ARTISTS FROM

PORTUGAL




ARTIST

NICETRAILS

NATIONALITY: Spanish

Nicetrails is a creative studio that prototypes with emerging technologies for artistic research and innovation. We use and abuse technologies such as Augmented Reality, AI, and Digital Fabrication to explore their role in contemporary issues such as the concentration of power, techno-solutionism, and economic, social, and environmental inequalities. We work with dynamic, project-based teams of artists, designers, and developers, supported by a network of tech centers and production hubs.

SOCIAL MEDIA HANDLES:

 /nicetrails

PROJECT

LENSCAPES

CHALLENGE 6:

Envisioning Coastal Resilience Through Immersive Art

KEYWORDS:

- + Coastal and Ecosystem Management
- + Climate Change
- + Virtual and Augmented reality

PROJECT SUMMARY:

LENSCAPES is a shared immersive experience, multimedia installation that visualizes the tensions between economic growth and ecological sustainability in estuaries. The project works with data, community voices and media creation to prototype an engaging digital-physical piece



ARTIST


A RECOLETORA


NATIONALITY: Portuguese

A Recoletora is an artistic and educational practice by visual artist Alexandre Delmar and graphic designer Maria Ruivo, studying places of reciprocity and interaction between human and plant communities. Their work combines research, inventory, and mapping of edible and medicinal wild plants with the recovery of ancestral and contemporary knowledge, following a didactic approach that invites a rediscovery of the city through foraging and wandering urban commons.

The practice spans themes such as food autonomy, foraging, herbalism, craftsmanship, landscape, memory, ethnobotany, and ecological literacy, brought to life through collaborative activities such as guided walks, workshops, meals, edible installations, exhibitions, and publications.

SOCIAL MEDIA HANDLES:

 /a_recoletora

 /arecoletora

PROJECT

SALT MOUTH - EXPANDED ARCHIVE

CHALLENGE 5:

The Shapes of the Sea - Remembered, Reused, Reimagined

KEYWORDS:

+ Seaweed + Food + Fargaceiros + Atlanticocean
+ Archive

PROJECT SUMMARY:

“Salt Mouth” is a collaborative project that aims to develop relationships of empathy between coastal populations and the aquatic environment that surrounds them, through food and artistic practices. Focusing on Viana do Castelo’s coastline, it explores the triangulation between the sargaceira culture, the Atlantic Ocean, and seaweeds, activating the local collective memory as a driver of renewal, imagination, and innovation. Drawing on the historical link to “sargaço” — once used to fertilize agricultural fields — the project offers new perspectives on seaweed use, particularly as food, while promoting the preservation of this heritage and the ecological valorization of the oceans. The artistic project will be materialized through a Digital Archive (documentary and fictional), an Installation Exhibition, and a Gastronomic Performance, co-created with local communities (sargaceira, fishing, and academic). It uses participatory methods (walks, foraging, cooking, and object experimentation) to encourage interdisciplinary and intergenerational encounters around the table and the act of eating.




ARTIST


JOSÉ TEIBÃO & BECKEN FILIPE

NATIONALITY: Portuguese

The collaboration between José Teibão and Becken Filipe blends artistic vision, science, and memory with installations, symbolism and philosophy. Their work vibrates on a field where intuition meets method, poetry meets observation, and symbols align with scientific awareness. Operating on the hinge of tension and the presence of absence, they explore the substance between matter and memory, technique and intuition, language and silence - framing the infinite. This intersection of art and science creates an aesthetic practice grounded in research, resonant in emotion, and profound in concept – amplifying beyond what either could achieve alone.

SOCIAL MEDIA HANDLES:

 /jose.teibao
/beckenfilipe
/pinwavestudios

 /teibao
/pedro-filipe

PROJECT

SEE-WAVES: ECHOES OF THE UNSEEN

CHALLENGE I:

Beyond the Horizon

KEYWORDS:

+ Seewaves + Art installation + Data visualization
+ Cymatics + Resonance

PROJECT SUMMARY:

SEE-WAVES is an artistic installation that translates underwater sound, temperature, and pollution data from the Atlantic Ocean into a living, multisensory experience. By transforming complex and invisible processes into vibration, light, and form to create an emotional and symbolic bridge between us and the sea, science and poetry, data and feeling.

This project aims to make marine data tangible, perceptible, and resonant. Rather than explaining, it allows audiences to feel what lies beneath the surface—the invisible made visible.

Designed to be low-barrier yet aesthetically compelling, merging scientific awareness with artistic vision, See-Waves does not speak for the ocean; it lets the ocean speak for itself—inviting us to listen, perceive, and reimagine our relation to the infinite waters that sustain life.



INOVA+

ARTIST


KERRIE O'LEARY

NATIONALITY: Irish

Kerrie O'Leary is an Irish visual artist and educator based between Dublin and London. She integrates technology and kinetic movement to create immersive installations that transform raw data into dynamic, evolving forms. By merging computational techniques, mathematical algorithms, and machine learning, she reveals hidden patterns that shape our world. Through this process, O'Leary blurs the boundaries between art, science, and technology, inviting audiences to reconsider their relationship with both digital and natural environments. Drawing from real-time and historical datasets, she sources information to visualise environmental behaviour such as wave heights, flooding, tides, and lunar cycles. By translating these raw metrics into movement and form, she makes nature's rhythms and disruptions perceptible in new ways.

SOCIAL MEDIA HANDLES:

 /kerrieoleary.ie

 /kerrie-o-leary-570964106

PROJECT

SYZYGY OF THE TIDES

CHALLENGE 3:
Echoes of The Mill

KEYWORDS:
+ Tides + Data + Computational Art + Ecosystem
+ Bodies of Water + Energy

PROJECT SUMMARY:
Syzygy of The Tides draws on the metaphor of the alignment of 3 celestial bodies 1.Sea, 2. Tidal Mill, and 3.Community to explore the convergence of historical and future energy landscapes in Viana do Castelo. Centered around the old tidal mill and the surrounding Urban Ecological Park, the work will transform historical data, tidal rhythms, and community insights into a kinetic sculpture that visualises how natural forces have powered human activity over time. Through collaboration with local scientists, energy historians, and residents, the artist will create a motion-based installation that responds to both historic tide data and speculative future energy flows. Archival research and interviews with those connected to the mill's past—fishermen, engineers, and environmentalists—will inform the narrative. Using physical computing and machine learning, the sculpture will act as an evolving energy diagram, highlighting tensions between past ingenuity, current transitions, and future ecological responsibilities. It will be accompanied by workshops and storytelling events that involve local participants in reimagining energy resilience.

