

EVA

Berlin

2025

Electronic Media
and Visual Arts

March 12, 2025 - March 14, 2025
SU6 @ Fraunhofer Heinrich-Hertz-Institut

Salzufer 6, 10587 Berlin
Entrance Otto-Dibelius-Straße, 4th floor

Conference Programme



Day 1: AI and the Arts
Wednesday, March 12: 9:00 am – 7:30 pm

08:45 am – 09:00 am Reception

09:45 am – 10:00 am Conference Opening

10:00 am – 10:30 am Keynote 1: Matteo Valeriani

10:30 am – 12:00 pm Session 1:
Generative Identities

Matilde Gardini and Cristiana Bartolomei: From Concept to Reality: Analyzing the Role of AI in Architectural Visualization and Design
Alessandro Basso, Caterina Palestini, Maurizio Perticarini and Giovanni Rasetti: D(A)nte's (I)nferno Representations Through Integrated A.I. and Parametric Drawing Techniques.
Katharina Weinstock: Memory, Ghosts and Trauma. AI-Generated Photorealism Beyond the Deepfake.
Abigail Rekas and Xinpeng Liu: Authorship and AI – Considering the Copyright Protection of AI Generated Materials

12:00 pm – 01:00 pm Lunch Break

01:00 pm – 03:00 pm Session 2:
CH between Draft and Signature

Ilan Manouach: Generative Palimpsests: The Feature Space of Synthetic Comics
Mar Morosse: Artificial Intelligence and Art History: Exploring New Dimensions in Cultural Analysis
Chiara Vitaloni: Rethinking an archaeological exposition through AI help: an Italian case study.
Caitlin Chan: Imagining in the dark, from William Henry Fox Talbot's The Latticed Window (1835) to Artificial Intelligence-generated images
Julio Velasco: AI in Artistic Creation: Tool, Gadget, or Aesthetic (R)evolution – Text/Image Platforms
Sofia Menconero and Leonardo Baglioni: AI and Landscape Painting: Perspective and Augmented Reality in Perugino's Annunciazione Ranieri

03:00 pm – 03:30 pm Coffee Break

03:30 pm – 05:30 pm Session 3:
Connected to the Machine

Isabelle Hamm: Generative AI and Art Mediation: Exploring Personalization, Participation, and Shared Experiences
Hava Aldouby: AI and the Human Condition: Michel Platnic's PostHum Condition (2023) as a Techno-Dystopian Inquiry
Ling Cui: AI Generated Art and Social Significance: Focusing on Douyin (TikTok)
Śławomir Nikiel: Concept Art Design and Generative Artificial Intelligence
Karam Al-Janabi, Hendrik Appel, Brian Eschrich, Robert Fischer, Maria Matthes and Monika Reich: Discussing AI with AI – Interacting with a Chatbot System
Brian Eschrich, Robert Fischer, Maria Matthes, Kelsang Mende and Monika Reich: Exploring Virtual Reality in an Exhibition Context/ Virtual Reality Demonstrator

05:30 pm – 07:30 pm
Poster Session, Exhibition, Performances

Day 2: CH Digitally Formatted
Thursday, March 13: 9:00 am – 7:00 pm

08:45 am – 09:00 am Reception

09:30 am – 11:00 am Session 1: Memory Twins I

Marinos Ioannides, Elena Karittevli, Panayiotis Panayiotou and Drew Baker: Beyond Digital Twins: Introducing the Memory Twin for Cultural Heritage
Yinhua Chu: Digital Ghosts: Flusser, Vampyrotheuthis, and Li Yi-Fan's Virtual Memories
Zijing Song and Christian Wagner: The Virtual Time Machine: An Artistic Exploration with Generative Artificial Intelligence in Heritage Practices
Jens Schröter: On Computer Simulation as Tool in the Humanities.

11:00 am – 11:20 am Coffee Break

**01:00 pm – 03:00 pm Session 2:
CH between Draft and Signature**

Enrica Bistagnino and Irene De Natale: Visualizing the Generative Identity of the City
Benjamin Feder and Daniel Johannes Meyer: ToHyVe: Walkable 360° Videos for Hybrid Formats
Beatrice Sartori: Discussing Liveness in Avatar Subjects within More-than-Human Performative Practices
Elke Reinhuber: Hong Kong Trolleys – A Case Study for Collecting Collective Memories

