



MTF Aveiro 2021

Final Report



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1 MTF Labs Aveiro: Executive Summary

From Monday 11th to Saturday 16th of October, **MTF Labs** ran the second in its series of commissioned innovation events at Teatro Aveirense in the city of Aveiro. Building on the knowledge and experience gained at the first MTF Aveiro during the worst of the Covid pandemic crisis in 2020, the labs were organised and run with strict safety protocols in a refurbished venue with additional ventilation for the health and wellbeing of participants.

Representing a total of **26 countries**, **50 experts** were assembled in person and **8 global satellites** joined online for a week of **creative brainstorming, co-creation and response to grand challenges** under the theme ‘**Just Ocean**’, resulting in **13 original new projects** and a **final collaborative performance in six movements** which united **40 collaborators**.

As an integral part of MTF Labs Aveiro, the exclusive conference **MTF Aveiro Exclusives** featured **live inspirational presentations and performances** from **high-level experts** in the **United States, Britain, India, Brazil, Italy, Germany, Israel and Sweden** as well as international artists and scientists from around the world live on stage at the theatre in a blend of online video presentations and in-person exclusive VIP talks.

The **global MTF Satellites** which were initiated in 2020 to run simultaneously with the lab in Aveiro were expanded with an **open call** to universities, resulting in parallel activities at the nD:::studioLab at **York University in Toronto**, Institute of Design at **Illinois Institute of Technology in Chicago**, the Arte + Ciencia and Bioscénica interdisciplinary research group at the **Universidad Nacional Autónoma de México (UNAM) in Mexico City**, Labatelier Cymatics in **Rio de Janeiro**, the London College of Communication at the **University of the Arts in London**, MPLab at the **Liepaja University in Latvia**, raster-media in **Chemnitz**, and INESC at the **University of Porto**.

MTF also developed a **mentoring programme** for the **students of the University of Aveiro** with participating international experts from the arts and the sciences, in order to **support projects to develop further** after the week of collaborations. **Winners of 2020’s open call for videographers and filmmakers**, organised by MTF Labs and Aveiro City, were **commissioned for a second time** to document the process, this time with a **female film director in the lead**.



2 MTF Labs Aveiro Overview

MTF Labs Aveiro gathered **50 experts (45 sharing the space at any one time)** at **Teatro Aveirense** and **connected remotely to simultaneous MTF Satellite Labs events** taking place at universities around the world to collaborate on innovation projects. Participants represented 26 different nations. 14 separate projects including a 6-part oceanographic symphony were created, documented and performed *in situ* in Aveiro. In addition, live exclusive international contributions and multiple cocreation projects from 8 global satellites were presented. Feedback from the event has been overwhelmingly positive right across the board.

The following are some of the components that contributed to the successful outcome of this event:

- **A pathway to Aveiro ECoC2027.** The vision of the labs builds a pathway from the regular Aveiro Tech Week towards the Aveiro bid for European Capital of Culture 2027 reinforcing the city's emphasis on placing culture and creativity at the centre of technological innovation towards a more sustainable future. Using the precious Laguna de Aveiro as a living laboratory injected the labs with a special energy, and ensured that the broader city ecosystem had a vested interest in the successful running and outcomes of the event.
- **Links with the New European Bauhaus initiative.** MTF Labs Aveiro was curated and led by Michela Magas, member of President von der Leyen's New European Bauhaus High Level Round Table. The theme of the event, the challenges and ambitions aligned with the ethos of the New European Bauhaus and built on the missions of the High Level Round Table Concept Paper.

- **An acupuncture point in every participant's personal development.** MTF Labs were curated very carefully to enable natural collisions and intersections, and moments of realisation in a space for common understanding where no one can cancel the other one out. Long-term collaborations were initiated through real human experiences and revelations. These transformations served as “acupuncture points” in personal development providing a reality check and an injection of energy, inspiration, new knowledge and novel perspectives for ongoing projects or entirely new collaborations.
- **The mission.** Building upon the strong ecological theme of MTF Labs 2020 ‘Another Green World’, MTF Aveiro 2021 focused on the theme of ‘Just Ocean’ – a reference not only to ocean justice but also data collection practices that are Judicious, Unbiased, Safe and Transparent as well as other associations that expert participants chose or discovered as they experimented and listened to presentations by people they might not ordinarily have encountered in the course of their work.



- **Integration of the city's natural surroundings.** By locating the labs physically in the rich ecosystem of the Laguna de Aveiro, the experts found connections between each other's knowledge and experience, the unique character of the city, the people and the species whose daily lived experience is that of the physical place and its relationship to the water. This direct experience informed, infused and improved the projects that became the result of more than simply indoor laboratory experimentation but grounded in tangible experience. In addition, the excursions fostered more social bonds and interaction between participants, strengthening the collaborations and improving the likelihood of ongoing projects.
- **Curation of brilliant minds in the room.** Through a combination of an open call that emphasised local participation and carefully curated experts from the global MTF community of 8000 innovators, an extremely diverse, open-minded and complementary mix of individuals took part in MTF Aveiro, learning from each other, making together and sharing

in rapid knowledge transfer across disciplines. Among the 50 expert participants were: an oceanographer with a lifetime of experience working with Antarctic expeditions and the British oceanographic society; a Harvard PhD in the History of Science and of Critical Media Practice; a Project Officer for the EU Joint Research Centre; a biotechnologist and founder/director of the Universal Research Institute; a generative visual artist who has created interactive works for dance companies and displayed work at the Tate Modern Gallery in London; a neuroscientist researching at the intersection of brain-computer interfaces and creative expression; a PhD AI researcher working in cancer-related DNA sequencing as well as AI music composition; an Associate Professor of Computational Arts; an internationally awarded sound artist and researcher; and a creator of artificial life through AI generative visuals and biology-inspired technologies.



- **MTF Provocateurs: hands-on experimentation and brainstorming.** The week was infused with regular injections of ideas and expertise by provocateurs and coordinators which challenged preconceptions and stretched the participants to think beyond the boundaries of their usual experience. These were punctuated with invitations to experiment by utilising hands-on engagement with novel tools, techniques and methods of expression.
- **MTF Exclusives: inspirational talks, performances and presentations.** In addition to presentations of work by on-site participants in the labs, a series of invited guests, artists, scientists and creators around the world gave talks or performed remotely to inject the labs with huge amounts of inspiration every day throughout the week.
- **MTF Satellite open call.** For the first time, universities around the world were invited to participate remotely via an open call for submissions. MTF was approached by institutions including the University of the Arts in London, York University in Toronto, Illinois Institute of Technology in Chicago, the Arte + Ciencia and Bioscénica interdisciplinary research group at the Universidad Nacional Autónoma de México (UNAM) in Mexico City and others who wanted to connect their students to this innovation ecosystem and the exclusive online conference.
- **Legacy from ongoing collaborations.** Several participants who initiated collaborations at MTF Aveiro 2020 and continued to collaborate on major projects during the past year returned to evolve their projects further. The ongoing legacy of such collaborations is evident from several use cases. One ambitious art and science project between experts who met in Aveiro in 2020 has received major funding and has been premiered at a grand scale in

Slovenia in November 2021. A student in environmental sciences from the University of Aveiro who joined in 2020 returned as a researcher employed by the European Commission. A food designer who contributed to both events has initiated a collaboration with Aveiro ECoC 2027. As a result of the ongoing engagement in Portugal in MTF Labs in 2020 and 2021, two artists working with AI have moved their permanent residence from Berlin to Portugal in November 2021. Two famous Portuguese artists initiated major collaborations with international experts following the 2020 and 2021 editions, and the ongoing legacy for Aveiro continues through the continued exchange with global education and research institutions who joined as MTF Satellites.

- **Ongoing mentorship.** International experts from the arts and sciences have continued to act as mentors to local students who had started collaborations during the week of the labs, building a longer-term legacy for the projects and expanding the collaborations. In addition, representatives of the University of Aveiro are also being mentored by international academic partners to integrate these methodologies and pedagogical approaches into their work, opening the prospect of the University becoming a regular satellite labs location for other MTF Labs events that take place around the world on an ongoing basis.



- **Music as a social glue.** The synergies are built around the universal language of music, inspired by internationally successful artists and musicians in the lab. Music provided the common ground to form new creative partnerships, create new and unfamiliar forms of expression in response to the technologies, incorporate digital and physical samples, extract both data and tangible materials, and engage with experimentation within a final musical performance in front of an audience. The selection of the right musical director to take the role of coordination of this aspect of proceedings made for a coherent work that brought together many different artists (and others) into a seamless 6-part symphony.

- **Management of the Covid crisis:** MTF Aveiro drew on the experience of having cautiously but successfully run the labs at the peak of the pandemic the previous year. As in MTF Aveiro 2020, all participants followed strict rules about mask-wearing, hand sanitising and social distancing at all times. However, in contrast to 2020, Covid management protocols around the world were now significantly improved and developed. To travel to Aveiro, vaccinations are mandatory, contact tracing tracking systems are in place and mask-wearing on planes and public transport is now compulsory. In addition, vaccinations in Portugal were reportedly in a very good state¹ and, delta variant notwithstanding, the coronavirus pandemic appeared at something of a lull during this time. Despite all of those measures, rules within the labs remained more strict than those imposed by local legislation, and posters were placed around the venue to remind participants of their public health responsibility to their peers.
- **Diversity.** MTF Labs participants came from 26 countries, representing a wide range of age, background, gender identity, ethnicity, ability and specialism. Ensuring not just representation but radical inclusion opens doors for solutions that might not otherwise be considered and platforms important voices that might not otherwise be heard.
- **Countries represented: 50 experts and 8 global MTF Satellites represented a total of 26 countries** Angola, Argentina, Austria, Brazil, Bulgaria, Canada, China, Croatia, Colombia, Germany, Greece, India, Iran, Italy, Latvia, Lithuania, Mexico, New Zealand, Norway, Portugal, Slovenia, Spain, Sweden, United Kingdom, United States, Venezuela.



¹ Harlan, C. and. Alberti M., 2021. *Portugal has nearly run out of people to vaccinate. What comes next?* Washington Post, September 30, 2021. <https://www.washingtonpost.com/world/2021/09/30/portugal-vaccination-covid/>

Alan Macy Alexandra Antonopoulou Alfie Templeman André Araújo
Andrew Dubber Anya Yermakova Benham Dayyan Bitá Bordbar
Cindy Macy Daniel Rosero Débora Ferreira Umbelino (Surma)
Diana Vieira Dinis Mota Ed Rocha Gonçalves Feileacan McCormick
Francisca Siza Fransisca Tan Gjino Sutić Gonçalo Guiomar
Guilherme Martins Inês Meira Jake Dubber Joana Burd João Cardielos
João Coelho (Slow J) João Melo Konstantinos Damianakis
Luis Xandy Anjos Luis Clara Gomes (Moullinex) Madeleine Wöbbe
Mandi Chen Margarida Mendes Mariana Miguel Mark-David Hosale
Marta de Menezes Michela Magas Mónica Pedro Néstor Peixoto
Nuno Barbosa Nuno Sousa Pedro Almeida Pedro Ferreira Peter Keen
Petra Naydenov Robertina Sebjanič Rui Maia Scott Beibin
Sitara Kapur Sofia Crespo Vesna Petresin MTF Labs Aveiro 2021



m t f l a b s . n e t

3 Collaborative Projects

A week of creative brainstorming and co-creation in response to grand challenges under the theme ‘Just Ocean’ resulted in 13 original new collaborative projects and a final performance in six movements that united 40 collaborators.

3.1 Final Ensemble Performance: Sub-Littoral Mud

An audio-visual piece performed by 15 musicians and 5 visual artists, in six distinct movements.

This performance is inspired by the Marine Ecosystem Service Optimisation (MESO) scientific model of Carr, Keen, Pegg & Tillin (2018) using sound and images to express an underlying Bayesian Belief Network. This network maps human pressures through ecosystem processes to model the effect these have in ecosystem services. Ecosystem services define the benefits provided to us, humans, by a natural ecosystem. Sub Littoral Mud is the dominant habitat of the lagoon and Salinas in Aveiro. It references the fine-grain sediment of this low energy estuarine environment. By interpreting some of the model’s parameters from an artistic perspective, this performance merges two complementary narratives, sound and image, seeking to represent how the Aveiro lagoon’s water ecosystem is impacted by human activities. The piece consists of six movements: Baseline lagoon, Habitat changes, Extractive activities, Physical changes, Contamination, and Cataclysm.

Images captured in the location during the week were combined with archival film from the legacy of Aveiro filmmaker Vasco Afonso Branco. As part of the process, both sound and visuals were produced separately as two distinct, yet complementary narratives responding to the same model and structure, meeting for the first time at the time of the performance. By envisioning future scenarios, we can plan for the recovery and sustainable management of fragile habitats, yet of vital importance, for the benefit of human and non-human inhabitants.



The MTF Ensemble

The MTF Ensemble was born out of a desire to create a multidisciplinary performance that would include and connect a large number of participants from different areas in the 2021 MTF labs edition in Aveiro. With 15 musicians of very different backgrounds and styles willing to perform, Ed Rocha Gonçalves (in the role of musical director) found there was a need to implement an organisational framework that would be able to achieve 3 main outcomes:

- An organized, coherent final musical performance
- Every musician would have equal time to perform
- Every musician would perform in the style of their choosing, without external impositions

Also, since the piece would be accompanied by live visuals, Pedro Carvalho de Almeida (in the role of art director) would also be needing a framework to organize the visual artists in order to:

- Have a thematic source and structure for image creation and manipulation
- Create a tangent connection between the music and the visuals
- Create visual performative content for live implementation

The music team (Ed Rocha Gonçalves, Moullinex, Surma, Klin Klop, João Pedro Cardielos, Dinis Mota, Madeleine Wöbbe, Gonçalo Guiomar, Guilherme Martins, Konstantino Damianakis, Luís Xandy Anjos, Nestor Peixoto, Rui Maia, João Melo and Mandi Chen) and the visual team (Pedro Carvalho de Almeida, Petra Naydenov, Bitá Bordbar, Benham Dayyan and Pedro Ferreira) both agreed that, in the interest of allowing total creative freedom to all artists involved, ideally all restrictions would come from an external source, so the teams decided to approach some of the scientific presentations that took place during the week for inspiration. The physical proximity of the Aveiro Salinas and Lagoon (which the whole team visited on the first day) alongside the Marine

Ecosystem Service Optimisation (MESO) scientific model of Carr, Keen, Pegg & Tillin (2018) presentation by Peter Keen drew the teams to brainstorm the possibility of connecting the two, and developing the framework from the model presented by Peter.

In essence, the chosen model maps human pressures through ecosystem processes to model the effect these have in ecosystem services. By mapping the human pressures to the musicians as “inputs” and the effects of the ecosystem services to the visual artists as “outputs”, our framework started to take shape. The different pressures and effects present in the model were grouped into 5 “families”: “Baseline lagoon, Habitat changes, Extractive activities, Physical changes and Contamination”. These keywords served as inspiration both for the visual structure and the formation of 5 different groups of musicians, which organized organically according to their musical styles and instrumentations in relation to the group names. By dividing these groups into movements, we could achieve a final piece that would enable all the musicians to freely interpret the concepts in a musical style that is natural to them, and also a unique and original musical composition deeply connected to time and location in which it took place.



The Performance

1. BASELINE

- **Ed Rocha Gonçalves** - Behringer Deepmind 6, Moog Minitaur
- **Moullinex** - Moog Grandmother, Soma lab LYRA-8
- **Surma** - FX pedals, Theremin
- **Klin Klop** - AVA violin, Line 6 Helix

2. HABITAT CHANGES

- **João Pedro Cardielos** - Ableton Live, Novation Launchkey mini
- **Dinis Mota** - Fender Stratocaster American Special
- **Madeleine Wöbbe** - Lyrics

3. PHYSICAL CHANGE

- **Gonçalo Guiomar** - Ableton Live, Earthquaker devices pedals
- **Guilherme Martins** - Brain Drum, hand-built sequencer
- **Konstantino Damianakis** - Ableton Live
- **Luís Xandy Anjos** - Mindwave Mobile headset, Korg Kaossilator

4. CONTAMINATION

- **Nestor Peixoto** - Vocals, hand-built kinetic pedal, Traktor scratch pro

5. EXTRACTIVE ACTIVITIES

- **Rui Maia** - AKAI MPC Live
- **João Melo** - Eurorack modular system
- **Mandi Chen** - spoken word

6. CATAclysm

- All performers playing simultaneously.