**ARTIST****TATIANA ROSA & PEDRO MATIAS****NATIONALITY:** Portuguese

Tatiana Rosa and Pedro Matias create immersive, multisensory artworks exploring imperceptible ecologies and social phenomena. Tatiana foregrounds sound as agency, crafting experiences that reveal hidden materialities and invite a reconfiguration of how we listen and relate. Pedro, a transmaterial artist, investigates encounters across bodies, materials, and more-than-human worlds, blending poetry and politics in layered environments. Together, their collaborative practice transforms absence and silenced narratives into tangible, affective forms. Working across intermedia, performance, and installation, they merge critical reflection with sensory storytelling, inviting audiences into poetic, speculative engagements that challenge perception and cultivate new ways of sensing ecological and social realities.

SOCIAL MEDIA HANDLES:

/tatiananrosa

/pedroisintimatelyiridescent
/intimatelyiridescent**PROJECT****ATTUNING TO ABSENCE – THE SILENCE BENEATH THE CRUST****CHALLENGE 2:**

Whispers of the Waterline: The silent disappearance

KEYWORDS:+ Ecological absence + eDNA + Silencing
+ Noticing differently + Intermedia translation**PROJECT SUMMARY:**

Attuning to Absence: The Silence Beneath the Crust investigates the imperceptible ecologies of rivers as both material and metaphor. Focusing on the Neiva and Lima Rivers, the project translates ecological data (hydrophone recordings, eDNA samples, biosensors, and microscopic imagery) into sensorial experiences that make the unseen audible and tangible. Disappearance becomes a central lens: the fading signals of species, shifts in water ecosystems, and silenced environmental narratives are explored as intertwined phenomena. eDNA, capturing molecular traces left behind, serves as both a scientific instrument and a poetic medium, transforming residues of presence into multisensory expressions. Through intermedia translation, sonification, and immersive visualization, the project examines how absence shapes perception, memory, and ecological understanding, cultivating heightened attentiveness to what is unseen, unheard, or erased. Collaborations with local communities, scientists, and technologists inform a methodology grounded in listening, observation, and reflection, framing ecological loss as a site of relational knowledge, poetic exploration, and critical noticing.




ARTIST


HILA MOR

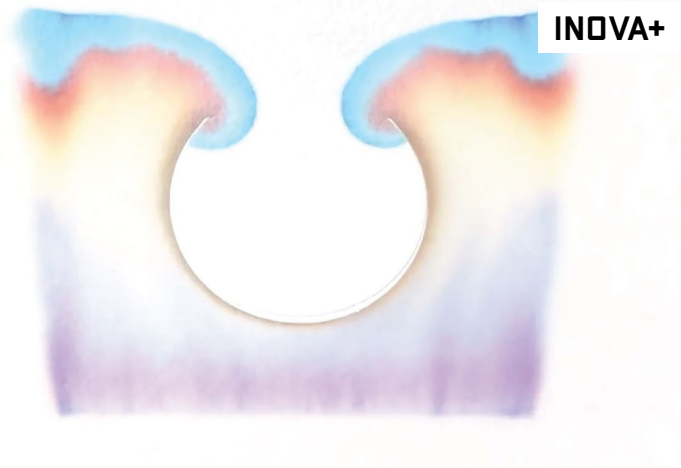
NATIONALITY: Israeli

Hila considers natural pattern formations, fluid dynamics, and physical materials as programmable matter to be discovered, designed, and re-invented. At the core of Hila's work is a vision of accessible creative tools for interactive materials that translate material dynamics into tangible human perception. Her work has been published in venues like ACM CHI and exhibited internationally. She holds a Master of Media Arts and Sciences from MIT Media Lab and a B.Des Cum Laude in Product Design from Bezalel Academy. Through interdisciplinary collaboration, she works towards accessible material interfaces that transform how we experience and interact with our daily environments.

SOCIAL MEDIA HANDLES:

 /_hila_mor

 /hila-mor-452180a5



PROJECT

FLUIDSCOPE

CHALLENGE 4:
Beyond The Tap

KEYWORDS:

+ Citizen Science + Creativity + Water Quality
+ Community Engagement
+ Collective Environmental Data

PROJECT SUMMARY:

As large areas of the planet face water scarcity, drought or pollution, our awareness of our surrounding water environments is more crucial than ever. While governments plan institutional strategies and solutions, communities have the power to make changes from the ground up. FluidScope is a citizen science kit that combines creative art with scientific testing through water exploration. A water drop absorbed into a piece of paper can not only reveal essential information about its quality and health, but also create wondrous patterns, driving community engagement through creativity. The kit empowers the local community in Vienna Do Castelo to investigate local water sources, creating beautiful artworks while collecting scientific data for collective environmental stewardship.



ARTIST




HELIN ULAS & RITA EPERJESI

NATIONALITY: Turkish & Hungarian

Helin Ulas creates networked installations exploring technology, ecological narratives, memory, and socio-political change. She is a researcher and lecturer engaged in critical media and creative computation.

Rita Eperjesi is a Berlin-based creative technologist blending humour, code, and design to connect people through interactive spaces and community meetups. Together, they are the co-founders of Kanapé – a kollektiv and a studio. The studio serves as a cosy, creative platform for digital arts, design, storytelling, and technology. Under Kollektiv, it is a space for community building and in-person experiences.

SOCIAL MEDIA HANDLES:

-  /helinulas
-  /ritaeperjesi
-  /kanape.studio

PROJECT

SEA SHELLS, SHE TELLS

CHALLENGE 9:
New Waters, Old Stories - Regenerating Water-Based Cultural Heritage

KEYWORDS:
+ Climate Agency + Living Archive
+ Community Toolkit


PROJECT SUMMARY:
We are transforming climate anxiety into climate agency through a community-based artwork called the Shell Phone - an interactive, poetic device that lets people “listen” to the water of Esposende. Inspired by the childlike wonder of hearing the ocean in a seashell, the Shell Phone tells living stories generated from marine data, sargassum patterns, and local knowledge. Through workshops and a DIY toolkit, we invite people to collect memories and monitor the sea as a shared ritual of care - building a network of listeners who answer the phone when nature calls.