01:00 pm – 02:00 pm Lunch Break

02:00 pm – 3:30 pm Session 3: On Display – Experiencing the New Museum

Nele Schröder-Griebel, Manuel Hunziker, Daniel Haselbeck, Ekin Çelebi, David Plecher and Andrea Schmölder-Veit: Augmented Reality as a Mediation Tool in the Munich Museum of Casts: Methods and Potentials for an Interactive Museum Experience
Ulf Beyschlag: Mobile Museum
Tina Schneider, Jasper Funk-Smit and Jens Dobberthin: Transformation of a Dor Beetle – from a Scientific Collection Object to a Multimedia, Hybrid, Interactive and Barrier-free Experience
Francesca Fatta and Paola Raffa: From Museum to Theater Digital Humanities Tools towards include and Cultural Fruition

03:30 pm – 04:00 am Coffee Break

**04:00 pm – 05:45 pm Session 4:
CH In Conversation**

Thomas Weibel: The Antikythera Mechanism: Data Visualisation using Web-based Virtual Reality
Riccardo Rapparini: Broadcasting Architecture in the Age of New Media. Innovative Tools for Changing Times
Laura Farroni and Matteo Flavio Mancini: Data Transformation for Narratives Context: From Scientific Research to its Communication
Roberta Spallone, Chiara Teolato, Michele Russo, Marco Vitali, Valerio Palma, Enrico Pupi and Martina Rinascimento: Visualising Piffetti's Library in Villa Della Regina Museum: An Interdisciplinary Digital Project for Knowledge Accessibility

Francesco Stilo and Lorella Pizzonia: The Famedio by Leone Savoja at the Monumental Cemetery of Messina

05:45 pm – 06:00 pm Coffee Break

06:00 pm – 06:45 pm Keynote 2: Joachim Bauer

07:00 pm – 09:00 pm Social Event

Visit of Forum Digital Technologies (FDT) and of Innovation Center for Immersive Imaging Technologies (3IT) at Science Tech Space @ Fraunhofer Heinrich-Hertz-Institut, just a five-minute walk away. Buffet and drinks, followed by an open-ended get together.

**Day 3: Hybride Realities
Friday, March 14: 9:00 am – 6:30 pm**

08:45 am – 09:00 am Reception

**09:00 am – 10:30 am Session 1:
Knowledge Architectures**

Domenic Städtler: Authority Files for Search and Filter Options in the German Digital Library
Angela Kailus: Minimum Record Recommendation for Museums and Collections
Daniele Colistra, Marinella Arena and Domenico Mediatì: From Landscape to Fragment. Survey, Analysis, Digital Dissemination for the Cultural Industry
Frithjof Schwartz and Björn Böhme: Virtual Models from the Ego Perspective. A Development for Comparative Perception

10:30 am – 11:00 am Coffee Break

**11:00 am – 01:00 pm Session 2:
CH Digitally Reproduced**

Enrico Pupi and Piergiuseppe Rechichi. Optimizing Inference Conditioning Techniques In Image Generation For Participatory Urban Transformation.
Nele Schröder-Griebel, Nicola Lercari, Dario Calderone, Mina Samy Farred: Reproducing a masterpiece. Laocoon: molds, plaster casts, 3d-models

Lisa Pfeiffer, Bernhard Schurian, Eran Wolff and Frederik Berger: ELIO: Innovations in Object Digitalization and Business Models in the Cultural Sector

Ruth Reiche: Grimm4Geeks: Art meets Digital Humanities or an exploratory approach to Artistic Data Visualization using the example of the Children's and Household Tales of the Brothers Grimm

Andrea de Polo Saibanti: Kitodo, a Freeware and Open Source Content Management

01:00 pm – 02:00 pm Lunch Break

**02:00 pm – 03:30 pm Session 3:
Digital Experience**

Gregoire Rousseau: Radio Art in the Digital Condition: Cultural Network, Commons and form of Resistance.
Benjamin Feder and Daniel Johannes Meyer: DOMEconnect – Interactive Live Streaming Connecting Immersive Venues
Joerg Engster: Interaction, Immersion and Inclusion – a World of Botanical Experiences goes Digital!
Giovanni Caffio, Maurizio Unali and Fabio Zollo: The Influence of AI in Virtual Architectural Spaces: Cultural Hybridization and Aesthetic Recycling

03:30 pm – 04:00 pm Coffee Break

**04:00 pm – 05:15 pm
Session 4: What's on in Berlin**

Bernhard Strackenbrock and Birgit Tsuchiya: 3D Digitisation of 200 Benin Bronzes for the SPK (Stiftung Preußischer Kulturbesitz)
Andreas Bienert: The Nefertiti Hack
Dominik Lengyel, Lyubov Dimova: The New Tactile Model of Pergamon for Berlin
Dominik Lengyel, Jacopo Spinelli: The Visual Identity of a Conference between Science, Art, Museums and Technology

05:30 pm – 06:00 pm Keynote 3: Dirk Hagen

**06:00 pm – 06:30 pm Conference Closing
Remarks**