Visuals

Visuals for all movements performed by:

- **Pedro Carvalho de Almeida** - Art direction, microscope video, handwriting and title design
- **Petra Naydenov** - Photography and video editing, production, live VJing
- **Pedro Ferreira** - Video manipulation, live VJing
- **Bita Bordbar** - Photography and video editing
- **Benham Dayyan** - Photography and video

Archival film excerpts from the documentary “O espelho da cidade” by Vasco Afonso Branco (1961) courtesy of Hugo Branco at VIC, Aveiro. All visuals were composed on Resolume Avenue 6 and performed live.



3.2 Siren



Siren is a ritualized performance inspired by the Aveiro para-hydromorphic Regosal - the constantly changing boundary between land and water. Breathing, voluntary and involuntary muscle movements and dual heartbeats compose the sound. The performance is accompanied by an interactive video-art piece edited from a film taken from a site-specific performance at the Aveiro wetlands.

- **Anya Yermakova** (performance, improvisation and composition)
- **Mónica Pedro** (fish skin harvesting and processing and location scouting)
- **Alexandra Antopoulou** (cinematography video art, costume and ritual, spoken word)
- **Alan Macy** (interactive bio-sensing and sound design)
- **Mark-David Hosale** (sound design and live electronic composition)
- **Konstantinos Damianikis** (video art and design)
- **Diana Vieira** (poetry and environmental science)
- **Cindy Macy** (breathing and spoken word)
- **Déborá Umbelino** (spoken word)
- **Gonçalo Guiomar** (vocals)
- **Scott Beibin** (data collection assistance)

3.3 Sink



Like many cities on our coastline, Aveiro will be underwater in 30 years if we don't do anything about it. SINK is a piece evoking the memories of a city that is about to sink, with singers performing in a sink, recorded with hydrophones. One of the project's outputs was the creation of a free downloadable software instrument called the "Nestorphone" available for download on Github at: <https://github.com/ekkolabs/nestorphone>

- **Néstor Peixoto**
- **Vesna Petresin**
- **Ed Rocha Goncalves**
- **Luis Clara Gomes**

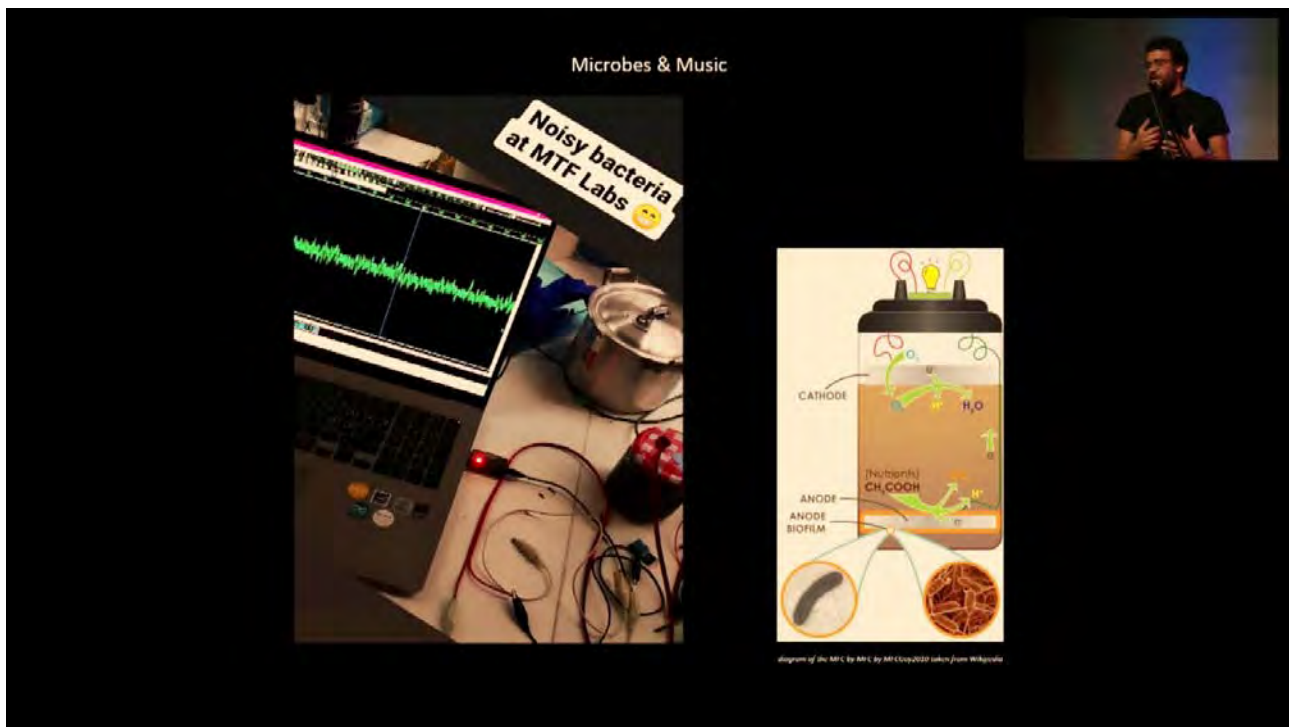


3.4 Music for Solo

One of the inspirations to make music that represents the parameters of the physical changes (waves) at the sublittoral mud ensemble performance was to recreate the experience Music for Solo Performer of Alvin Lucier (1965) using electrophysiological signals to trigger MIDI messages sent directly to a custom percussion instrument with mechanical actuators and also to other synths from a brain-computer interface sequencer software (aka [MEME] music).

- **Luis Anjos** (MEME, neurosky mindwave mobile, kaossilator korg)
- **Guilherme Martins** (custom sequencers and brain drums)

3.5 Biohack



Built improvised biological batteries with microbes and used the energy output of these to modulate MIDI signals.

- **Gjino Šutić**
- **Daniel Rosero**

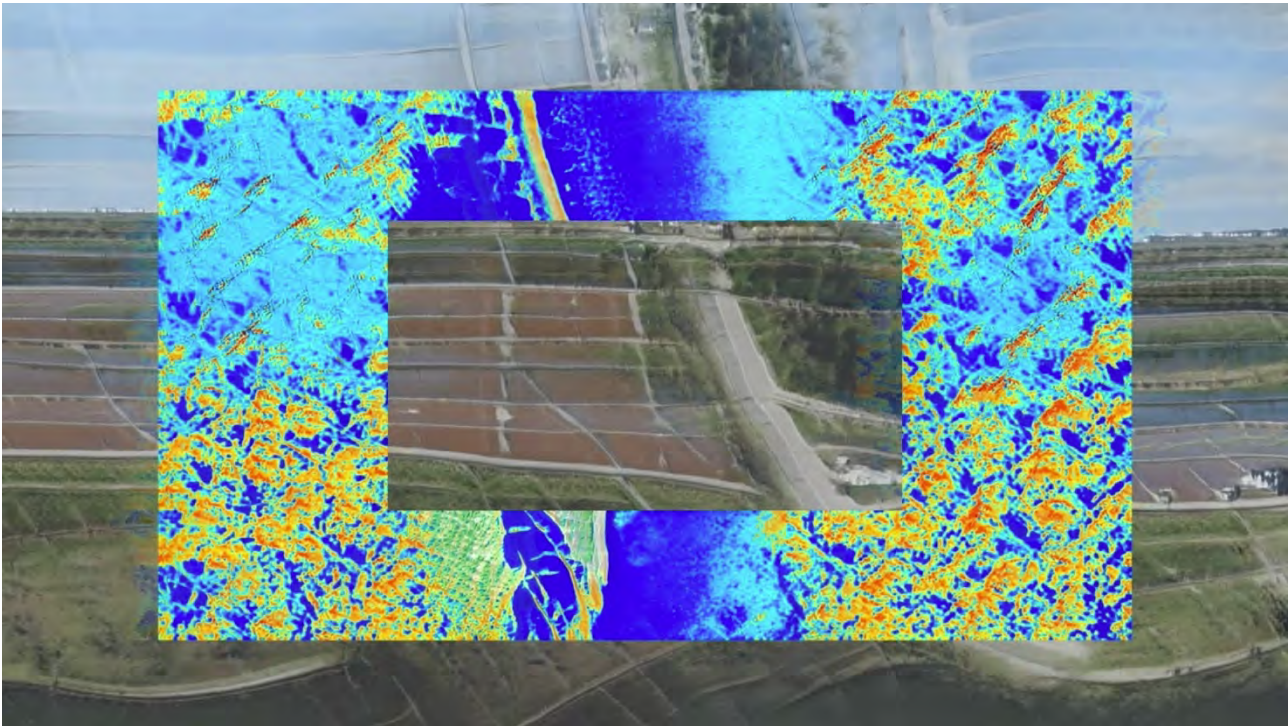
3.6 Invertebrate Coastline



Recordings of local wildlife and plants turned into a piece of music with overtone singing

- **Néstor Peixoto**
- **Daniel Rosero**

3.7 Aqua(l)formings 2.0



Salinas of Aveiro

Audio - Visual performance

Aveiro's salinas, pools of salt in the making, the evaporating ocean, migratory birds, shrimps, highly adapted flora and fauna. This landscape space is at once an interface between the human and the more-than-human, a gradient from the native to extreme. Field recordings of the local conditions, the water acoustics of the pools, countless images and experienced moments are woven together to attempt to unveil the many stories of the salinas: as crucial spaces for biodiversity, as vulnerable spaces to rising seas and weather changes, as a potential for nurturing empathic interspecies development.

- **Feileacan McCormick**
- **Sofia Crespo**
- **Robertina Šebjanič**

3.8 Oceans



A letter to the ocean from Mota's 19 year-old self, made in a beautiful afternoon, with the initial motivation of creating a song about how the ocean can have so much impact on everyone's life, and what would a 5 year old kid say to the ocean. Instrumental produced by Madeleine Elliott.

- **Dinis Mota**
- **Madeleine Elliott**
- **Peter Keen**
- **Anya Yermakova**



3.9 Mermaid's Lament



As the sea levels rise, the former coast becomes diffused in entanglements of ocean and land. Aquatic life forms such as Mermaids move inland and adapt to a new terrain. Mermaid's Lament aims to raise awareness of the environmental impact caused by the rise of sea levels and the loss of coastline. The sea is rising at an increasing rate in the last years and will continue to affect both the aquatic ecosystem and the population that lives in coastal areas with floods, erosion, storms and threats to the urban infrastructures.

- **Sitara Kapur**
- **João Melo**
- **Assunta Alegiani**
- **Pedro Ferreira**
- **Guilherme Martins**

3.10 OSCean



Music is all about gestures. OSCean focuses on allowing the ocean to act as a gesture executer, so it can be used in real-time by any digital artist by being received as OSC protocol messages, in order to use the data to control their performances / compositions / installations.



Using low-cost hardware, the prototype streams real-time measurements from the connected sensors to anyone who wants to use this data. The prototype uses a waterproof temperature sensor and external ambient light sensor, but more sensors will be added in the future, such as a 3-axis accelerometer, external temperature, humidity, and so on.

This project contributes to both arts and sciences. It allows for artistic gesture expression using the ocean but is also a scientific tool for ocean measurement study over time.

This project can be easily scaled and replicated. The project repository and more information can be found here: <https://github.com/danielrosero/OSCean>

- Daniel Rosero
- Peter Keen

3.11 Immersio



Live performance over video of Vesna walking into the ocean

- **Vesna Petresin**
- **Francisca Siza**
- **Luis Clara Gomes**
- **Néstor Peixoto**



3.12 In the Morning Hear Them Singing



Semi-improvised mixed media audiovisual performance (hydrophone field recordings, found objects, live-electronics, live microscope projection, computer vision, supervised neural networks) by Konstantinos Damianakis and Pedro Ferreira.

Inspired by Italo Calvino's "Thin City" (from his book, *Invisible Cities*) as well as the recent events of flooding in various cities around the world, Konstantinos Damianakis and Pedro Ferreira gathered fragments of sounds and objects around the city of Aveiro, Portugal - where the piece was performed - and created an alternative possible world taken over by mythical aquatic creatures: singing nymphs and naiads. The piece was performed by creating a small interactive ecosystem with various interconnected parts, including objects found around Aveiro, a microscope that captured and transmitted a micro-visual perspective of Pedro's object performance, a laptop that reproduced the precomposed parts and run a supervised (pre-trained) neural network that performed sound as a reaction to the object performance, and a sampler-granulator combo performed by Konstantinos as a reaction to the object-light performance. All sounds were recorded during the week mainly using a hydrophone to explore the soundscape of the salinas' interior and the city's canals.

- **Konstantinos Damianakis**
- **Pedro Ferreira**



3.13 Limbo



LIMBO (2021) is a Live Sound and Live Visuals performance that reflects on the rise of the sea levels environmental issue, its impact and effects in our cities and countries. Being both the visuals and the sound designs constructed in an improvised live performance, that synesthetic relationship is also indeed dialectic: how to construct a live sound thinking of a visual impact and how to construct a live visual to be “disturbed” by the sound. Or, in simpler terms, how to paint with music and how to play music with paint. From this, the voyage about our impact in the loss of our cities, of our biodiversity, on our heritage is a meditative, immersive, and reflective act, and a both personal and collective experience.

- **André Araújo**
- **Nuno Sousa**
- **Tiago Margaça**
- **Marta de Menezes**

3.14 Alga



What will it look like when organisms such as algae start to take over the urban landscapes that are close to shores with the rise of sea levels? This work takes a closer look at algae collected from the Portuguese coast. The work presents algae as moving molecular pieces and fragments that overlap and disintegrate into abstract tactile textures together with an underwater sonically environment.

- Super 8mm film and sound: **Pedro Ferreira**

4 MTF Satellites



The MTF Labs Aveiro Satellites brought together eight university or research institutions around the world to work together on projects around the theme 'Just Ocean'. The satellites included participants from York University in Toronto, Illinois Institute of Technology in Chicago, Arte and Ciencia Bioscénica in Mexico City, Labatier Cymatics in Rio de Janeiro, London College of Communication - University of the Arts in London, MPLab from Liepaja University in Latvia, Raster-Media in Chemnitz and the Sound and Music Computing group at the University of Porto. In addition to the eight global satellites who attended online, students from the University of Aveiro joined the MTF Labs in person.

The international satellites involved participants from diverse cultures, disciplines and Higher Education levels; from Foundation, Undergraduate and Masters students to PhD and Postdoc Researchers. The multidisciplinary cohort of participants attended an intensive week of the high-profile events and talks that were organised as part of the MTF event program as well as brainstorming sessions specifically designed to inspire and guide their projects. The satellite events were coordinated, designed and run by the MTF satellite coordinator Dr Alexandra Antonopoulou from University of the Arts London while each satellite had local coordinators that managed the different institutions' student participants.

Over the first three days, the satellite participants introduced each other during satellite rendezvous and subsequently took part in intense, twelve-hour online brainstorming sessions which involved provocations and feedback from high profile experts and practitioners from the multidisciplinary MTF expert group in Aveiro. These sessions inspired the participants as well as provided expert guidance and feedback on Ocean Sustainability, Ocean Justice, Science Communication and Art and Science discourses.

The satellites collaborated intensively for a week while on the last day four of the institutions who participated online sent videos responses that communicated their projects. Those were showcased during the final MTF performances. You can watch some of their responses below.

The University of Aveiro students, coordinated by **Pedro Carvalho de Almeida** performed live at the MTF final show.

The final performances were live-streamed around the world and are available online.

MTF Satellites Coordinator

Alexandra Antonopoulou

Alexandra Antonopoulou is a UK based designer and a Course Leader at the University of the Arts London. Alexandra has also taught design, story-making and immersive environments modules at Goldsmiths and the Royal College of Art. Her work engages with wider discourses on art and design pedagogy, myths and fairytales, interdisciplinary collaboration, and science communication. Her artistic practice has been showcased in various galleries including the Victoria and Albert Museum, the Tate Modern Gallery and the London Design Museum. Her research examines child-play as well as story-making, performance and design as tools for criticality and everyday invention. Alexandra Antonopoulou holds a Ph.D. in Design from Goldsmiths.



Collaborative works

Bioscenica, Art+Science Research Group, Universidad Nacional Autónoma de México (UNAM), Mexico City

Coordinator: **Minerva H. Trejo**

Instructions in 13 steps to create an Ice core: Register your ice buildup over time; use milk and shells; Water – ice sculptures – melting time-lapse – animation; Musical soundtrack related to the dripping and melting; One block suspended by ropes.