**ARTIST****MAŁGORZATA SUŚ****NATIONALITY:** Polish

Małgorzata Suś is a Portugal-based dancer, performer and choreographer working cross-disciplinarily with visual arts, poetry and science. Her practice is dedicated to researching the connection between body, movement and nature, taking inspiration primarily from water environments. Nourished by ideas of hydrofeminism and environmental humanities, her works are oriented towards bringing attention and care to other-than-human beings. Co-creator of The Memory of Water project and co-founder of Watering Words collective. Creator of site-specific projects, dance solos, short movement films, stage performances, frequently working with involvement of local communities.

SOCIAL MEDIA HANDLES:
 /movementimage

 małgorzata-suś

 <https://malgosiasus.com>
<https://thememoryofwater.org>
<https://wateringwords.com>
PROJECT**ACTS OF BELONGING****CHALLENGE 7:**

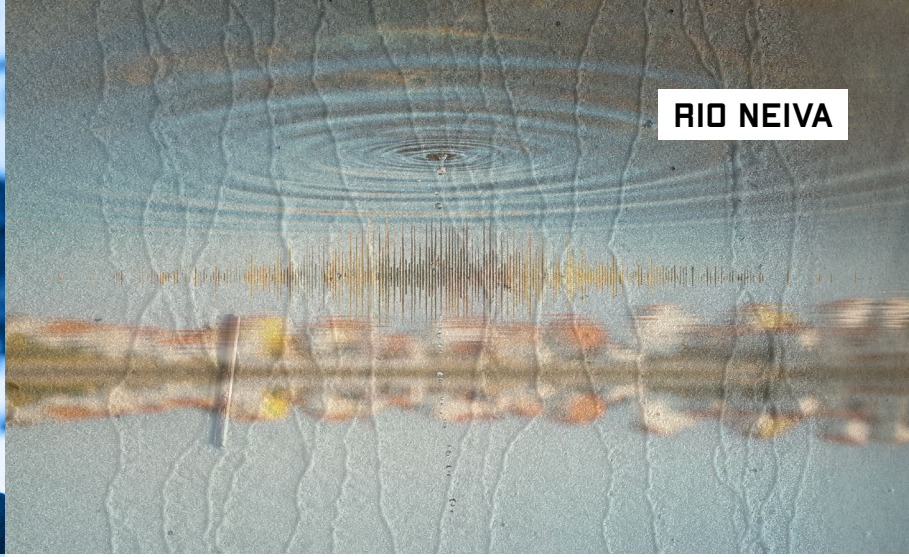
Engaging the Unengaged - Water Literacy in the Litoral Norte Natural Park

KEYWORDS:

+ Water literacy + Community engagement
 + Site-specific performance + Interactive landscape

PROJECT SUMMARY:

The project is dedicated to the creation of a site specific performance in the Litoral Norte Natural Park, with involvement of the local community of Esposende. Through a series of outdoor creative and educational activities, the inhabitants will have a chance to engage and connect with the local environment and increase their water literacy. The final presentation will have a form of a guided tour, where the audience walks through the Litoral Norte Natural Park and encounters different stations with performers entering in interaction with the landscape. The project will also include a digital version where every visitor of the website can interact with the 3D scanned map of the territory, learning about local ecosystems and the specific native species.



ARTIST

SEILA FERNÁNDEZ ARCONADA

NATIONALITY: Spanish

Seila Fernández Arconada is a multidisciplinary artist-researcher focusing on contemporary socio-ecological uncertainties influenced by climatic shifts, societal conflicts and extractive actions against Nature. Her practice involves situated collaborations cultivating transdisciplinary approaches, ecosocial justice, complex systems thinking, sustainable-decolonial methods and trauma-informed practices. Her projects include "Floating Studio, When the River sounds like the Amazon River" in Amazonia, "The Land of the Summer People" transdisciplinary collaboration with the Water Engineering Department of the University of Bristol (UK) and "Some:when, Celebrating Cohesion through the Watery Heritage of the Somerset Levels and Moors" collaboration with the artist Sage Brice and flood affected people (UK).

SOCIAL MEDIA HANDLES:

-  /seilafdza/
-  /seila.arconada
-  /seila-fernandez-arconada

PROJECT

O FIO DA AGUA: EMBRACING WATER'S FLOW FOR RESILIENT FUTURES

CHALLENGE B:
Moving Waters – Reimagining Flood Resilience

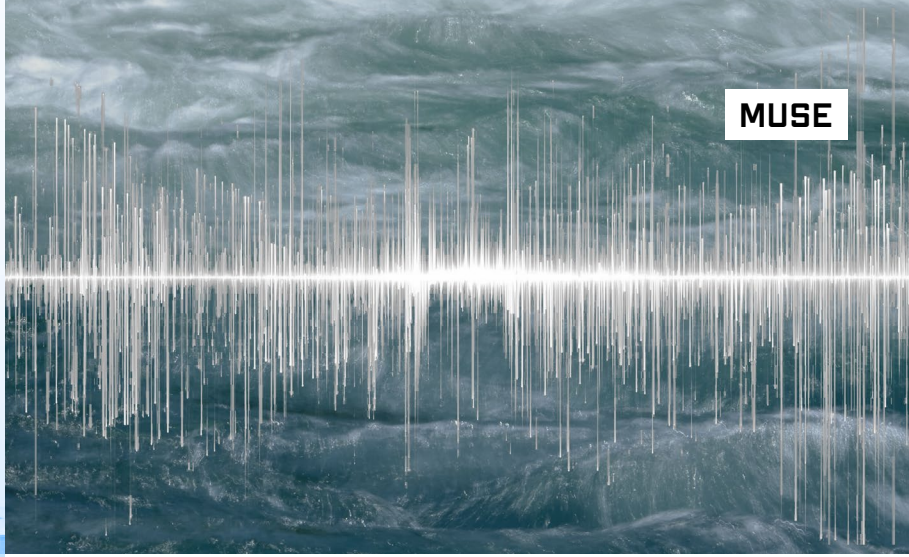
KEYWORDS:
+ Floods + Water-resilience + Transdisciplinary
+ Artistic-research + Imaginative-coexistence

PROJECT SUMMARY:
"O Fio da Água: Embracing Water's Flow for Resilient Futures" blends artistic research into a transdisciplinary collaboration to transform flood-prone communities' understandings of water uncertainties into imaginative coexistence. The project is envisioned to generate a series of public artistic interventions and collective activities as experimental "flood conversations" through multi-sensorial collective journeys. It aims to reveal hidden water flows and cultivate embodied socio-ecological belonging, empowering individuals to live harmoniously with their dynamic water environment, inspiring behavioural shifts in water attitudes and practices for a more resilient future. Outcomes include a living archive of sensory practices as a collaborative experimental publication documenting the entire process, outcomes and legacies, providing imaginaries and collaborative actions for sustainable relationships between humans and water.

ARTISTS FROM

ITALY






ARTIST

DAVID RICKARD

NATIONALITY: New Zealander / British

David Rickard, is a New Zealand artist based in London, UK. His original studies in architecture have had a lasting impact on his art practice, embedding queries of material and spatial perception deep into his work. Through research and experimentation his works attempt to understand how we arrived at our current perception of the physical world and how far our perception is from what we call reality.

SOCIAL MEDIA HANDLES:

 /david_rickard_

PROJECT

THE RIVER'S VOICE

CHALLENGE 13:

Living with Water: Integrating Freshwater Bodies into Urban Spaces/Restore Lost Connection

KEYWORDS:

+ River + Voice + Sound + Reconnect + Collaboration

PROJECT SUMMARY:

The Adige River has undergone significant changes over time, especially near Trento where the river was canalised during the mid-19th century, a process that physically and psychologically distanced the river from the public. 'The River's Voice' will seek a renewed relationship with the Adige River, reconnecting it to the city centre.

Through research, technical innovation and community collaboration we will reconsider the river as a living entity, rather than a natural resource. Researching the physical health of the river alongside its past through archives and local stories, we will begin to understand the river's history and personality.

'The River's Voice' will engage sound and Artificial Intelligence to restore lost connections between the river and the city. Stories, data and flowing water may once again be heard within the city centre as a disembodied presence or emanating from rocks that have come from the river itself, like digitally reconnected erratic stones.




ARTIST


MICOL GRAZIOLI

NATIONALITY: Italian

Micol Grazioli (1989, Trento) is an Italian visual artist based in Marseille, working between France and Italy. Her practice explores the interdependent relationship between humans and their environment through participatory, site-specific, and relational approaches. She graduated from the Academy of Fine Arts in Bologna (2012) and the École Supérieure d'Art et de Design Marseille-Méditerranée (2015). She has exhibited her work in Collection Lambert (Avignon), Xinying Cultural Center in Tainan (Taiwan), and Galleria Civica (Trento), as well as at the Festival des Arts Éphémères (Marseille). Since 2018, she has collaborated with FRAC Sud on participatory projects with schools and communities.

SOCIAL MEDIA HANDLES:

 /micol.grazioli/

 /grazioli.micol

PROJECT

THE RAIN PATHS

CHALLENGE 14:

Water harvesting in the Alps in the face of climate change

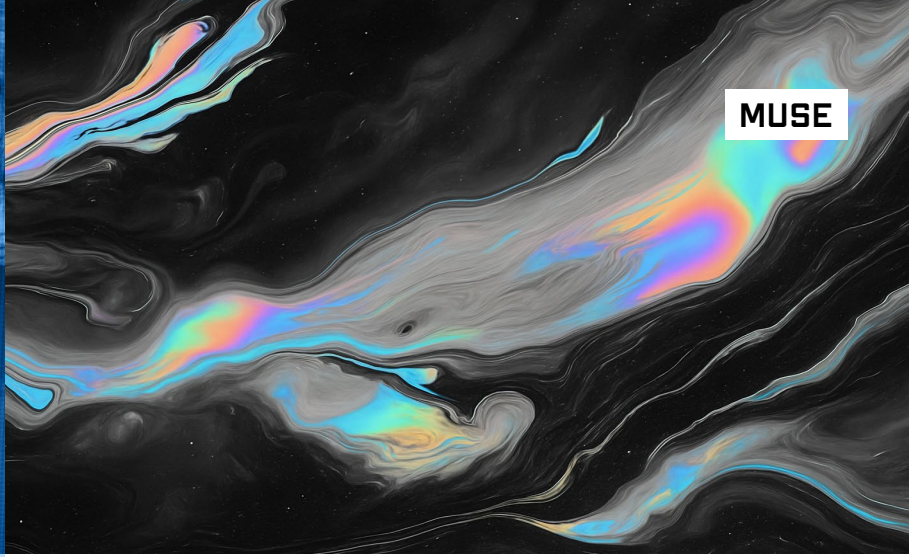
KEYWORDS:

+ Rain + Rainwater + Participatory + Installation

PROJECT SUMMARY:

The Rain Paths is a participatory research project that explores the hidden and visible flows of water in landscapes. Originating in the French Prealps, where the project began with schools and local communities, it now seeks to evolve in Trentino. The research combines mapping, creating plaster casts of water-sculpted forms, and collecting testimonies. Through community workshops, participants are invited to imagine and design a space that embodies the presence of water and reflects on our interdependent relationship with it.

The envisioned outcome, inspired by karst water sculptures, is a concave, porous, and aesthetic space able to receive and contain both water and people. This prototype becomes a monument to water as a common good, uniting art, science, and community in a process that raises ecological awareness while offering a functional and symbolic place of encounter.



ARTIST


SALOMÉ BAZIN

NATIONALITY: French

Salomé Bazin is a French multimedia artist, founder of experiential design studio Cellule. Her work is a tension between digital art, experiential and performance, in an exploration of new mediums to experience natural phenomena, flows and human physiology. She uses interactive media, sound, movement and embodied participation as an invitation for collective synchronisation.

Over the last few years, her work has reached a wide audience with showcases at Science Gallery London, the Victoria and Albert Museum, Barbican centre, Mira festival, Sadler's Well theatre, Venice Biennale amongst others. She worked with scientific organisations including King's College London, Imperial College, the Royal Society, ENS Cachan, CMCC, OGS trieste.

SOCIAL MEDIA HANDLES:

 /salomebazin_

PROJECT

WATERBODIES

CHALLENGE IS:

Sensing water quality: a one health perspective

KEYWORDS:

+ Flow + Sound + Durational artwork + Waterbodies + Citizen science

PROJECT SUMMARY:

Waterbodies (working title) is a residency and research project leading to a poetic technologic experience into the river flow state and health, populated by citizen science data points from river walks. The hybrid activation will enable participants to feel the different water states through real-life observation, water testing and generative sound to be explored during the walks.

Waterbodies want to raise awareness and sensory understanding of the river as a living body, and its right to flow.

Communities will be actively contributing to the immersive map and digital dream as part of arranged citizen science walks, through water measurements, observation and sonic capture.

The artwork deployment and community participation during the residency will contribute in creative a collective sense of stewardship for the region by connecting dedicated groups in various locations of the river (upstream and downstream).