<https://vimeo.com/633661018>

Senior researchers:

Euridice Navarro Villagomez

Marco Antonio Lara

Maria Antonia Gonzalez Valerio

Minerva H Trejo

Rob Madrid

Vania Fortuna



York University in Toronto – nD::StudioLab

Coordinators: **Ilze Briede, Marcus Gordon, and Filiz Eryilmaz**

Large-scale collaborative work: large screens, violinist, petri dishes, data reading off the music, keyboards, interacting with biological specimens under microscope, visual coding to create 3D light structures and networks. Crystal formation in microscopic environments, cymatic experiments with different oceanographic materials

Post-graduate students: **Marcus Gordon, Rory Hoy, Kwame Kyei-Boateng, Grace Grothaus, Lucy Laconon, Filiz Eryilmaz, Ilze Briede [Kavi]. Frank Tsonis**

<https://youtu.be/vbK1ywyoxMU>



University of the Arts London (UAL) – London College of Communication

Coordinators: **Henrietta Ross and Lucy Orr**

Students across all education levels: **Charis Ng, Justine Chung, Jieyi Zheng, Nosakphol Thokukiatkul, Nihal Nazeer, Sukriti Khurana, Yuqiao Zheng and Yat Shung Tang**

1. Land-water "boundary" – Un-terrestrializing
 - a. Made a storyboard of how it would come together
2. Virtual Exhibition of MTF. VR gallery
 - a. Ocean Diaries – collected from over 20 ppl Video collage
 - b. Animated Jellyfish illustration
 - c. Origins of Life montage video – Yat Shung Kan Kevin – on the development of the earliest life forms in hydrothermal vents at the bottom of the oceans – LUCA genetic code found in all life forms today. Development of eyes, legs, all life came from the sea
 - d. Pollution illustration
 - e. Black and white photography series
 - f. Interactive illustration of coral reef

<https://youtu.be/thYkqplbyMY>



Liepaja University Latvia – MPLab

Coordinators: **Paula Vitola, Rogier Jupijn and Ana Priedola**

Short art film showcasing the research and experimentation as well as the video and musical creativity. Ocean scenes in glass jars. UV Lab – black light.

<https://youtu.be/wPTwtY7gSQY>

5 MTF Exclusives

Monday 11 Oct

11:00-13:00

Tour around the salt pans, guided by Sofia Crespo and Feileacan McCormick (*live-streamed to global participants from the MTF Satellites*)

14:00 - 16:00

Welcome to Aveiro

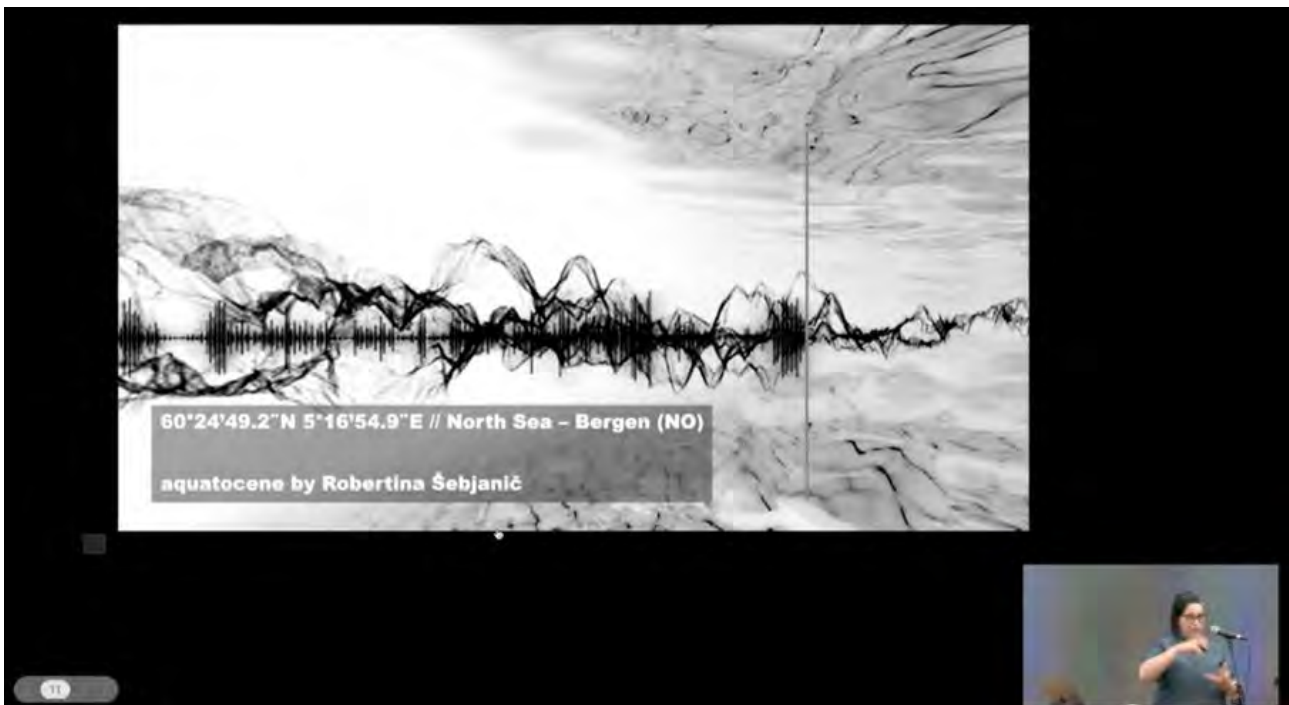


Sofia Crespo and Feileacan McCormick

Sofia Crespo is an artist working with a huge interest in biology-inspired technologies. One of her main focuses is the way organic life uses artificial mechanisms to simulate itself and evolve, this implying the idea that technologies are a biased product of the organic life that created them and not a completely separated object. Crespo looks at the similarities between techniques of AI image formation, and the way that humans express themselves creatively and cognitively recognize their world. Her work brings into question the potential of AI in artistic practice and its ability to reshape our understandings of creativity. On the side, she is also hugely concerned with the dynamic change in the role of the artists working with machine learning techniques.

Feileacan McCormick is a Norwegian artist, researcher & former architect based in Berlin whose practice meditates on ecology, nature & generative arts, with a focus on giving non-human new forms of presence & life in digital space.

Watch: <https://www.youtube.com/watch?v=glsb4j-KamA>



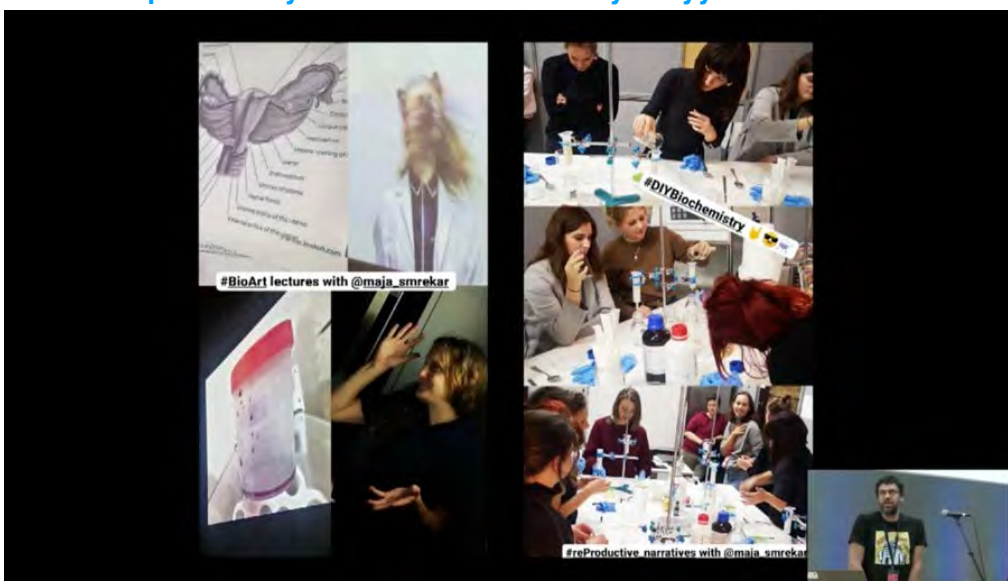
Robertina Šebjanič and Gjino Šutić

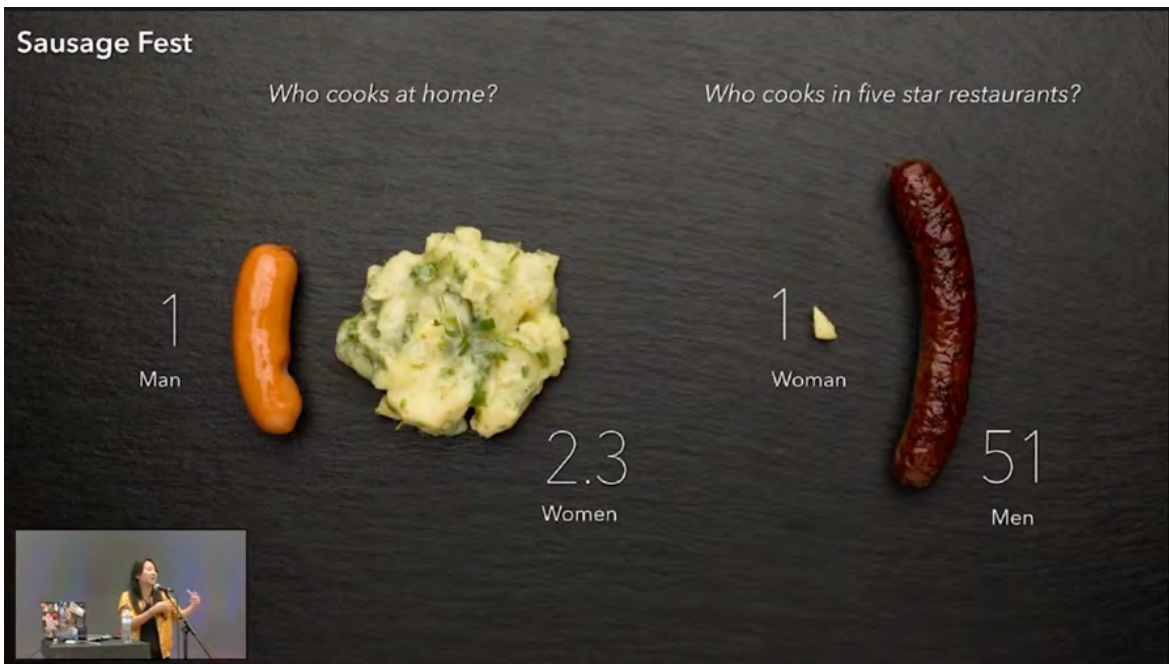
Robertina Šebjanič is an internationally awarded artist, whose work revolves around the biological, chemical, political and cultural realities of aquatic environments and explores humankind's impact on other species and on the rights of non-human entities while calling for strategies emphatic towards other species to be adopted. In her analysis of the theoretical framework of the Anthropocene, the artist uses the term 'aquatocene' and 'aquaforming' to refer to humans' impact on aquatic environments.

Gjino Šutić is a biotechnologist, a postmodern intermedia artist, innovator & educator. He is the founder and director of Universal Research Institute & Gen0 Industries. Gjino conducts research in several fields of science (such as biotechnology, bioelectronics, experimental electronics, ecological engineering) and postmodern new media art, such as bio art, digital art, installation art, multimedia art & hybrid art).

Watch: <https://www.youtube.com/watch?v=7PJk8soyOr4>

Watch: <https://www.youtube.com/watch?v=yChCyyebQVc>





Fransisca Tan

Austrian-based food experience designer with a background as Master in Cognitive Science, communication, media and IT. Her projects such as the Vienna Food Festival, Data Cuisine, or the Social Business Restaurant »KANTINE in der Brotfabrik« attempt to use the topic of food as a way to build bridges. She sees food as a most basic human experience that connects and enables to access complex structures & concepts such as our sense of identity, traditions & cultures, politics & environment, nutrition and the like, in a playful, multi-sensory and delicate way - one bite at a time. Her most recent project in Koh Phangan, Thailand - where she was stranded when the WHO announced the pandemic - made her grow and explore the importance of community building on a level that she considers beyond words.

Watch: <https://www.youtube.com/watch?v=mj9DkkOCiyQ>

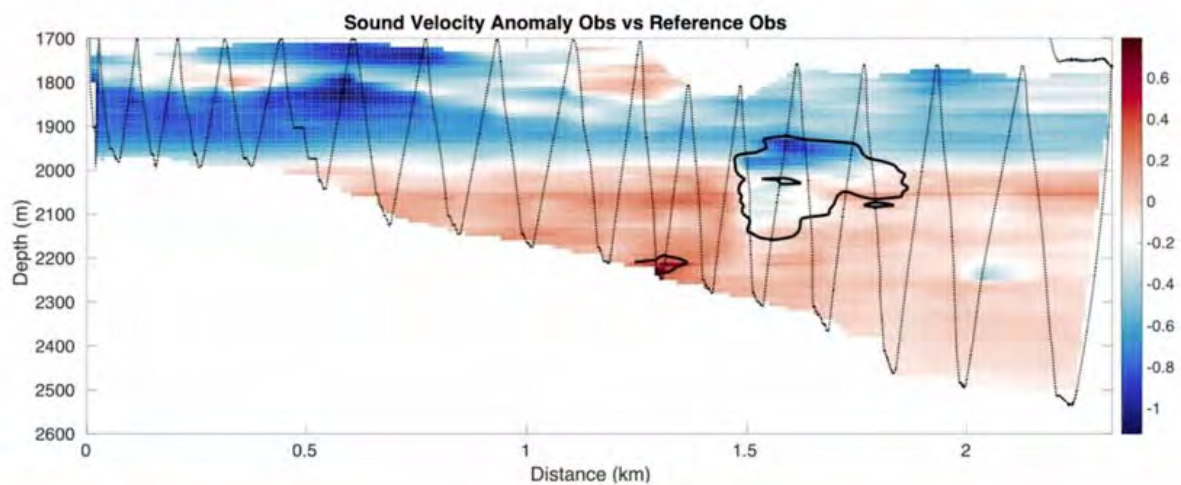


17:00 - 19:00

Anya Yermakova: Un-terrestrialising

Anya Yermakova is a composer, sound artist, and historian/philosopher of logic, PhD graduate and Fellow of Harvard. In her body-centric methods, she employs acousmatic material, archival traces, and performance research, with the aim of enlivening the non-binary constructs beneath//above the forceful binarism in the world today. Recently she defended her PhD in History of Science and in Critical Media Practice at Harvard. Presently she is the artist/scholar-in-residence with the Ocean Memory Project.

Watch: <https://www.youtube.com/watch?v=xckdq5rLYxc>



Peter Keen: measuring sound velocity in the oceans

Peter Keen M.Sc, B.Sc, MIMarEST, has been monitoring the environment for over 25 years. Peter has been variously involved in air quality monitoring programmes; conducting coastal and deep sea oceanography; sampling benthic sediments; studying the biota both macroscopically and microscopically; following fresh water as it makes its way through a catchment; and analysing it as it comes out the other end. During his tenure at the UK Ocean Research Service Peter worked with the Sensors and Mooring Group and became involved in many high profile oceanographic and climate projects such as the RAPID climate change mooring array across the Atlantic at 24° N, and the multi-year CROZEX series of cruises studying natural iron enrichment in the south Indian Ocean in the vicinity of the Crozet plateau. His active engagement with these and similar projects led him to spend nearly half his time at sea during the years he spent with the NOC.

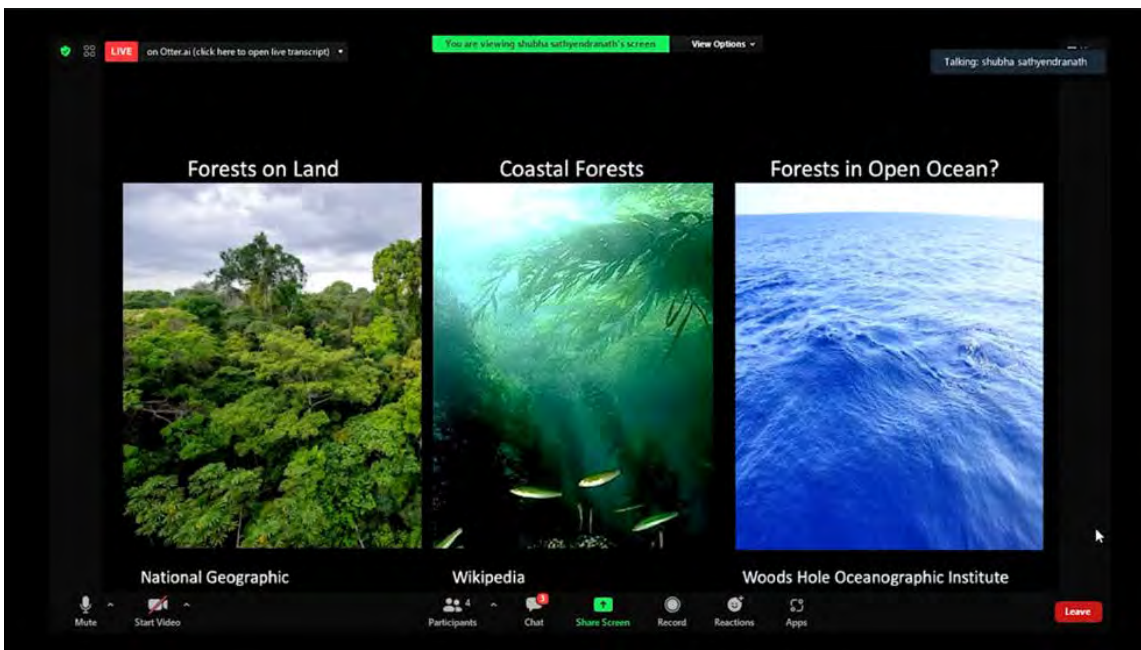
Watch: <https://www.youtube.com/watch?v=6E2Qjn7QrEc>



Marta de Menezes

Marta de Menezes is a Portuguese artist with an MA in Fine Arts, Univ. Lisbon, an MSt in History of Art and Visual Culture, Univ. Oxford, and a PhD candidate, Univ. Leiden. She has been exploring the intersection between Art and Biology, working in research laboratories demonstrating that new biological technologies can be used as new art mediums. Her work has been presented in exhibitions, articles and lectures worldwide. She is the artistic director of Ectopia and Director of Cultivamos Cultura.