ARTIST

LUKAS TAIDO

NATIONALITY: German

Lukas Taido is a Berlin-based, internationally working media-artist, with a strong focus on creating immersive installations using multichannel auditive and visual elements. His works include large-scale video-mappings (Munich Town Hall, Alte Münze Berlin...), audiovisual sculptures (Venice Italy, Deutsches Museum Munich, Munich Airport...), audio-installations (Shanghai Tower China, Castle Weimar...) and sometimes film-soundtracks, e.g. for the documentary "Die Wansee Konferenz" (ZDF). Besides creating the visual content, he also composes the music and sound-design for his three-dimensional installations. He often seeks contact with scientists and scientific institutions in order to expand and refine his site-specific approaches and concepts through mutual exchange.

SOCIAL MEDIA HANDLES:

 /lukas.taido

PROJECT

AQUA DUCTUS - WATER TRACES

CHALLENGE ID:

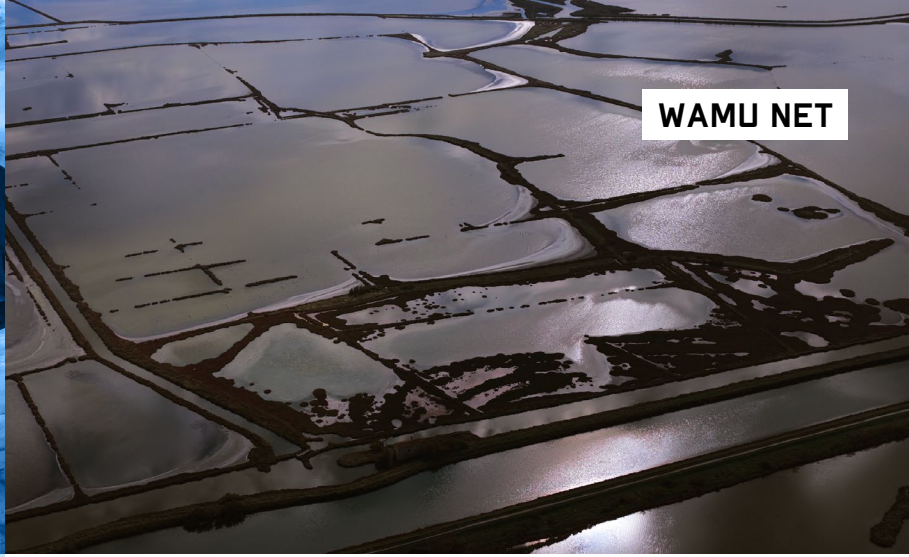
Echoes of liquid knowledge: ancient water cultures for future governance

KEYWORDS:

+ media-arts + immersive + water
+ audiovideoinstallation + contemporaryart

PROJECT SUMMARY:

The artistic concept is based on using modern scientific methods, to imagine the chemical composition of drinking water 2000 years ago, transported from Serino springs to Bacoli, and compare it with today's drinking water. Microscopic images and videos, field recordings and data streams from the chemical analysis of water probes, will constitute the base for free artistic interpretations and metamorphoses, resulting in a piece of contemporary media art, intended as a long-term, fixed installation. A sound system and semi-transparent projection screens will be attached inside the Piscina Mirabilis, virtually "filling the site with water". There will be (at least) two different virtual states: "filled with water from 2000 years ago" when it used to be an active water reservoir, and with "filled with today's drinking water". Each "state" will create different intense, immersive atmospheres for the audience, while subtly conveying insights into the challenges we face with water contamination nowadays.



ARTIST

MATTEO ZAMAGNI

NATIONALITY: Italian

Matteo Zamagni, an Italian, London-based artist, works across visual arts, multimedia installations, live performance, film, and electronic music. Using research-led contemporary technologies, his practice probes the entanglements of technology, ecology, and systemic crisis, tracing how environmental, economic, and social turbulence shape one another. Central to his work is the human subject situated within the dense interrelations of nature, technology, and politics. By re-embedding ourselves and our tools within the living world rather than apart from it, Zamagni creates works that map a continuum from local-to-global phenomena and play with human-machine perception, following the evolution of a post-anthropocentric consciousness emerging from an entangled technosphere and biosphere. His practice develops a multi-scalar reading of disaster capitalism and its enduring impacts on planetary ecosystems.

SOCIAL MEDIA HANDLES:

 /matteo.zamagni

PROJECT

SUSPENDED MEMORIES

CHALLENGE 12:

Holding water in a shifting climate. Balancing needs, adapting to change, shaping the future

KEYWORDS:

- + Ecological memory + Regenerative ecosystems
- + Multi-species kinship

PROJECT SUMMARY:

Suspended Memories is a mixed reality experience and video essay exploring Emilia-Romagna’s lost wetlands and the consequences of territorial development. It investigates shifting flood patterns, the drivers of recent extremes, and whether regenerative ecologies can prevent future disasters in a region once home to one of Europe’s largest wetlands before drainage and industrial-agricultural growth reshaped it. The project unfolds in two parts: a VR-led installation reconstructs the Valle Padusa as a data-informed ecosystem through real-time simulations from remote sensing and field surveys, while a parallel video essay expands this space into a wider political and ecological narrative with interviews, archives, satellite data, sample analyses, and animations on reconstruction workflows and nature-based solutions. Combining geoscience, remote sensing, machine learning, ecological surveying, world-building, and spatial media, it forms a composite research engine that explores flood scenarios, surfaces ancestral knowledge, and informs regenerative policy. Moving beyond hard infrastructure toward kinship, it treats water as an archive of trauma and memory. A historical evocation of the Valle Padusa anchors the work, while the installation proposes nature-based pathways—wetland revival, riparian reforestation, and endemic species—to slow water, store carbon, and buffer extremes.



© Antonio Campanella

© Centro Studi Termali "Pietro d'Abano"


ARTIST


SARA BONAVENTURA


NATIONALITY: Italian

Sara Bonaventura is an Italian multimedia artist whose work blurs the line between scientific research and sci-fi narratives. Her research driven practice bridges media archaeology and new technologies, past and future. Her films and installations have been exhibited at prestigious venues worldwide: at the NYC Anthology Film Archives, the Ann Arbor Film Festival, the Athens Digital Arts Festival, the Amsterdam FIBER, at the 25th ISEA at ACC in Gwangju, the Cinemateca do MAM in Rio, at the MOMus in Thessaloniki, at Matadero in Madrid, the Boston CyberArts Gallery, etc. Her debut feature documentary, Forest Hymn for Little Girls, screened at the Thessaloniki Documentary Festival.

SOCIAL MEDIA HANDLES:

 /bonaventurasara

 /bonaventura.sara

 /sarabonaventura

PROJECT

THERMAL ALCHEMY

CHALLENGE II:

Re-imagining water. From sacred living heritage of thermal water to contemporary re-use

KEYWORDS:

+ Thermal waters + Multimedia + Material library
+ Fast Prototypes + Screendance

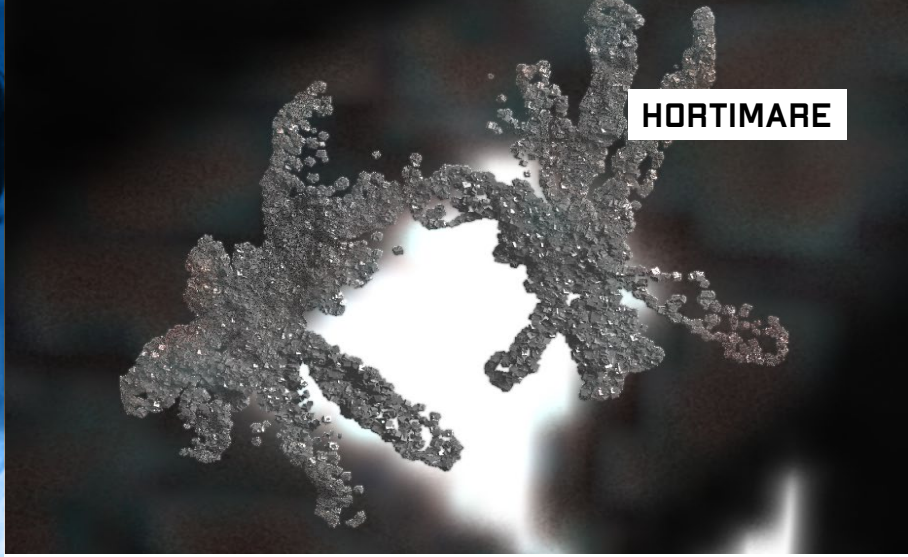
PROJECT SUMMARY:

Inspired by Montegrotto unique water management system and recent scientific literature drawing a parallel between nowadays hot springs and ancestral life on the planet, the multi-modal project aims to foster a new anthropology of water. It will combine scientific observation of geothermal processes and technological implementation through fast prototyping, producing props inspired by the filamentous cyanobacteria which grow in the mud biofilm. These props will serve a dual purpose: functioning both as floating tactile art pieces as well as costumes for an audio-visual screen dance with synchronized performers reenacting the biological aliveness of thermal waters. This unseen microscopic world will be magnified and translated into tangible experiences in a circular ecosystem. By immersing viewers in the intimate relationship between the body and this microscopic world, the project encourages a deeper perception of water, highlighting its geological deep time and functioning as an oracle for possible futures.



ARTISTS FROM

NETHERLANDS



ARTIST

CTRL + ALT

NATIONALITY: Belgian

CTRL + ALT is a Brussels-based collective exploring the intersection of technology, art, and research. We search for hidden narratives within data, transforming them into immersive experiences through light, sound, and projection.

PORTFOLIO:



<https://www.ctrlalt.be/projects/>

PROJECT

HOLOBIONTIC MIRROR: DESIGNING IMPOSSIBLE REALITIES IN MARINE MICROBIOLOGY

CHALLENGE 18:

A world in a well-plate: explore new tools to observe microscopic marine life and their Interdependencies through the lens of miniscule seaweed seedlings

KEYWORDS:

+ Microbial Life + Digital Twin
+ Speculative ecologies + Invisible worlds

PROJECT SUMMARY:

The Holobiontic Mirror explores marine microbial life through a digital twin of seaweed seedling ecologies. Blending scientific data with artistic imagination, it creates a parallel model to reveal, reimagine, and speculate on the invisible worlds shaping our water.




ARTIST

LIMU & LINDA ZIMMERMANN

Limu is a research initiative exploring seaweed as a living material, its biological properties, ecological importance, and its potential for applications that work with nature rather than against it. Rooted in sustainable sourcing and the support of seaweed farming communities, Limu approaches seaweed not simply as a raw ingredient, but as a living system with its own intelligence, aiming to protect both skin and oceans. Limu commissioned artist Linda Zimmermann to translate this research into ceramic form, creating a new sensory perspective on their scientific questions. Linda transforms seaweed ash into ceramic glaze, a literal skin over clay, using algae as a drawing medium and allowing the material to leave its own trace through the firing process. The result is not a representation of seaweed, but its residue: a record of transformation embedded in the surface itself. Together, they explore seaweed through science and art, asking what this material carries and what it leaves behind.

SOCIAL MEDIA HANDLES:

 /limucosmetics

PROJECT

LIMU COSMETICS

CHALLENGE 20:

Seeding Futures: Reimagining the Seaweed Economy

KEYWORDS:

+ Marine ecology + Seaweed as material + Seaweed cosmetics + Algae ash + Ceramic glaze + Material transformation + Living membrane + Trace and residue + Regenerative materials + Human-marine entanglement + Tidal ecology + Art and science collaboration + Coastal communities

PROJECT SUMMARY:

(s)kins of the sea is an interdisciplinary project at the intersection of ceramic art, marine ecology, and material research. Commissioned by Limu, the work was developed together with artist Linda Zimmermann to explore seaweed as a layered, living substance one whose properties sit at the boundary between organism, material, and skin. The project takes its title from the double meaning of the word skin: the protective surface of the body, and the glazed outer layer of a ceramic object. In both cases, the skin is not merely a covering it is a membrane that registers contact, holds memory, and negotiates between inside and outside. Seaweed, in this work, is the material that moves between those two meanings. It is the living skin of the ocean. Burned to ash, it becomes part of the glaze a new skin over clay. And in Limu's research, its bioactive compounds are studied for what they might offer to human skin. The same material, read across three different registers: ecological, artistic, and scientific. Together, Limu and Zimmermann trace a journey from tidal zones to firing kilns, from laboratory analysis to studio practice a conversation between ecological knowledge and artistic intuition about what it means to work responsibly with a living material.