Watch: <https://www.youtube.com/watch?v=6hupsVLv5Oc>



20:00 - 21:00

MTF Exclusive: Ravi Kapur, Dr Shubha Sathyendranath, Dr Thomas Jackson – live from Plymouth UK

Ocean science and the arts: Taking the pulse of the planet with satellite ocean data

Watch: <https://www.youtube.com/watch?v=3O3Klu7cBe4>

Ravi Kapur

Ravi Kapur is a multi-disciplinary producer and social innovator who has worked for 25 years at the interface of media, education, science communication, social policy, technology, the arts and music. He has founded multiple commercial and non-profit ventures in these fields, and is a senior advisor on numerous projects relating to climate change, environmental communications and the role of space technology for social good. He is the founder and managing director of Imperative Space, a multi-disciplinary media, education, technology and innovation company working across the space sector. He was the founding director of the Innovation Challenges programme at NESTA in the UK, where he funded large scale interventions in carbon reduction, energy efficiency, health care innovation, social care and education. As a filmmaker, Ravi has produced and directed hundreds of short films on science, technology, engineering and innovation, and has made numerous longer-form documentary films for television and independent distribution in science, current affairs and the arts. As an occasional composer and music producer, he has scored a number of documentaries and short films and has previously collaborated as a musician in various genres. He has also worked as a journalist in print, radio and television.

Dr Shubha Sathyendranath

Dr Shubha Sathyendranath is a Senior Scientist and the Head of Remote Sensing and Marine Optics at Plymouth Marine Laboratory, and Assistant Director for the Partnership for the Observation of the Global Oceans. Shubha has almost 40 years experience in the field of marine optics and remote sensing of ocean colour. Her interests include bio-optical properties of phytoplankton, marine primary production, biological-physical feedbacks in the ocean, phytoplankton phenology, ecological provinces in the ocean, development of algorithms for remote-sensing of phytoplankton and the use of ocean-colour data in climate studies. She has over 200 publications on these and related topics. A native of India, she has worked in India, France, Canada and the U.K. Her many scientific contributions have been recognized by the award of the Grande Médaille Albert 1er (Monaco). She has devoted considerable effort to capacity building in developing countries (for which she has received the IOC-UNESCO N.K. Pannikar Medal). She is currently the Science Lead for the ocean-colour component of the Climate Change Initiative of the European Space Agency.

Dr Thomas Jackson

Dr Thomas Jackson is the Ocean Colour Climate Change Initiative Research Scientist at Plymouth Marine Laboratory in the UK. Thomas's work looks at many aspects of marine biology and optics but his primary focus is on oceanic remote sensing and algal photo-physiology. He is working to create a high quality, consistent, error-characterised, set of remote sensing data products for the global oceans and is involved in a number of 'citizen science' initiatives to gather additional data about the oceans.

21:00 - 22:00

Satellite Rendezvous I: York Toronto, IIT Chicago, Arte + Ciencia and Bioscénica Mexico City, Labatier Cymatics Rio de Janeiro

Tuesday 12 Oct

11:00-13:00

Provocateurs: Alexandra Antonopoulou and Michela Magas (Brainstorming global sessions)

Satellite Rendezvous II: LCC, University of the Arts London, University of Porto, Liepaja University, Raster Media Chemnitz

14:00 - 16:00

Provocateurs: Robertina Šebjanič/Gjino Šutić (Brainstorming global sessions)

17:00 - 19:00

Provocateurs: Margarida Mendes/Markus Reymann (Brainstorming global sessions)



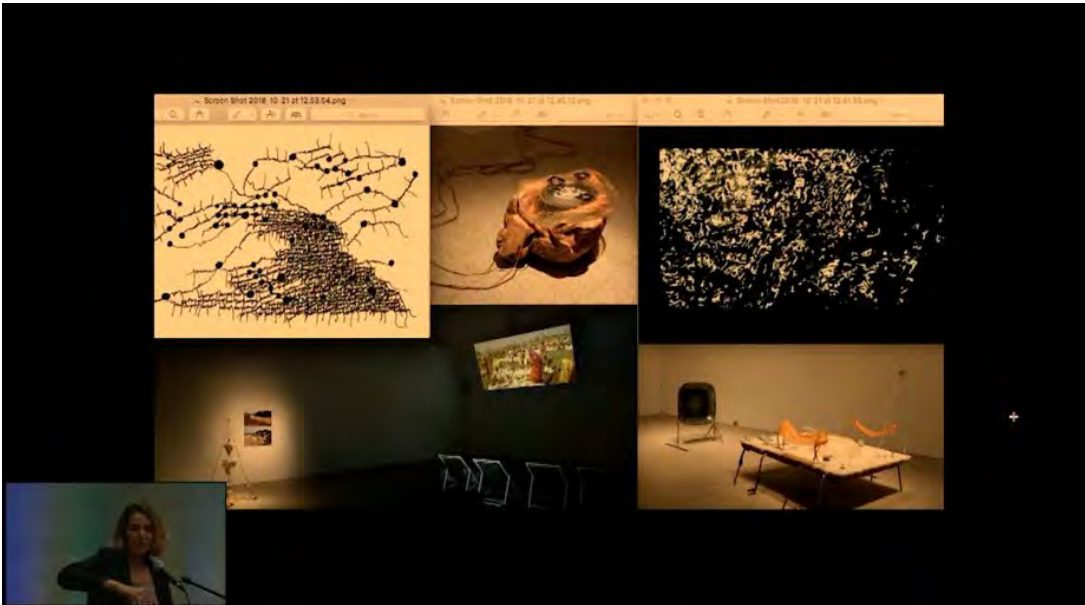
20:00 - 20:30

MTF Exclusive: Markus Reymann, TBA 21 / Ocean Space - live from Venice

Markus Reymann is Director of TBA21–Academy, a non-profit cultural organization he co-founded in 2011 that fosters interdisciplinary dialogue and exchange surrounding the most urgent ecological, social, and economic issues facing our oceans today. Reymann leads the Academy's engagement with artists, activists, scientists, and policy-makers worldwide, resulting in the creation of new commissions, new bodies of knowledge, and new policies advancing the conservation and protection

of the oceans. In March 2019, TBA21–Academy launched Ocean Space, a new global port for ocean literacy, research, and advocacy. Located in the restored Church of San Lorenzo in Venice, Italy, Ocean Space is activated by the itinerant Academy and its network of partners, including universities, NGOs, museums, government agencies, and research institutes from around the world.

Watch: https://www.youtube.com/watch?v=OGjRmMov-_A

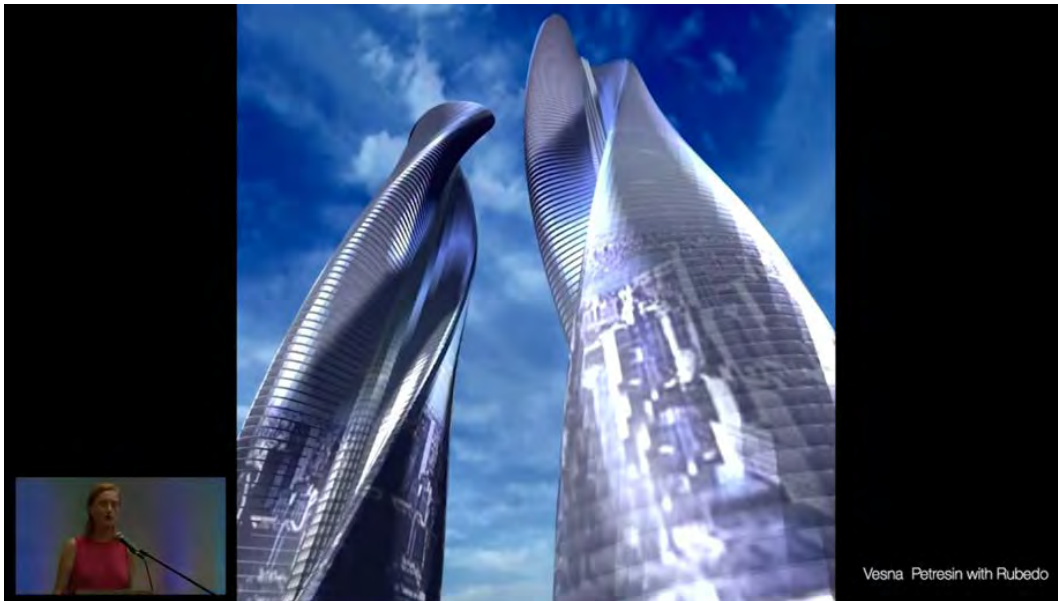


20:30 - 21:00

Margarida Mendes

Margarida Mendes's research explores the overlap between infrastructure, ecology, experimental film, and sound practices, investigating environmental transformations and their impact on societal structures and cultural production. She is interested in exploring alternative modes of education and political resilience through her curatorial practice and activism. She is consultant for environmental NGOs working on marine policy and deep sea mining and has directed several educational platforms, such as *escuelita*, an informal school at Centro de Arte Dos de Mayo – CA2M, Madrid; *The Barber Shop* project space in Lisbon dedicated to transdisciplinary research; and the ecological inquiry curatorial research platform *The World In Which We Occur/Matter in Flux*. She is a PhD candidate at the Centre for Research Architecture, Goldsmiths University of London.

Watch: <https://www.youtube.com/watch?v=cq8tAD-ouGc>

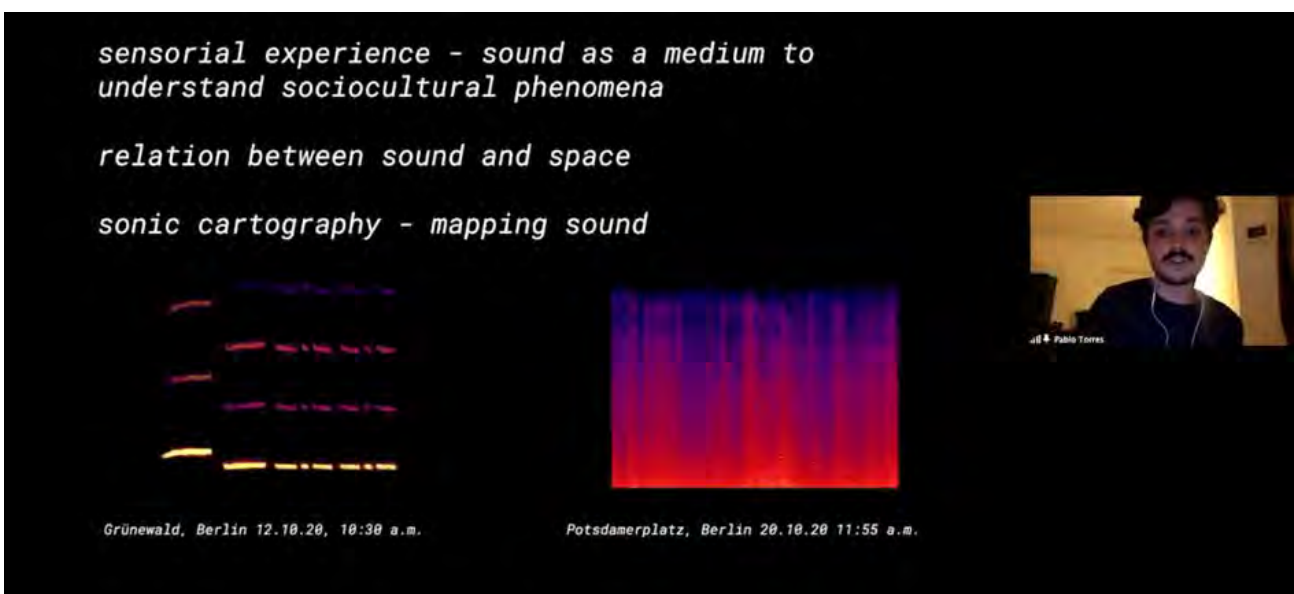


21:00 - 21:30

Vesna Petresin

Transdisciplinary artist and thinker, Artist in Residence, Visiting Lecturer, Master of Film, Netherlands Film Academy, Amsterdam University of the Arts, Visiting Fellow Goldsmiths, University of London, previously Artist-in-Residence with ZKM Center for Art and Media, Vesna earned her PhD for research on temporal composition in architecture, art and music. In 2004 she co-founded the London-based art collective and think-tank »Rubedo«, investigating themes and techniques in aesthetics, complex geometry, optics and acoustics, through performance, installation and artefact. Vesna's practice explores embodiment, transformation, manipulation of time and movement, synaesthesia in syncretic art, alongside the barriers between the intimate and the public sphere. She has exhibited and delivered performances, immersive experiences, multimedia installations and artefacts to international festivals and venues at Tate Modern, ArtBasel Miami, Royal Festival Hall, Royal Academy of Arts, Venice Biennale, Cannes International Film Festival, Institute of Contemporary Arts London, CERN, Sydney Opera House, Vienna Secession, World Architecture Festival and Beijing Architecture Biennale.

Watch: <https://www.youtube.com/watch?v=7pvao1K9iVI>



21:30 - 22:00

MTF Exclusives: Pablo Torres, COmpass project - live from Berlin

Pablo Torres is an anthropologist and current student of the M.A. Design & Computation at the UdK and the TU in Berlin. Most of his inquiries on sociocultural phenomena are developed and referred to through sonic means, with which he aims to develop diverse ways of understanding such phenomena. Throughout his work, sensorial experience becomes a vehicle with which knowledge on the relation between humans and their environment is reframed.

Watch: <https://www.youtube.com/watch?v=8-41mZlyNp4>

Wednesday 13 Oct

11:00 - 13:00

Provocateurs: Sofia Crespo/Feileacan McCormick (Brainstorming global sessions)

14:00 - 16:00

HANDS-ON WITH Provocateurs: Mónica Pedro/Guilherme Martins provocation (Brainstorming global sessions) - Working with eco materials from the ocean and electronics.

17:00 - 19:00

Provocateurs: Marta de Menezes/Peter Keen (Brainstorming global sessions)



20:00 - 20:30

MTF Exclusives: Mordechai Braunstein, Cymagic – live from Reihan, Israel

Mordechai Braunstein is an installation artist, artpreneur and digital marketer with specific expertise in music events and festivals. In the Covid hiatus co-created a social movement - men speaking against sexual violence. Our first campaign, #its_my_problem was uploaded over 3000 times in the first week and accumulated over 2M views in 24 that time. It was later translated to 6 languages and recreated in Romania and Brazil. All three campaigns featured famous men talking against “goal-oriented sexuality” and asking other men to take responsibility.

Watch: <https://www.youtube.com/watch?v=bw8SnE8Odzl>



20:30 - 21:15

MTF Exclusives: Tim Yates, Accessible Musical Instruments – live from London

Tim Yates is a sound artist and musician who makes, builds and finds instruments of all kinds for performance and installation. He has shown his work at the Tate Modern, the V&A and London Design Week. He is the Founder and Director of Hackoustic, a group dedicated to hacking sound and providing a platform for artists, engineers and scientists to show their work. He has recently joined the team at Drake Music as DM Lab Producer working on their R&D programme developing new and bespoke musical instruments and interfaces for people with disabilities.

Watch: https://www.youtube.com/watch?v=iySJse_MKYo



21:15 - 21:45

MTF Exclusives: DJ Arthro live from Stockholm

Tim Palm is DJ Arthro. He's an engineer, an electronic music producer and inventor. He drives a spaceship, he builds things with software and electronics, he's a drummer, he produces and releases dance music and performs it live - mostly using his nose to control all of the instruments.