HORTIMARE


ARTIST

WEEDWARE, KLARENBEEK & DROS

NATIONALITY: Netherlands

Klarenbeek & Dros, Designers of the Unusual (Eric Klarenbeek and Maartje Dros) collaborate on R&D and design projects since 2012, striving for local new economies and production chains, material development and durable design objects. For these projects they connect universities, high-tech companies as well as farmers with local producers. The Mycelium Project started with the creation of the Mycelium Chair (NL, 2010), which was published and exhibited extensively and resulted in the founding of a company for mycelium based products named Krown (NL, 2017). Also the studio worked on the development of biopolymers from local sources, 3D Bakery (NL, 2015), AMS 'Circular Supply Chain for the City' (NL, 2016) and the Algae Lab at Luma, Arles (FR, 2017), resulting in Algae based products by integrating durable and sustainable production methods. For integrating and introducing a seaweed based material and production network focusing on sea-farmed biopolymers they've installed ©Weedware B.V in 2021.

SOCIAL MEDIA HANDLES:

 /klarenbeek_dros

PROJECT

THE POLYSPACE PROJECT - GROWING FACADES FOR ECO-RESTORATIVE ARCHITECTURE

CHALLENGE IS:

Plastic attachment: Reimagine new substrates and marine infrastructures that align with the ethics of regenerative ocean farming and afforestation

KEYWORDS:

+ Eco-restorative + Polyspace + Design + 3D printing
+ Ai + Robotic fabrication

PROJECT SUMMARY:

Klarenbeek & Dros propose to further develop The Polyspace Project, an innovative research and design initiative that merges their long-standing expertise in 3D printing mycelium (since 2010) and algae-based biopolymers (since 2015). The project explores the integration of living organisms – specifically mycelium, algae, seaweed, and mosses – into functional, 3D-printed architectural components. Building on the success of the Growing Facade, a modular, eco-restorative wall system, this project aims to refine the symbiotic growth processes of these species through applied research, AI, and robotic fabrication.



WAAG

ARTIST

MICHAEL PINSKY

NATIONALITY: British

Michael Pinsky is a British artist whose international projects address climate change, urban design and societal wellbeing. Combining the roles of artist, planner, activist and researcher, he works with local communities to create ambitious installations shaped by their physical, social and political contexts. His work has been presented at TATE Britain, Saatchi Gallery, Victoria and Albert Museum, BALTIC, La Villette Paris and international biennials. His installation Pollution Pods has toured globally, from COP summits to Somerset House and TED Vancouver, receiving widespread recognition. A Royal College of Art graduate, he has received awards from RSA, British Council and Wellcome Trust.

SOCIAL MEDIA HANDLES:



<https://www.michaelpinsky.com>

PROJECT

GHOST FILTERS

CHALLENGE 17:

Contamination Paradox

KEYWORDS:

+ Data Fluid Loop + Poetry of water

PROJECT SUMMARY:

Ghost Filter brings the invisible residues within our water systems—microbial, chemical, and historical—into sensory focus, making them seen, heard, and smelled through a poetic installation. Rather than offering a scientific explanation of the Source-Separated Sanitation system, the project provokes deeper reflection on what it means to purify, to pollute, and to reimagine waste. At its centre is the Data Fluid Loop—an ambiguous sculptural structure containing scent capsules, simulations of both toxic and benign materials, and ambient soundscapes. This invites new ways of perceiving contamination beyond conventional categories. In alignment with the Contamination Paradox, the work resists binary thinking and instead frames waste as an emotional and historical landscape. Visitors are drawn into a sensual relationship with waterborne residues—encouraged to feel curiosity and reflection rather than repulsion. The aim is to shift perception and open dialogue about what we choose to filter out—not only in physical systems, but culturally and psychologically. Ghost Filter complements technical innovation in sanitation with imaginative, affective insight—revealing the complexity and poetry of water as a medium of memory, risk, and transformation.




ARTIST

MARC VILANOVA

NATIONALITY: Spanish

Marc Vilanova is a sound and visual artist based in Barcelona. His works take the form of expanded sculptures that create a dialogue between sound, light, and movement. Through technological and material experimentation, his practice engages with acoustic ecology, posthumanism, and the thresholds of perception. His intimate, sensorial environments invite deep listening as a form of environmental awareness, fostering attunement to the more-than-human world.

SOCIAL MEDIA HANDLES:

 /marcilanova_studio

PROJECT

LIMINAL ESTUARY

CHALLENGE 16:

Bodies of Water: Reimagining Co-Habitation in Times of Fluid Conflict

KEYWORDS:

+ Listening + Confluence + Resonance

PROJECT SUMMARY:

Liminal Estuary is a sonic inquiry into the Zeeland Delta, where fresh and salt water cultures converge in a landscape shaped by centuries of infrastructural control. The project investigates how underwater sound travels through this hybrid terrain and how human-made structures influence sonic ecologies and alter aquatic life.




home in the Danube Region

ARTISTS FROM

AUSTRIA

**ARTIST****PAULA NISHIJIMA****NATIONALITY:** Brazilian

Paula Nishijima is a Brazilian visual artist whose research-based practice weaves together scientific perspectives, decolonial poetics, and nonhuman cosmologies. Her work explores the nonlinear temporalities and patterns of living systems – drawing connections to the human political and ethical dimensions. Her artistic research is materialized and documented through various media, such as video, games, art installations, and sculptures. She has been nominated for the Oplineprize International (FR); the Bio Art and Design Award (NL); and has recently exhibited at IMPAKT, Utrecht (NL); Museum of Contemporary Art of Zagreb (HR); 20th Media Art Biennale WRO (PL) and LABoral Centro de Arte, Gijón (ES).

SOCIAL MEDIA HANDLES:
 /pkani
PROJECT**BETWEEN WATER'S MOODS****CHALLENGE 25:**

Floods or Droughts – Time to rethink water

KEYWORDS:

+ Floods + Droughts + Water extremes
 + Hydrological data + Forecasting system
 + Data-translation

PROJECT SUMMARY:

Between Water's Moods proposes a collective oracle device that generates water patterns as predictions, drawing on flood and drought forecasting systems. Inspired by tales of the Donauweibchen – said to warn humans of impending floods – the project explores alternative ways of listening to and sensing water, reconnecting the public with its emotional dimensions and ever-changing moods. Hydrological data will be translated into sound, waves, and vibrations to create patterns in water, symbolically representing its “swinging moods” – making them both visible and tactile. The public will be invited to interpret these patterns as an oracle and engage with a system that evolves through audience interaction.

Situated in the context of Vienna and the rhythms of the Danube, the project seeks to restore a collective memory of belonging to a landscape shaped by floods and droughts – moving beyond the technological mediation of forecasting systems to envision a more resilient cohabitation with water.