Watch: <https://www.youtube.com/watch?v=AfkhRbILgD4>

Thursday 14 Oct

11:00 - 13:00

HANDS-ON PROTOTYPING AND MAKER WORKSHOP: Alan Macy and Mark-David Hosale, Immersive experience with bio-computational art

Mark-David Hosale is a computational artist and composer. He is an Associate Professor and Chair of Computational Arts at York University, Toronto, Canada. He has given lectures and taught internationally. He is the founder of the nD::StudioLab, an adaptable space for research-creation based theoretical discourse, methodological development, and the production of works in the areas of ArtScience, Computational Art, and Interactive Architecture. His research work emphasizes methodological development in the integration of hardware, software and digital fabrication with the goal of creating eversive works that blur the divide between the virtual and the real.

Alan Macy is currently the R&D Director and cofounder of Biopac Systems, a biomedical company. Macy is also the founder of the Santa Barbara Center of Art, Science and Technology, a live/work residency and arts laboratory. Macy designs data collection and analysis systems, used by life science researchers, that help identify the meaning of signals produced by life processes. His recent research efforts explore ideas of human nervous system extension and the associated influences upon perception. As an applied science artist, he specializes in the creation of cybernated art, interactive sculpture and environments.

14:00 - 16:00

HANDS-ON PROTOTYPING AND MAKER WORKSHOP: Scott Beibin: 3D printed ecotech and ecotecture

Scott Beibin is an inventor, artist, collectivist, decentralist, hacker, maker of things and aspiring astronaut. Currently he is working on The MandelBOT Project, of which he is a co-founder. MandelBOT is an open source platform for creating general purpose machines that are more environmentally sound, easy to assemble + modify + repair, parametrically designed as to be scalable, respect the freedom of the user and where the design plans are registered on a blockchain in the form of a Non-Fungible Token.



17:00 - 19:00

HANDS-ON PROTOTYPING AND MAKER WORKSHOP: Daniel Rosero: ISFx - the fx processor

Daniel Rosero (born in May, 1988) is Multimedia Engineer and Master in Data Science with solid experience in music interaction and mobile application R&D. Daniel is also a solid bass player with remarkable contributions to several bands in Colombia and Spain. He will present his fx processor which allows the musician to augment the instrument by sensing the performer's gestures (both functional and non-functional), and to use the resulting signals to generate and modulate effects and loops, providing a new expressive language to the performer.

Watch: <https://www.youtube.com/watch?v=H1NMV3QP3UA>

20:00 - 21:00

MTF Exclusives: Latham Fellowship Live interview by IIT Institute of Design in Chicago with Michela Magas

[Kristin Gecan](#) from the IIT Institute of Design interviews MTF Founder Michela Magas as part of its programme of interviews with and public lectures by inductees of the Latham Fellowship. The institute has been committed to social responsibility since its founding by László Moholy-Nagy as *The New Bauhaus*. The Institute is known for pioneering human-centered design and systems design.

21:00 - 21:15

Carlos Veríssimo: Introduction to Criatech

21:15 - 21:35

Patricia J. Reis

[Patrícia J. Reis](#) (b. 1981, Lisbon, PT) is an installation media artist based in Vienna (AT) whose practice encompasses different formats and media to examine our relationship with modern technology. Through an ongoing investigation that destabilize the boundaries between science, technology, magic and spiritual beliefs, she explores questions “How do we believe in machines?” and “How is technology shaping us bodily?”. In her complex installations she often appeals to the visitor’s sensoriality in an intimate and sensual way, encouraging them to become active participants.

21:35 - 22:00

Neil Mendoza

[Neil Mendoza’s](#) work combines sculpture, electronics and software to bring inanimate objects and spaces to life. By combining found objects with technology in unexpected ways, the different elements of his work can be looked at from a new perspective. He explores themes of the absurd, the humorous, the futile and the surreal. He has exhibited work and talked at conferences around the world, taught classes on art and technology at UCLA and Stanford and co-founded the art collective “is this good?”.

22:00-22:30

Joana Burd

[Joana Burd](#) (b.1991), is a Brazilian and Lithuanian artist, educator and researcher. Graduated in Visual Arts in 2014 (UFRGS, Brazil) and Master in Visual Poetics in 2018 (UFRGS, Brazil), She is currently doing her PhD research at Facultat de Belles Arts, Universitat de Barcelona. Her work develops within art, physics and technology through interactive sculptures, videos and sound installations, collaborating with artists, performers and engineers. She focuses her practice on a hybrid of low technology assemblies and open source coding platforms. The pieces aim to offer tactile experiences for the public to interact and engage their bodies with the vibration phenomenon. She researches how motors and speakers can question objects of desire and the gender perspective in the digital field. She is also interested in the affective impact of technology and how to create new forms of dialogue through touch and haptic devices.

22:30 - 23:00

MTF Exclusives: Eduardo Valle, Labatier Cymatics - live from Rio de Janeiro

[Eduardo Valle](#) is a designer, artist and professor Cinema in the Expanded Field. Participated on the Documenta Magazines in Kassel Documenta 2007, 10 years exhibition of Art and Technology, School of Visual Arts Parque Lage, Rio de Janeiro. Masters in History of Science, Technics and

Epistemology at the Federal University of Rio de Janeiro. Dissertation: the artist as cartographer, conceptual maps and 7 essays. Presentation on Media Art Histories Liverpool, Scientiarum 4 and 5 in Rio de Janeiro and European communication research ECREA Barcelona. Between 2011-2013 participated in the group HTLT where the Cymatic Laboratory developed the experients Oscillators, Vibrations and Visualizations: that participated on Digital Culture Festival MAM RJ, Transdisciplinary Bits in Brazilian Center of Physics Research, II Perception Colloques in the Federal University of Rio de Janeiro, Spring Festival Villa Lobos Museum, Sescs RJ, Museum of Astronomy and related sciences MAST Rio de Janeiro, Comuna Space Rio de Janeiro, Gávea Planetarium, Arts Institute UERJ, IAMAS Japan

Friday 15 Oct

10:00 - 13:00

FIELD TRIP: RIA DE AVEIRO / OCEANO ATLÁNTICO livestreamed

14:00 - 19:00

HANDS-ON PROTOTYPING

20:00 - 21:00

Nestor Peixoto: Aetherial Arthropod

Nestor will perform the latest upgrade of his live set as Aethereal Arthropod, a display of hybridised beats and textures replicating the interactive behaviour of several invertebrate species mixed with field recordings of such species, making a mimicry based immersive abstract dialogue between the artificial and the organic.

21:00 - 22:30

Moullinex / Slow J / Surma / Rui Maia... JAM

Moullinex is the alter ego of Portuguese producer, DJ and multi-instrumentalist Luis Clara Gomes. After establishing himself as one of the leading artists in the disco scene, with several underground hits such as 'Take My Pain Away' and 'Maniac', remixes of acts like Røyksopp, Cut Copy and Two Door Cinema Club, and founding his own label Discotexas alongside Xinobi, he's released three critically acclaimed albums, Flora (2012), Elsewhere (2015) and Hypersex (2017)

Slow J: Born from a Portuguese mother and an Angolan father he grew up constantly moving from place to place in and outside of Portugal, connecting with all types of cultures while searching for his own identity. After discovering his love for guitar and fruity loops he flew to London where he obsessively produced while studying sound engineering before he returned to Portugal where he release three albums: The Free Food Tape [2015], The Art of Slowing Down [2017] and You Are Forgiven [2019], a beat tape: sLo-fi vol.I [2020].

Surma: The release of her first album "Antwerpen" earned the immediate attention of the media and great national festivals. In the last two years, she had more than 200 shows through 16 different cities around the world. Her album was edited in several European countries, nominated for best independent album by IMPALA and got featured in high reputation media companies such as BBC, Musikexpress and NPR.

Rui Maia is a musician, producer and DJ from Porto. In 2002 he founded with João Vieira and Fernando Sousa the post-punk band X-Wife in which he plays synthesizers. Collector and music lover, he started to present DJ sets in 2004 keeping a regular schedule with performances all over the country. In 2009 the challenge arose to edit music under one's own name. The debut came with the EP "Cantonese Man" on the label Londrina Untracked Recordings. At the same time, the Mirror People project, with the idea of crossing influences from the 70's disco-sound to today's dance floor. The album "Voyager" was released in 2015. Later the EPs "Good Times" and "Is It All Over My Face" were

released. In his own name, he later released “Fractured Music” LP in 2016, featuring names like James Murphy from LCD Soundsystem.

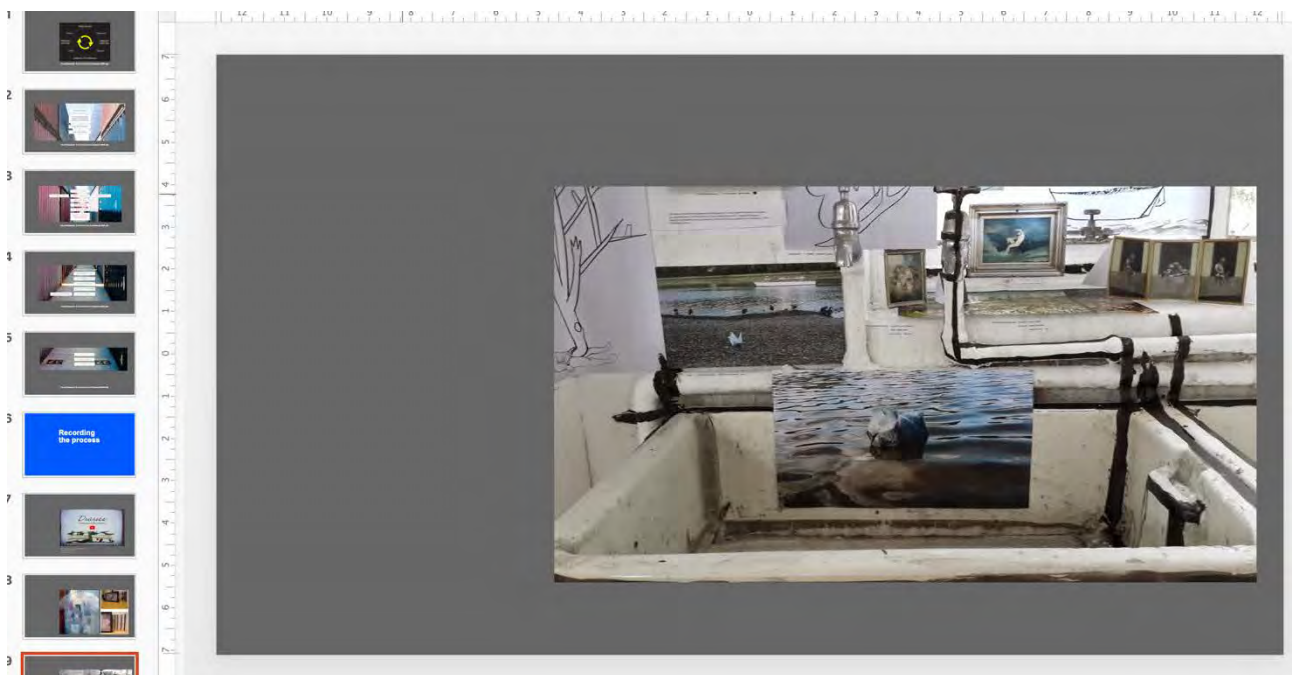
6 MTF Mentoring

Mentoring Staff and Students from the University of Aveiro

The MTF successful event was followed by a three-month mentorship scheme (between November 2021 and January 2022) to provide University of Aveiro staff and students with additional expertise.

The student mentorships are weekly sessions run by Peter Keen and Alexandra Antonopolou. Those are designed to help students develop further their projects on the ‘Just Ocean’ theme. The mentoring sessions contribute to and are closely aligned with Interaction Design projects that students currently undertake as part of their HE curriculum. The mentoring sessions involve structured lectures, reading lists, technical demonstrations and brainstorming that scaffolds the student project development.

At the moment Alexandra Antonopoulou is also mentoring one of the Aveiro University members staff Pedro Carvalho de Almeida who has also acted as the Aveiro University Satellite Coordinator during the MTF events. The mentorship draws from the knowledge we gained while running the satellites this year and it involves communicating best practice in running future MTF Satellites. Mentoring the University of Aveiro staff offers them expertise to successfully run similar events in the future and puts the University in a position of running innovative international community labs.



Recording the process

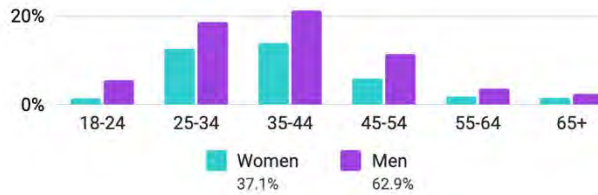
7 Social Media Promotion

Audience

Facebook Page likes

5.4K

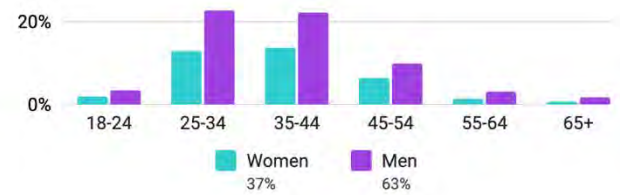
Age & gender



Instagram followers

1.8K

Age & gender



MTF Labs ran a social media campaign, primarily across Twitter, Facebook and Instagram to raise awareness of the event and to promote the online live streams. The hashtag #MTFAveiro was selected to coordinate communication across platforms and tracked to ascertain reach (number of impressions) and engagement (likes, shares). Overall, over 40,000 people viewed MTF social media content about MTF Labs Aveiro across all platforms, including images, articles, links and videos. Over 3,000 people directly engaged with that content – sharing, liking and commenting.



7.1 Twitter

Oct 2021 • 31 days

TWEET HIGHLIGHTS

Top Tweet earned 5,519 impressions

Innovator and vocalist ("a young Erykah Badu" according to one MTFer) Sitara Kapur joined rising international recording artist Alfie Templeman (@alfietempleman) on stage for an impromptu duet during the final performance evening event at MTF Aveiro. #mtfaveiro pic.twitter.com/NVsyR0RWgC



3 replies 2 retweets 47 likes

View Tweet activity

View all Tweet activity

Top Follower followed by 18K people



alfie templeman @alfietempleman FOLLOWS YOU

3D feelings out now

View profile

Top mention earned 20 engagements

The music producer, Artist, Designer A. VISIONARY STUDIO aka i am JOY part of the @mtflabs social media team and MTF Labs workshop member within music @i_a_m_JOY pic.twitter.com/Q6VICzLZTP



1 reply 4 likes

View Tweet activity

View all Tweet activity

Top media Tweet earned 1,440 impressions

The brilliant Portuguese artists João Cardielos (aka @Th_GreatestView) and Dinis Mota (@dinismota) in collaboration during our Just Ocean MTF Labs event in Aveiro last week. Their final performance last Saturday was phenomenal#mtflabs #justocean pic.twitter.com/Bk6T4E2pXa



2 replies 6 retweets 13 likes

View Tweet activity

View all Tweet activity

OCT 2021 SUMMARY

Tweets 48

Tweet impressions 22.3K

Profile visits 2,897

Mentions 44

New followers 13

Your Tweets earned **24.2K impressions** over this **28 day period**

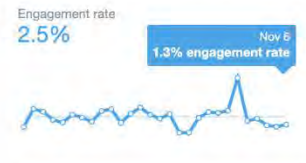


YOUR TWEETS
During this 28 day period, you earned **863 impressions per day**.

Tweets **Top Tweets** Tweets and replies Promoted Impressions Engagements Engagement rate

Tweet Content	Impressions	Engagements	Engagement rate
MTFLabs @mtflabs - Oct 30 Innovator and vocalist ("a young Erykah Badu" according to one MTFer) Sitara Kapur joined rising international recording artist Alfie Templeman (@alfietempleman) on stage for an impromptu duet during the final performance evening event at MTF Aveiro. #mtfaveiro pic.twitter.com/NVsyR0RWgC View Tweet activity	6,117	351	5.7%
MTFLabs @mtflabs - Oct 21 The brilliant Portuguese artists João Cardielos (aka @Th_GreatestView) and Dinis Mota (@dinismota) in collaboration during our Just Ocean MTF Labs event in Aveiro last week. Their final performance last Saturday was phenomenal#mtflabs #justocean pic.twitter.com/Bk6T4E2pXa View Tweet activity	1,502	91	6.1%
MTFLabs @mtflabs - Nov 6 Recorded live on stage (via remote interview) at #MTFAveiro a few weeks ago. Well worth a listen for the MTF Labs origin story. twitter.com/IITDesign/stat... View Tweet activity	759	6	0.8%
MTFLabs @mtflabs - Oct 10 All set up for our 20th global MTF event kicking off in Aveiro Portugal tomorrow. A week of innovation with 50 brilliant minds in the room and satellite events at universities around the world. #mtfaveiro #mtf20 pic.twitter.com/9pzYYXIXCx View Tweet activity	753	29	3.9%
MTFLabs @mtflabs - Oct 31 Multi-instrumentalist, producer and rapper Dinis Mota (@dinismota) joined us as one of the MTF Labs experts in Aveiro - collaborating with brilliant artists, scientists and other hands-on researchers. He also joined us for a quiet drink at the afterparty! pic.twitter.com/ew9DaKFExW View Tweet activity	751	94	12.5%
MTFLabs @mtflabs - Oct 17 The final performances yesterday was just Amazing! Thank you to all who performed and was part of the MTF Labs Just Ocean workshop 11th - 16th October 2021. Rui Maia @surmaee @moulinex @alfietempleman @slowj_oficial @klin_klop @iamjoy_sweden FEELS Peter K and more 🙌 pic.twitter.com/DB32ROH48P View Tweet activity	691	33	4.8%

Engagements
Showing 28 days with daily frequency



7.2 Facebook & Instagram

Top performers: Reach



To the best of our k...
 Reach ⓘ
2.8K
 Facebook post

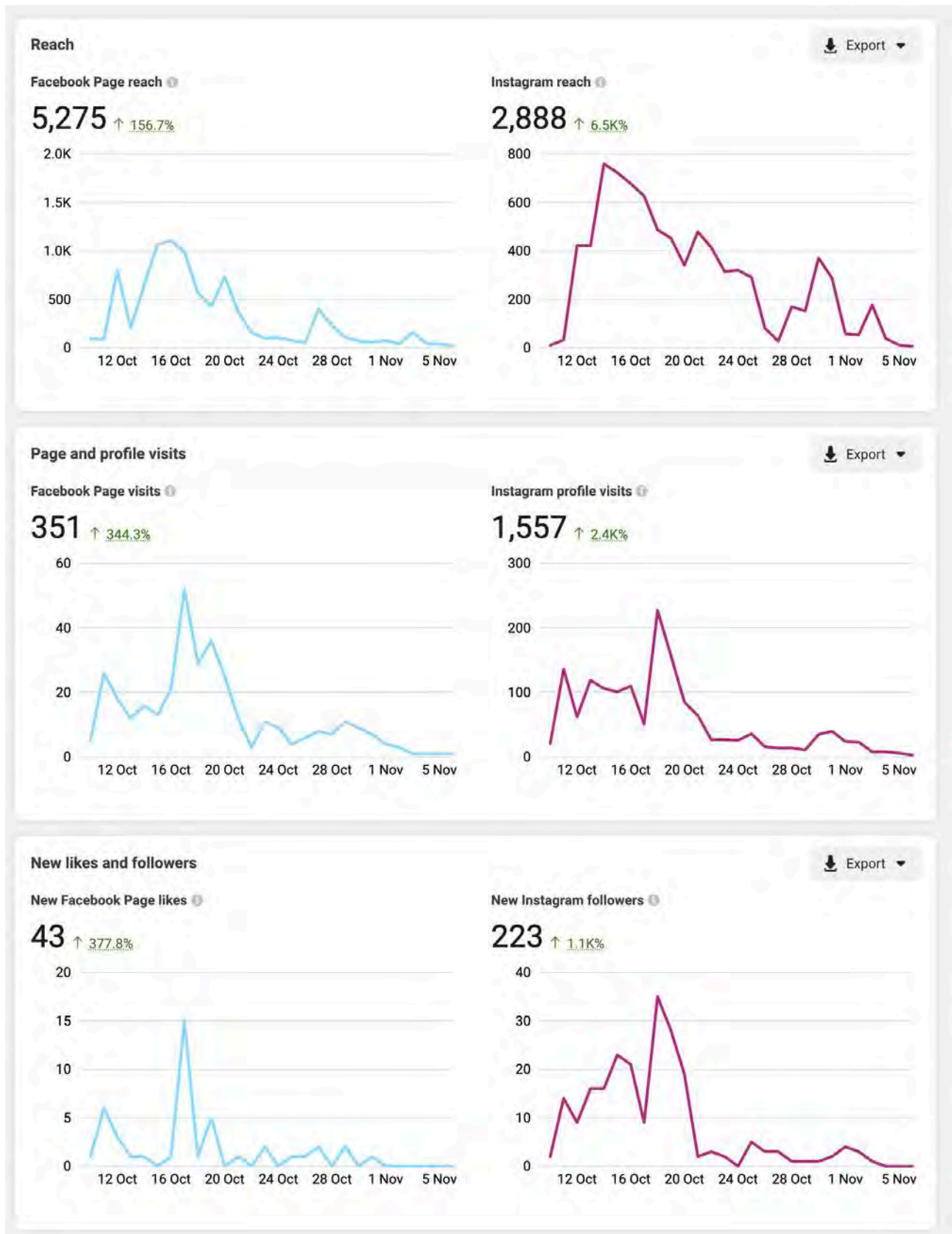


Just Amazing! All th...
 Reach ⓘ
829
 Instagram post



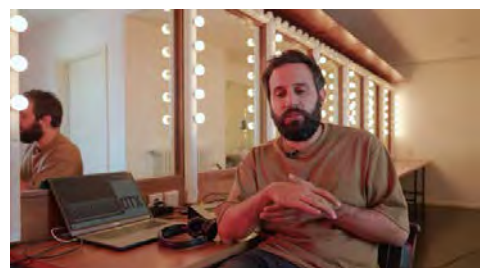
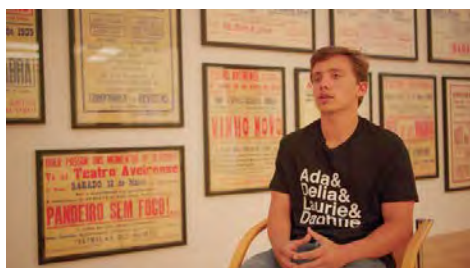
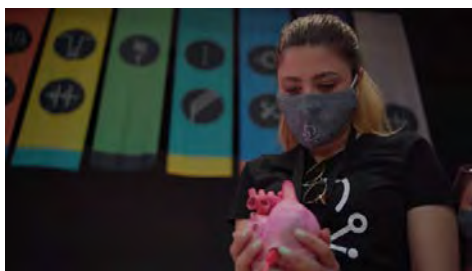
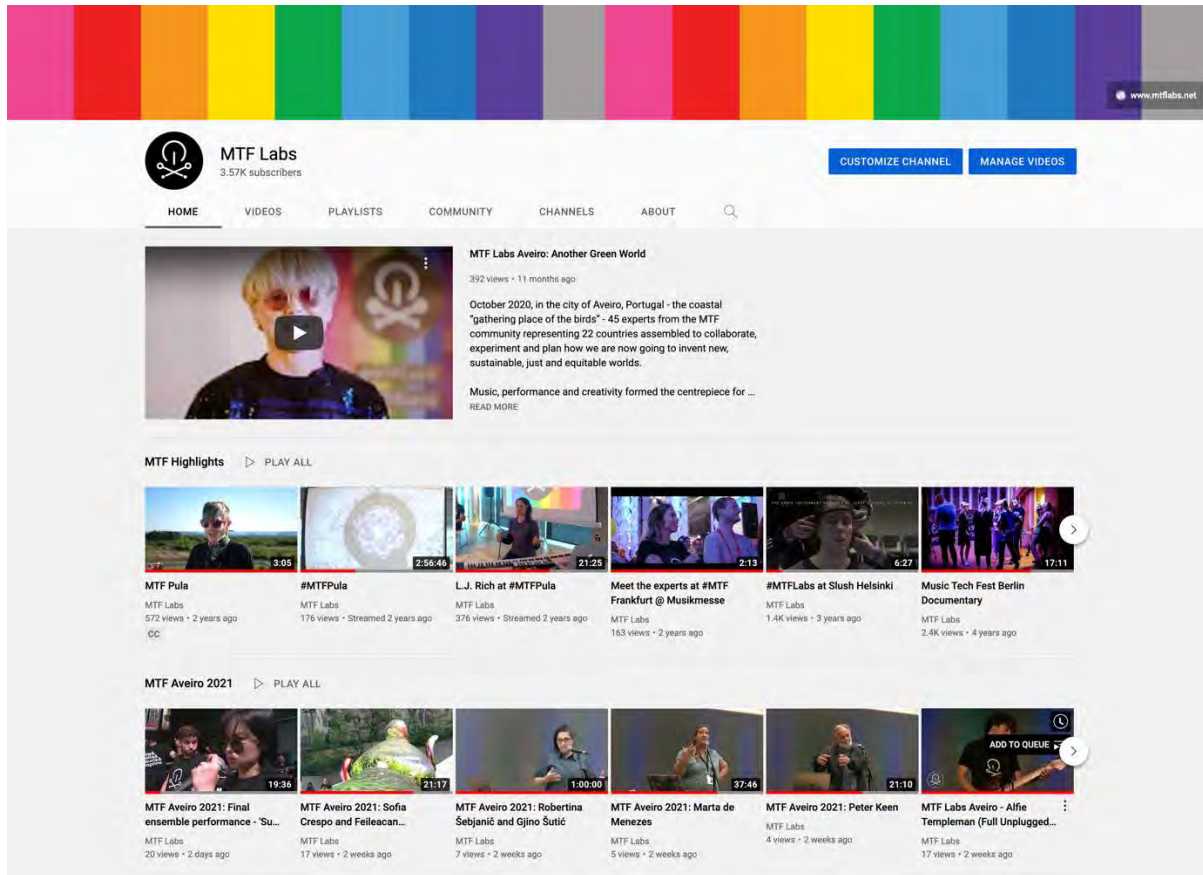
Publicar: "Feileacan...
 Reach ⓘ
712
 Ad

Recent content ↕	Type	↕ Reach ⓘ	↓ Likes and reactions	↕ Sticker taps ⓘ
To the best of our knowledge, Nest... 15 October 02:22	Post	2.8K	111	--
Not our 20th birthday, but a cake w... 22 October 06:12	Post	430	50	--
Live podcast onstage with @miche... 14 October 12:43	Post	513	43	--
Overtone singing and trash didgeri... 14 October 05:21	Post	636	43	--
Multi-instrumentalist, producer and... 30 October 11:11	Post	398	39	--
The Just Ocean workshop first reh... 15 October 10:59	Post	400	39	--
MTF Labs Aveiro 2021 11th to 16th... 12 October 06:19	Post	454	39	--
Today the music experts and more ... 13 October 03:13	Post	493	36	--
Slow J (@slowj_oficial) is a pheno... 20 October 23:29	Post	423	35	--
Anya Yermakova (@intenselistenin... 22 October 23:29	Post	329	34	--
MTF founder Michela Magas and d... 20 October 02:46	Post	660	33	--
Feileacan McCormick and Sofia Cr... 14 October 07:18	Post	1.1K	32	--



7.3 YouTube

MTF has edited and uploaded a total of 38 videos from MTF Aveiro 2021 to YouTube and these are now available on the MTF Labs channel. The videos will populate the official website about the event and will be publicised after the launch of the three-part documentary video created by Francisca Siza with Nuno Barbosa which is, at the time of writing, in its final post-production phase.



8 Participating Experts

Alan Macy

Alan Macy is currently the R&D Director and cofounder of Biopac Systems, a biomedical company. Macy is also the founder of the Santa Barbara Center of Art, Science and Technology, a live/work residency and arts laboratory. Macy designs data collection and analysis systems, used by life science researchers, that help identify the meaning of signals produced by life processes. His recent research efforts explore ideas of human nervous system extension and the associated influences upon perception. As an applied science artist, he specializes in the creation of cybernated art, interactive sculpture and environments.

Alexandra Antonopoulou

Alexandra Antonopoulou is a UK based designer and a Course Leader at the University of the Arts London. Alexandra has also taught design, story-making and immersive environments modules at Goldsmiths and the Royal College of Art. Her work engages with wider discourses on art and design pedagogy, myths and fairytales, interdisciplinary collaboration, and science communication. Her artistic practice has been showcased in various galleries including the Victoria and Albert Museum, the Tate Modern Gallery and the London Design Museum. Her research examines child-play as well as story-making, performance and design as tools for criticality and everyday invention. Alexandra Antonopoulou holds a Ph.D. in Design from Goldsmiths.

Alfie Templeman

Alfie George Templeman (born 26 January 2003) is an English singer-songwriter, multi-instrumentalist and producer. In 2016 he began recording and releasing demos at the age of 13. Templeman made his professional solo debut in 2018 and has released four extended plays since then. He describes his sound as “indie R&B” and often draws inspiration from the experiences of others, such as characters from TV shows.

André Araújo

André Araújo is a Musician/Visual Artist from Porto. Since his childhood, he plays the Flute, culminating in his studies at the Conservatory of Music of Porto where he transitioned from classical music to Jazz and Improvised Music. That way, he joins the Koninklijke Conservatorium Brussel (Royal Conservatory of Brussels, Belgium) where he completes his bachelor's degree in jazz (Cum Laude). His musical evolution in the Belgian capital, increasingly approaching electronic music, free jazz and improvised music, led him to feel the need to associate visual interaction components to his musical practice. Nowadays, he's taking a Master's degree in Contemporary Artistic Practice at the University of Aveiro. He is developing projects and experiencing the way his music interacts in various ways, namely in Performance, Digital Video Art, Net Art, Installation, Virtual Reality, among others.

Andrew Dubber

Andrew Dubber is the director of MTF Labs, a Steering Board Member of the Industry Commons Foundation and is an author, academic and broadcaster. Until 2015, Dubber was Professor of Music Industry Innovation at Birmingham City University's Centre for Media and Cultural Research, and a UK Arts and Humanities Research Council Knowledge Transfer Fellow. As an academic he led and contributed to practice-based research and Knowledge Exchange projects focusing on digital

mediation and the creation of meaning from media objects within social and cultural networks. As an early adopter of new media platforms, Dubber has been blogging since 2002 and podcasting since 2004. He established pan-European digital music strategy think tank and consultancy New Music Strategies in 2006.

Anya Yermakova

Anya Yermakova is a composer, sound artist, movement artist, and a historian/philosopher of logic. In her work, she strives to create somatic awareness and scientific embodied knowledge, mostly through sound. Her recent compositions include a Concerto for Charango and Orchestra, a sound-movement work "Ocean Memory in the body," and an electro-acoustic album "mytho-logicking." Anya is a recent PhD graduate of the departments of History of Science and of Critical Media Practice at Harvard. Presently she is the artist/scholar-in-residence with the Ocean Memory Project.

Benham Dayyan

Behnam Dayyan is studying a masters degree of product and service design at Sapienza University of Rome and also is an Erasmus student in Aveiro University.

Bitá Bordbar

Bitá Bordbar is studying a masters degree of product and service design in the Sapienza University of Rome and an Erasmus student in the university of Aveiro this semester. She was a professional photographer for five years.

Cindy Macy

Cindy Walker Macy (born 1960) is presently a resident in Santa Barbara, CA. Cindy was educated as an environmental engineer and worked as a consultant for industry to guide their progress to satisfy regulatory standards. Cindy married Alan Macy in 1993 and they have a daughter, Lola Macy. Cindy retired from 30+ years of environmental consulting and presently continues to support dancers, aerialists and movement artists by curating and managing a physical dance studio in Santa Barbara. Personally, Cindy maintains and evolves a self-developed, well-rounded and deeply-rooted physical movement practice consisting of stretch, strengthening and meditation.

Daniel Rosero

Daniel Rosero (born in May, 1988) is Multimedia Engineer and Master in Data Science with solid experience in music interaction and mobile application R&D. Daniel is also a solid bass player with remarkable contributions to several bands in Colombia and Spain. He will present his fx processor which allows the musician to augment the instrument by sensing the performer's gestures (both functional and non-functional), and to use the resulting signals to generate and modulate effects and loops, providing a new expressive language to the performer.

Débora Ferreira Umbelino (Surma)

Débora Umbelino is 24 years old and is known by her artistic name "Surma". She was born in a small town near Leiria, Portugal and soon started having musical adventures. While studying in the high school she won a band contest ZUS! with her first band, lately she started her solo project and soon started touring and having attention from the national media.

Diana Vieira

Diana is a Project Officer for the EU Joint Research Centre (JRC). She completed her PhD in Sciences and Environmental Engineering in 2015 by the University of Aveiro. She has dedicated the last 13 years into the study of post-fire hydrological and erosive impacts by means of field experiments and hydrological modelling. Currently her research focuses on addressing environmental impact on soils and water. She is a researcher for the European Commission, Invited professor at the University of Aveiro, and PhD supervisor. She is also a feminist and created the UA-Woman initiative.

Dinis Mota

Dinis Mota is a 19 year-old musician from Portugal, Aveiro. He plays the guitar, piano and drums.