ARTIST

MISCHER'TRAXLER STUDIO

NATIONALITY: Austria

mischer'traxler studio is a artistic design practice founded by Katharina Mischer and Thomas Traxler in 2009. Based in Vienna, they create distinctive works that explore the complex relationship between humans and nature through storytelling, questioning and creating atmosphere. Their practice spans object design, interactive art, and installations, often balancing technology with craftsmanship. mischer'traxler studio's work is globally recognized for provoking thought, challenging perceptions, and engaging viewers. Their creations are exhibited in leading museums, festivals, and fairs, and are part of the permanent collections of prestigious institutions worldwide.

SOCIAL MEDIA HANDLES:



/mischertraxler.studio

PROJECT

THEMIS - DANUBE

CHALLENGE 23:

Keep the Danube Diverse

KEYWORDS:

- + Ecocentric design + More-than-human
- + Eco-voices + Data-driven storytelling
- + Multispecies presence

PROJECT SUMMARY:

Themis Danube will give voice to the river Danube as a living, entangled presence. Building on the ongoing Themis series, this new work will explore how ecological data—such as species diversity, pollution, and migration patterns—can shape visual forms and layered sound. In close collaboration with scientists and local communities, we will develop a digital avatar whose swarm-like expression features respond to the river's rhythms and real-time data. What would the Danube, as a living system, say? AI-generated voices may speak in plural, reflecting the complexity of the ecosystem. Rather than simulating nature, Themis Danube will be narrators between data and empathy. Installed in public or semi-public space, they invite not just learning, but connection. They help shift perception: from one species to an ecosystem, from river as backdrop or resource to river as subject—with dignity, agency, and a voice.



© Markus Bruckner



TU WIEN


ARTIST

REGINA HÜGLI

NATIONALITY: CH /GB

Regina Hügli is a photographer and multidisciplinary artist based in Vienna, Austria. Water sheds, source regions and water bodies are at the center of her work. She founded the association ONE BODY OF WATER as a vessel for transdisciplinary exchange and participatory events to connect to water. In 2023, she received the Austrian Neptune State Prize for Water in Art.

SOCIAL MEDIA HANDLES:

 /reginahuegli

PROJECT

RAIN TASTE SOIL DRINK

CHALLENGE 24:

Things go better with fresh and pure drinking water

KEYWORDS:

+ Urban Drinking Water, Water Quality, Taste, groundwater, pollution

PROJECT SUMMARY:

RAIN – TASTE – SOIL – DRINK is a multisensory, interactive installation and online platform that reconnects Viennese citizens with their hidden drinking water system. At its core is a mobile Water Tasting Bar, offering samples from Alpine springs, district wells, and urban fountains, each linked via QR-coded objects to stories, data, and multimedia content online.

In collaboration with TU Wien, the Federal Environment Agency, and MA31, the project investigates climate impacts, groundwater temperature shifts, and pollution from PFAS and microplastics. Experimental photography, macro videography, sound, and analog processes translate scientific insights into poetic, tangible experiences. Community events in socially diverse districts invite residents to taste, reflect, and share memories, which feed back into both the physical installation and the online platform. By merging art, science, and civic participation, the project fosters emotional connection, systems thinking, and a culture of care, with open-source, scalable tools for education, museums, and international networks.



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ARS ELECTRONICA

© Prof. Nicolaie Oprescu, 1977

ARTIST

IOANA VREME MOSER

NATIONALITY: Romanian

Ioana Vreme Moser (b. 1994) is a Romanian sound artist engaged with hardware electronics, speculative research, and tactile experimentation.

In her practice, she uses rough electronic and fluidic processes to obtain different materialities of movement and sound. She places components, streams and control voltages in different situations of interaction with her body, organic materials, lost and found items, and environmental stimuli. From these collisions, synthesised sounds emerge to carry personal narrations and observations on the history of technology, its production chains, wastelands, and entanglements in the natural world.

SOCIAL MEDIA HANDLES:



/ioana.vreme.moser

PROJECT

DANUBIAN FILAMENTS

CHALLENGE 22:

Invisible Water

KEYWORDS:

+ Shifting Cartographies + Fluidic Computers
+ Deltaic Contaminants

PROJECT SUMMARY:

Danubian Filaments maps the hidden industrial economies and their inherent contamination spread across the Danube's hydrographic basin from Linz to the Black Sea. Inspired by water computers like MONIAC and fluidic shapes and principles, the work sets out to create a hydro-pneumatic physical computer model which simulates through movement, sound and materiality how water is abstracted, circulated, and consumed within technological processes across the river all the way to the Delta.

Where river and sea converge, arsenic, mercury, uranium, and lead deposit as black sand. From these tiny grains, the project begins its inquiry, tracing through glass materialities toxic pathways and their entanglements with processes of technological acceleration. At once a fluidic computer and a critical cartography, Danubian Filaments unfolds as a transparent model and toolkit to reveal the inconspicuous web that technologies, water and ecosystems form along this vital river system.

what did the air smell like
in your future?

© Thomas Meyer


ARTIST

OPENFIELDS

NATIONALITY: Austria & Turkey

OpenFields is an interdisciplinary studio connecting architecture, technology, contemporary culture, and the environment. Co-led by Mark Balzar and Zeynep Aksöz Balzar, the practice integrates research, teaching, and design at TU Wien, IAAC Barcelona, and the University of Applied Arts Vienna. Mark, an Austrian licensed architect, brings extensive international experience, focusing on energy, technology, and urbanism. Zeynep, a Turkish architect and creative coder, explores algorithmic systems, AI embodiment, and ecological interaction. Together they develop innovative, collaborative approaches bridging human, nonhuman, and artificial agents, and their work has been widely exhibited and published internationally.

SOCIAL MEDIA HANDLES:

 /openfields_rs

PROJECT

FUTUROMAT

CHALLENGE 21:

Flowing cities

KEYWORDS:

+ Atmospheric Storytelling + Machine Learning
+ Participatory Design

PROJECT SUMMARY:

FUTUROMAT is a participatory project that invites citizens of Linz to imagine future relationships with the Danube—through atmosphere, storytelling, and shared sensory experiences. Rather than focusing on infrastructure or abstract data, FUTUROMAT explores how people feel about water futures: what they remember, what they imagine, and how these experiences might smell, sound, or feel in the air. Through community gatherings, workshops, and storytelling rituals, participants share personal and speculative climate stories—from past floods to visions of future urban life. These stories are translated into sensory “recipes” using machine learning.

FUTUROMAT experiments with new forms of participatory data gathering—ones that center emotion, embodiment, and creative interpretation. The project aims to spark dialogue about climate change and water in Linz, offering new tools for public engagement that connect environmental knowledge with everyday experience.

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