Ed Rocha Gonçalves

Ed Rocha Gonçalves has been composing and performing music since 2001 with outputs ranging from film, commercials, electronic performance and pop music. A self-taught musician, after completing a Masters degree in Product Design and working a few years designing instruments Ed went on to form the Pop band Best Youth in 2010 with Catarina Salinas which has been his main creative output for the past 10 years.

Feileacan McCormick

Feileacan McCormick is a Norwegian artist, researcher & former architect based in Berlin whose practice meditates on ecology, nature & generative arts, with a focus on giving non-human new forms of presence & life in digital space.

Francisca Siza

Francisca Siza is a videographer and film maker, capturing life in Portugal. After studying English Literature in Porto, she went on a personal quest to find herself. She lived in Colombia where she discovered much more than a different culture: a world so rich in wonders that she needed to pursue a way to show them. She studied documentary cinema in Buenos Aires and discovered her true passion: image and storytelling, constructing to deconstruct.

Fransisca Tan

Fransisca is a cook, engineer (internet & media), communications expert (marketing, journalism) and cognitive scientist (food studies & neurosciences). She specialises in food experiences design, international project management & event production. Fransisca works as a generalist and has a passion for facilitating and orchestrating group efforts, mainly using food as a medium to tell stories, push boundaries, connect and share cultures. She works at the cross-section of culinary arts & design, IT, community arts and social business.

Gjino Šutić

Gjino Šutić is a biotechnologist, artist, educator, founder and director of the Universal Research Institute and Gen0 Industries. President of Association of Innovators of Dubrovnik-Neretva county. He researches biotechnology, bioelectronics, experimental electronics, and environmental engineering, combining this with experiments in bioart, digital art, and hybrid art. In his work, he often turns to citizen science and DIY biohacking.

Gonçalo Guiomar

Gonçalo Guiomar is an astrophysicist turned neuroscientist interested in building intelligent systems for good and coming up with reasonable explanations for things. In his spare time he likes to build reactive installations provoking thought about the gap between human and machine.

Guilherme Martins

Guilherme Martins is an interdisciplinary artist working in the areas of visual design, digital arts, multimedia production, physical computing and interactive systems. With a background as a designer, developer, director and educator, Guilherme gathered a multidisciplinary skillset to the projects he works on. His work includes immersive video for live performances including opera, theatre, dance and music performances, interactive installations for museums, exhibitions, festivals and advertising events, and development of physical platforms related to robotics and music instruments.

Inês Meira

Inês Meira operates under the alias of Klin Klop in the world of DJing. Graduated in Music Production and Technologies, and performed as a violinist in chamber music groups, Jazz ensemble and symphony orchestras. Currently she is developing her performance skills as a Music Producer and Sound Designer in audiovisual installations, Video Mapping shows, VR/AR applications, brands, corporate events, among others.

Jake Dubber

Jake Dubber is a generative artist, interactive systems programmer, musician and multimedia creator who explores the line between artist, performer and curator. Their work often combines photography, video and data as input, and produces non-representational, psychedelic visuals as output: information synthesis at its least useful. They have collaborated with cutting-edge visual artists across Europe, created works for award-winning musicians, and exhibited their work at the Tate Modern in London.

Joana Burd

Joana Burd (b.1991), is a Brazilian and Lithuanian artist, educator and researcher. Graduated in Visual Arts in 2014 (UFRGS, Brazil) and Master in Visual Poetics in 2018 (UFRGS, Brazil), She is currently doing her PhD research at Facultat de Belles Arts, Universitat de Barcelona. Her work develops within art, physics and technology through interactive sculptures, videos and sound installations, collaborating with artists, performers and engineers. She focuses her practice in a hybrid of low technology assemblies and open source coding platforms. The pieces aim to offer tactile experiences for the public to interact and engage their bodies with the vibration phenomenal. She researches how motors and speakers can question objects of desire and the gender perspective in the digital field. She is also interested in the affective impact of technology and how to create new forms of dialog through touch and haptic devices.

João Cardielos

João Cardielos is studying a masters programme in Multimedia - Sound Design and Interactive Music, and produces music under the name The Greatest View. It is a musical project that arises from the manipulation of unusual sounds in a warm electronic music beat - an immersive and engaging aesthetic that simulates an unusual environment and results in the captivation and awakening of the listeners' curiosity.

João Coelho (Slow J)

João Coelho produces music under the moniker Slow J. After discovering his love for guitar and FL Studio he flew to London where he obsessively produced while studying sound engineering before he returned to Portugal determined to get in the studio. Between professional studios, guesthouses and the bedroom of his parents' house he produced, wrote and performed his two first works - The Free Food Tape [2015] and The Art of Slowing Down [2017] - which he then edited and distributed independently. In 2018 he co-funded with longtime friends a production company and label (Sente Isto) and rose as the executive producer for Deepak Looper by Papillon [2018] which, all together, put Slow J in the forefront of a new generation of portuguese artists who are breaking the old conceptions of portuguese music and cultural identity.

João Melo

João Melo is an artist (Mind Safari, Delurdes, JOAN ジョアン) and sound designer based in Aveiro, Portugal. His work is based on electronic music and he has released on labels such as Jacktone Records and Paraíso. He is also responsible for the mixing and mastering processes of labels such as Fungo_, Jacktone Records, Silva Records and Holuzam.

Konstantinos Damianakis

Konstantinos Damianakis is a London-based musician and sound artist whose work resounds between multiple forms including electroacoustic composition, music production, collective improvisation, and composition for moving image. He is an alumni of Brunel University (BA in Sonic Arts) and Goldsmiths University (MMus in Sonic Arts). He has collaborated with NGOs including Parodos and Skitali around Greece and Egypt in music, theatre and dance oriented art pedagogy projects inclusive to children with ASD and deafness. Additionally, he composes music for patakis Publishers, he is part of the electronic music duo Hypereyess, and the experimental music collective Subphonics.

Luis Xandy Anjos

Luis Xandy Anjos is a researcher focusing on Brain Computer Interfaces, Artificial General Intelligence, Blockchain, XR, Music and Futures Studies. With more than 20 years of experience researching, defining, designing, developing and deploying software solutions and platforms using the latest technology, Luis has collaborated in over 100 professional projects with transdisciplinary and multicultural teams all over the world. His work crosses domains including engineering, consulting, management, marketing, education, quality assurance and innovation acceleration mainly for the Information Technology Industry. He also works with Oil and Energy, International Trade, Banking and Insurance, Financial and Commercial Services, Health care, Construction, Telecommunications and some sectors of Public Administration.

Luis Clara Gomes (Moullinex)

Moullinex is the alter ego of Portuguese producer, dj and multi-instrumentalist Luis Clara Gomes. After establishing himself as one of the leading artists in the disco scene, with several underground hits such as 'Take My Pain Away' and 'Maniac', remixes of acts like Røyksopp, Cut Copy and Two Door Cinema Club, and founding his own label Discotexas alongside Xinobi, he's released three critically acclaimed albums, Flora (2012), Elsewhere (2015) and Hypersex (2017).

Madeleine Wöbbe

Madeleine Wöbbe aka 'i am JOY' is born in Helsingborg, Southern Sweden is a world traveler and creator. Owner, founder Executive Director A. VISIONARY STUDIO and music producer, vocalist and song writer.

Mandi Chen

Mandi Chen is a PhD student in computer science at KTH Royal Institute of Technology. Her research focuses on machine learning and cancer-related biological sequence analysis. She has a background in computational auditing (BSc) and data science (MSc). In addition to her main research fields, she is also interested in AI involved music composition and makes her own music in my free time.

Margarida Mendes

Margarida Mendes's research explores the overlap between infrastructure, ecology, experimental film, and sound practices, investigating environmental transformations and their impact on societal structures and cultural production. She is interested in exploring alternative modes of education and political resilience through her curatorial practice and activism. She is consultant for environmental NGOs working on marine policy and deep sea mining and has directed several educational platforms, such as *escuelita*, an informal school at Centro de Arte Dos de Mayo – CA2M, Madrid; The Barber Shop project space in Lisbon dedicated to transdisciplinary research; and the ecological inquiry curatorial research platform *The World In Which We Occur/Matter in Flux*. She is a PhD candidate at the Centre for Research Architecture, Goldsmiths University of London.

Mariana Miguel

Mariana Miguel is a pianist, percussionist and multidisciplinary artist. She graduated in Music (Piano), in Universidade de Évora, where she also completed the master's degree in Performance (Piano), with professor Ana Telles. She has developed and presented work where the piano takes a central role, in an experimental and improvisational language and in dialogue with other arts. She's part of the creative percussion group CRASSH (WeTumTum) and takes an interest in interaction and collaboration with people, artists and audiences. She collaborates with Companhia de Música Teatral in projects such as *Anatomy of the Piano (Pianoscópio)*, and the Porcelain and Crystal Gamelan, taking roles as a facilitator, performer and creative. She's a research collaborator at LAMCI-CESEM in NOVA FCSH, and teaches at MUSA (Escola de Música de Aveiro).

Mark-David Hosale

Mark-David Hosale is a computational artist and composer. He is an Associate Professor and Chair of Computational Arts at York University, Toronto, Canada. He has given lectures and taught internationally. He is the founder of the nD::StudioLab, an adaptable space for research-creation based theoretical discourse, methodological development, and the production of works in the areas of ArtScience, Computational Art, and Interactive Architecture. His research work emphasizes methodological development in the integration of hardware, software and digital fabrication with the goal of creating eversive works that blur the divide between the virtual and the real.

Marta de Menezes

Marta de Menezes is a Portuguese artist with an MA in Fine Arts, Univ. Lisbon, a MSt in History of Art and Visual Culture, Univ. Oxford, and a PhD candidate, Univ. Leiden. She has been exploring the intersection between Art and Biology, working in research laboratories demonstrating that new

biological technologies can be used as new art medium. Her work has been presented in exhibitions, articles and lectures worldwide. She is the artistic director of Ectopia and Director of Cultivamos Cultura.



Michela Magas

Michela Magas is the founder of MTF Labs and Chair of the Industry Commons Foundation. She is innovation advisor to the European Commission and the G7 leaders, Member of President von der Leyen's High Level Round Table for the New European Bauhaus, and member of the Advisory Board of CERN IdeaSquare (ISAB-G). She

created the Industry Commons concept in 2015 whilst co-chairing the Innovation Ecosystems WG for the Alliance of Internet of Things Innovation (AIOTI). In 2017 she was awarded European Woman Innovator of the Year and in 2016 she was presented with an Innovation Luminary Award for Creative Innovation by the European Commission and Intel Labs Europe. She is Innovation and Sustainability Manager for the first of the Industry Commons EU-funded projects OntoCommons – a CSA which is creating an ontology ecosystem with reference data documentation for cross-domain interoperability.

Mónica Pedro

Mónica Pedro is a natural born innovator. PhD student on New Media and Pervasive Systems, with a long track as a researcher in Human Computer Interaction and Technology Enhanced Learning. She has been working in technology and business innovation, promoting technology and knowledge transfer from academia to business and society. Mónica specialised in Knowledge and Operational management of Collaborative projects, involving fundamental and applied research, technology and knowledge transfer, and business design. Monica also plays with fashion tech, digital fabrication, open source and new bio based materials.

Néstor Peixoto

Nestor Peixoto Aballe is Æthereal Arthropod, a producer and generative sound artist from Galicia, Spain who has worked internationally. His approach to production employs methodical superimposition of controlled improvisation, inspired by the scientific method; discovering new formulas of structure by careful observation of patterns and their merging; and from his deep interest in the insect world.

Nuno Barbosa

Nuno Barbosa is an award-winning independent video producer living in Aveiro, Portugal. He has won some national and international awards: Winner of RØDE International Film Competition, Winner of Creative Macau - Sound and Image; Winner of Magnolius Music Video Challenge, Vimeo Staff Pick, Winner of "Jovem Criador" (young creator) in digital arts. Nominee by Jornal Público Online P3, for the best Portuguese music videos in 2014 and 2018.

Nuno Sousa

Nuno Sousa is a multimedia student, with a degree in production of interactive content and multimedia, entered the erasmus program where he studied cinema at the Krzysztof Kieslowki Faculty of Radio and Television. His specialization is the modeling and rendering of 3D content, mainly interested in ceramic pieces and portraying people, moments or experiences in digital media.

He has collaborated on several projects predominantly as a photogrammetry freelancer, and is now starting a master's degree in contemporary art.

Pedro Almeida

Pedro Carvalho de Almeida is an Assistant Professor of Design at the Department of Communication and Art, University of Aveiro, Portugal, with teaching experience in London (Central Saint Martins), Paris (ENSCI-Les Ateliers) and Glasgow (Innovation School, The Glasgow School of Art). Teaching covers strategic design, design management, product semantics, visual research methodologies, and contextual studies. He has helped defining brand archaeology as a field of study and a methodological approach. His research was presented and published internationally in design conferences, exhibitions and doctoral seminars. In the recent years, his research explores the revival of vanished Portuguese sneaker brands through contextually based footwear design interventions.

Pedro Ferreira

Pedro Ferreira (born in 1988, Portugal) is an artist and PhD student of Fine Arts, Multimedia Art, at the University of Lisbon. He researches post-digital aesthetics in audiovisual art and focuses on the impact of digital technologies on society. His artistic practice includes sound art, installation, audiovisual performance and experimental film that critically examine media technologies and their materiality. He is particularly interested in DIY creative approaches such as neo-analogue media, the reuse and repurpose of analogue media, and digital making, the exploration of digital technologies through making and hybridisation between the physical and digital through custom software (FLOSS), hardware assemblage and physical materials.

Peter Keen

Peter is a Marine Ecologist, an Environmental Scientist and an Oceanographer with an interest in environmental characterisation through sampling and monitoring. Interested in the interrelationship between biological systems and the physical environment Peter has worked on a wide variety of interdisciplinary projects in the 30 years he has been working in these fields. Previous projects he has been involved in span model assessment, policy analysis, Arctic and Antarctic environmental characterisation, field team management, client liaison, scientific instrument design and issues surrounding robotic autonomy. In addition to commercial work Peter is a visiting researcher at the University of Southampton in the field of biogeochemistry. Peter's research interests are the development of methods of traceability providing assurance through the supply chain that marine food products are safely and sustainably harvested, and that they do, indeed, come from where they claim to come from. Most recently he was part of a team working on Bayesian belief networks for assessing Ecosystem Services, designing instrumentation for quantifying microplastic in the ocean interior, and making light beacons for positioning geological sampling equipment in the deep ocean.

Petra Naydenov

Petra Naydenov graduated in Lisbon, Porto and Kiel, and is currently living in Aveiro. Curious about human behaviours and the connection with their environment, she observes, questions and tries to develop pieces that contribute to a better lifestyle. Formally, her work often explores the connection between nature and human behaviour, the tension in the relationship between binary oppositions, namely organic vs artificial and reality vs illusion. In the making of the works, she values the diversity of materials and their reuse, interpreting them also as a metaphor for concepts such as cultural hybridism and sustainability. Through observation and reflection of the surrounding environment,

creates works that question the boundaries between Fine Arts and Design, addressing issues related to social, economic, cultural and/or ecological contexts, as well as the influence they have on human imagination and daily life. Its aim is to fight against social apathy and in this way contribute to a well-being.

Robertina Šebjanič

Robertina Šebjanič is an internationally awarded artist, whose work revolves around the biological, chemical, political and cultural realities of aquatic environments and explores humankind's impact on other species and on the rights of non-human entities, while calling for strategies emphatic towards other species to be adopted. In her analysis of the theoretical framework of the Anthropocene, the artist uses the term 'aquatocene' and 'aquaforming' to refer to humans' impact on aquatic environments.

Rui Maia

Rui Maia is a musician, record producer and DJ based in Lisbon. He's been active in the Portuguese music scene since 2002, first with his 'electronic rock' band X-Wife, where he plays synthesizers and guitar and lately with the Mirror People 'disco' project and his solo work. He's also a live session musician on the 'classic' pop band GNR, a record producer and a DJ.

Scott Beibin

Scott Beibin is an inventor, artist, collectivist, decentralist, hacker, maker of things and aspiring astronaut. Currently he is working on The MandelBOT Project, of which he is a co-founder. MandelBOT is an open source platform for creating general purpose machines that are more environmentally sound, easy to assemble + modify + repair, parametrically designed as to be scalable, respect the freedom of the user and where the design plans are registered on a blockchain in the form of a Non-Fungible Token.

Sitara Kapur

Sitara Kapur is a young British vocalist, student and aspiring marine biologist. She first performed at MTF Labs in Stockholm in 2018 while attending with her father - film-maker, social innovator and education expert, Ravi Kapur.

Sofia Crespo

Sofia Crespo is an artist working with a huge interest in biology-inspired technologies. One of her main focuses is the way organic life uses artificial mechanisms to simulate itself and evolve, this implying the idea that technologies are a biased product of the organic life that created them and not a completely separated object. Crespo looks at the similarities between techniques of AI image formation, and the way that humans express themselves creatively and cognitively recognize their world. Her work brings into question the potential of AI in artistic practice and its ability to reshape our understandings of creativity. On the side, she is also hugely concerned with the dynamic change in the role of the artists working with machine learning techniques.

Vesna Petresin

Transdisciplinary artist and thinker, Artist in Residence, Visiting Lecturer, Master of Film, Netherlands Film Academy, Amsterdam University of the Arts, Visiting Fellow Goldsmiths, University of London, previously Artist-in-Residence with ZKM Center for Art and Media, Vesna earned her PhD for

research on temporal composition in architecture, art and music. In 2004 she co-founded the London-based art collective and think-tank »Rubedo«, investigating themes and techniques in aesthetics, complex geometry, optics and acoustics, through performance, installation and artefact. Vesna's practice explores embodiment, transformation, manipulation of time and movement, synaesthesia in syncretic art, alongside the barriers between the intimate and the public sphere. She has exhibited and delivered performances, immersive experiences, multimedia installations and artefacts to international festivals and venues at Tate Modern, ArtBasel Miami, Royal Festival Hall, Royal Academy of Arts, Venice Biennale, Cannes International Film Festival, Institute of Contemporary Arts London, CERN, Sydney Opera House, Vienna Secession, World Architecture Festival and Beijing Architecture Biennale.

9 Participants' Feedback

Feedback from MTF Aveiro has again been overwhelmingly positive. MTF's participant feedback from all voluntary feedback forms is included in full in the section below. The forms are unedited and all submissions have been included. The following are a few selected highlights:

- I really enjoyed the whole event and the selection of the people. I felt that there was an honest sense of inclusiveness that allows for boundless creativity and circulation of ideas. The location was also particularly inspiring as it was not a huge city with a lot to take in nevertheless.
- It was an extraordinary gathering with very creative minds over a topic of global importance. Despite being my second MTF, this lab exceeded my expectations.. again!
- Honestly, I didn't know exactly what to expect before I arrived. Sometimes in these situations, especially in academia, the environment can be very competitive and off putting. But what I found at MTF was a very warm and accepting environment - people really focused on sharing knowledge and ideas.
- The MTF Labs model itself, both relevant and inspiring: the combination of a theoretical/intellectual component with hands-on co-creation work in a week.
- Also, to see the students and Peter Keen's happy faces after the final performance, it provided me a sense of mission accomplished.
- I've had fantastic artistic and research discussions and collaborations with the most interesting people you could put together in a room! I trust some of the ideas will permeate into other communities, particularly decision-makers.
- I enjoyed the beautiful location of the lab in Aveiro, the landscape, the salinas with flamingoes. I'd like to thank you for your organisation and management of the festival which gives everyone the feeling that all is running smoothly to further our research and creative exploration.
- Being from Aveiro what I most enjoyed about this event was the capacity to gather this huge group of inspiring and creative people, and to make all of them create contacts, share experiences, and collaborate.
- A remarkable experience like no other i have ever experienced. All those who were involved shared a feeling of community that evolved into amazing projects, crossing the boundaries of music, visual performances and technology.

Name

Vesna Petresin

Please sum up your experience of MTF Labs Aveiro in a few words.

An eye-opening immersion into the crossovers of art, music, tech and science with most inspiring participants!

What did you do at MTF Aveiro?

My participation has been driven by my interest in fluid dynamics, the morphology of fluids and water as a music medium. I was particularly interested in finding ways for a live performance (either sound or movement) can unfold in this medium, and how we can address human relationship with water in meaningful new way through the language of art_science.

My first piece involved a collaboration with Moullinex, sampling my soprano voice under water and using water as a percussion instrument, in order to make a MIDI instrument for his piece Sink.

My second piece was a performance art piece filmed on video by Francisca Siza, called Immersio. Besides using immersive media to create experiences and raise questions about water, environment, society... I physically walked into the ocean to merged with the element that life originates from. I did this to combine the practice of meditative walking while crossing boundaries of elements, to explore primary responses to water (from relaxation to panic), to symbolically alert to coastal erosion and sinking/submergion of coastal cities, including Aveiro.

What did you like most about it?

I've had fantastic artistic and research discussions and collaborations with the most interesting people you could put together in a room! I trust some of the ideas will permeate into other communities, particularly decision-makers.

I enjoyed the beautiful location of the lab in Aveiro, the landscape, the salinas with flamingoes. I'd like to thank you for your organisation and management of the festival which gives everyone the feeling that all is running smoothly to further our research and creative exploration.

What (if anything) has resulted from your participation in MTF?

The week in Aveiro has been the perfect environment to deepen my research, test some of my creative methods and find new collaborators.

I'll develop my performance piece into a stand-alone piece followed by a series on critical sites internationally, to help raise awareness for climate change in a very direct and physical way.

My collaboration is continuing with Francisca's camera and Moullinex in terms of sound research. Hopefully I will get to speak to Monica again soon regarding co-living/working hubs that could extend such meetings we enjoyed in Aveiro to potentially allow artist residency - type of creative exchange.

I've also been writing a proposal for a Lab we could do with the similar group of participants, on the subject of water and resonant frequencies, intended to result in scientific and creative breakthroughs - will share a.s.a.p.!

Were there any particular "stars" who deserve special commendation?

To see the MTF Labs Aveiro work so diligently and enthusiastically on every aspect of our Lab, makes you all deserve a special commendation!

These good vibes couldn't help but inspire and engage all the participants!

Any particular highlights?

... every morning walk by the canal with the colourful bridges, and every sunset above the beautiful city of Aveiro

... all the participants coming together to perform in one room (not counting the remote labbers :) - it's been magic to experience and participate in making music in the physically present way after the long time of social distancing...

Any lessons to be learned for next time around

All has been run so smoothly there is hardly any room for improvement.

I suppose having a chance to meet everyone as part of the kick-start of the Labs would help participants find out about everyone more quickly.

Either display the names more prominently on the participants' shields, or include portraits in the presentation material.

Any other comments?

Congratulations for a wonderful-run creative and very innovative festival!

Name

Néstor Peixoto Aballe

Please sum up your experience of MTF Labs Aveiro in a few words.

community networking inclusion decentralization experimentalism

What did you do at MTF Aveiro?

worked with different groups of artists , giving my voice as an element to develop textures or to evoke concepts in relation to the desired topics, i also composed a piece of sound which i displayed with live vocals based on different species of arthropoda and plants around the coastline due to the requirement of associate the project with the ocean.

I also got to record overtone singing underwater with some very specific microphones which were used afterwards for the design of the "nestorphone" a virtual instrument based on my vocals which i believe was pretty awesome.

What did you like most about it?

talking to people with niche interests and feeling free to talk bout my project without being judged as a weirdo or such

What (if anything) has resulted from your participation in MTF?

connection with great people who might lead into potential future art projects

Were there any particular "stars" who deserve special commendation?

i dont believe in superimposing the importance of someone over otherone in the context of a group of so called artists, i might have an own opinion over who might have been more impressive but sharing it would diminish the chances of "less shining for themselves people" to get somewhere they might desire

Any particular highlights?

no, sadly part of my neurodivergent condition makes me lack on enthusiasm over mostly everything if i would choose a magic moment id say the whole week as a moment

Any lessons to be learned for next time around

all good, you guys r doing a lovely job with this fest

Any other comments?

thanks so much for yalls validation and chance of sharing my project with circles of people who never would have heard of it if it werent for you. count on me anytime please <3

Name

Pedro Carvalho de Almeida

Please sum up your experience of MTF Labs Aveiro in a few words.

A surprising experience in a diverse and rich collaborative environment for co-creation

What did you do at MTF Aveiro?

I participated in the MTF LABs as a representative of the design course at the University of Aveiro (UA). I also participated in 'Sub Littoral Mud', the final performance of the event.

In the morning of the first day at MTF Labs I met and spoke to marine scientist Peter Keen, who told me about his wish to represent the MESO model in a visually engaging way. At that moment I realized that there was a mission in which I could help. With the collaboration of design students from the University of Aveiro, it was possible to think of a way of visual representation that, based on the model's parameters, corresponded to Peter's interests.

Upon hearing that a final performance was being organized that would bring the musicians together, I spoke with Moulinex about the visual representation of the model we were thinking about and the possibility that the same structure could also be interpreted through sound. Despite the many projects he was already involved in, Moulinex agreed that we were aligned in terms of ideas and therefore it would make sense to work in the same direction. Ed Rocha Gonçalves joined the discussion, also agreeing with the idea of working two complementary narratives on the same structure. Ed took over the coordination of the musicians, I took over the coordination of the visual component.

During the week I eventually met Pedro Ferreira with whom I talked about what we were working on and the various possibilities to visually represent the model. He soon also made himself available to collaborate with us. Pedro's help in technical terms was both generous and essential for the successful implementation of the idea.

In the scenario of the MESO model that best fits the Aveiro estuary, 'Sub Littoral Mud', we found the title for the final performance.

What did you like most about it?

Despite working at the University of Aveiro for 20 years, MTF Labs gave me the opportunity to experience the city in a different way. The diversity and mix of participants in terms of countries of origin and areas of interest and expertise reminded me of the times I lived in London as it brought to Aveiro an international and highly creative atmosphere. It also gave me the opportunity to participate in a project that simultaneously draws attention to the threats that the Ria de Aveiro is facing as well as its potential in socio-economic, cultural and environmental terms.

Although most of the time during the week was spent inside Teatro Aveirense, participating in the event also gave me a feeling of closer proximity to the city. I got to know places I didn't know, I met people who would otherwise be very difficult. Although most of the time was spent inside Teatro Aveirense, participating in the event also gave me a feeling of closer proximity to the city. I got to know places I didn't know, I met people who would otherwise be very difficult. It also allowed to feel the vibrancy of the city as a result of the other events during the Aveiro Tech week.

But above all, what I liked most was the possibility of meeting fantastic people, accessing relevant information, and, thanks to the MTF Labs model, participating in a creative development process under pressure and good adrenaline!

What (if anything) has resulted from your participation in MTF?

The people I met may facilitate future developments, both academically and creatively, in mutually beneficial ways.

Were there any particular "stars" who deserve special commendation?

Peter Keen, the participating design students from the design course in Aveiro, Pedro Ferreira, Moulinex, Ed Rocha Gonçalves, Alexandra Antonopoulou, Feileacan McCormick.

Any particular highlights?

The MTF Labs model itself, both relevant and inspiring: the combination of a theoretical/intellectual component with hands-on co-creation work in a week.

Also, to see the students and Peter Keen's happy faces after the final performance, it provided me a sense of mission accomplished.

Any lessons to be learned for next time around

Any other comments?

Thank you so much!

Name

Luis Clara Gomes (Moullinex)

Please sum up your experience of MTF Labs Aveiro in a few words.

A mind blowing experience which brought me inspiration for years to come.

What did you do at MTF Aveiro?

developed SINK, a performance based on underwater recordings of singers.

developed a free instrument with hydrophone recordings of overtone singing

developed and participated in the ensemble

live-scored Vesna Petresin's filmed performance.

What did you like most about it?

the organized chaos, somehow i believe those first few days of uncertainty are the drivers for so much creative output.

the organization: Andrew, Michela, Jake, Mónica, Rui.

The Teatro location is unique.

What (if anything) has resulted from your participation in MTF?

Lots of collaborations coming up, with people at MTF and also Criatech.

Were there any particular "stars" who deserve special commendation?

Andrew, Michela, Jake, Mónica, Rui.

Any particular highlights?

My favorite part is prototyping, you can really smell the adrenaline in the room.

Any lessons to be learned for next time around

food could be more diverse. maybe a couple of meals outside the space would be beneficial.

i believe the University could be more actively included in MTF: it has both arts and tech focused degrees so I'm sure there are many potential MTFers there.

Any other comments?

Name

Anya

Please sum up your experience of MTF Labs Aveiro in a few words.

chaotic creative messy trying laughing sync'ing

What did you do at MTF Aveiro?

Syren. Monica Pedro planted the seed for the project, suggesting to check out the riverbed near the university which has this fascinating soil texture, after seeing my water-land boundary experiments. I readily accepted her invitation to show me this fluid land-water interface. Mark David Hosale and Alan Macy were keen to join and take some biosensing data (mainly ECG), and Alexandra Antonopoulou was excited to come take images. Scott Beibin arrived that day and joined the excursion, helping with the filming, and Cindy Macy also joined the excursion and ended up being interested in participating later. Later I asked Diana Vieira about this land-water - what kind of soil it is, more about its composition, its history. She sent me articles about para-hydromorphic Regosol, and had a lot to say about it. I asked her if she'd be willing to write a poem, and she did. Alexandra, Cindy, and Debora Umbelino ended up performing the poem live, which was as much about science as about human

historicity. It made sense to us to recite the poem in different languages, and at that point the mythological connection to inhabiting the land-water boundary was born, and we titled the piece Syren. I asked Goncalo Guiomar and Konstantinos Damianakis to use their voices for some non-verbal, non-pitched vocals, which Goncalo ended up performing live as well.

What did you like most about it?

I liked the fluidity - that there was an open invitation from the start to take rest and to not attend everything. Though I still attended most things, the non-obligation made the whole experience feel much more creative and agentic. I also enjoyed being able to _play_ \- despite having final products, the week felt focused on playing rather than product creation, which was refreshing.

What (if anything) has resulted from your participation in MTF?

Definitely new collaborations, conversations, connections, which I will keep up and keep exploring. I hope to come back to Portugal for a residency. Also I saw some software in action that I hadn't been exposed to and am playing with it now, it may become integrated more permanently into my creative toolbox.

Were there any particular "stars" who deserve special commendation?

Hmm it's hard to single out individuals, since it's actually the coalescing of personalities that felt most rewarding. But... Monica Pedro was virtuosic in her gentle propositions that then erupted into huge endeavors, Diana Vieira's wisdom was deep but non-imposing, it was wonderful to encounter somatically-minded humans at a tech-y space - that's fairly unusual. Marta de Menezes, Margarida Mendes, Alexandra Antonopoulou, and Vesna Petresin - I hope to encounter them again in some somatically-focused creative project within MTF in the future!

Any particular highlights?

Encounter with Monica's fish skins and all that was to follow.

Will repeat the above since I think it fits both categories -- it was wonderful to encounter

somatically-minded humans at a tech-y space - that's fairly unusual. Marta de Menezes, Margarida Mendes, Alexandra Antonopoulou, and Vesna Petresin - I hope to encounter them again in some somatically-focused creative project within MTF in the future!

Any lessons to be learned for next time around

There were minor things but nothing grandiose. The wifi wasn't great for big file transfer, but we got around it with hard disk exchanges. Accommodation was great, food was good, programme went a bit late which wasn't a problem for me but I did feel bad for speakers when there weren't many people in the audience. I really don't have major complaints, though! It was an unusual set up in many things coming together at the last moment, with much schedule changes / not being strict with the schedule -- this can be a critique, but I didn't mind it. In fact it felt nice and fluid and a refreshing experience after many academic strictly timed conferences.

Any other comments?

Thank you so very much !!

Name

Luis Xandy Anjos

Please sum up your experience of MTF Labs Aveiro in a few words.

MetaMusic Experimental Artistic Colaboration

What did you do at MTF Aveiro?

It was a pandemic of ideas; I'm not sure, but I believe that directly participated in almost 4 projects; from brain drums and multisensory brain visualizations to Immersio of sub littoral mud ensemble; Everything that I learned was amazing!

What did you like most about it?

The entire week with good people and new friends!

What (if anything) has resulted from your participation in MTF?

Of course, with Guillerme we will continue the Brain Drums project... we don't know exactly, but probably in the near future will be some kind of artistic installation :)

Were there any particular "stars" who deserve special commendation?

My roommate was one of the stars, Nestor :)

Any particular highlights?

...the final performance with the ensemble

Any lessons to be learned for next time around

The time for the rehearsal of our group was zero/null; also the time of the final ensemble performance when compared with the performance of Alfie

Any other comments?

Name

Daniel Rosero

Please sum up your experience of MTF Labs Aveiro in a few words.

Incredible

What did you do at MTF Aveiro?

OSCEan --> <<https://github.com/danielrosero/OSCEan>>

Is all about making the ocean act as a gesture executer, by using hardware and sensors that are being streamed in real time to the cloud. So, at the end any digital artist can use this data to control or map anything to it, by using a python script that acts as a client (to receive this stream) and translate it to OSC.

Made this project alone, found lot of motivation from Jake Dubber and Gjino. Came to a working prototype that streams data coming from two sensors, a waterproof temperature sensor and a ambient light sensor. Also developed the python script that make any computer act as a client to receive this stream, and convert it to OSC, also made a puredata example of audio processing working with this control messages. This all can be found in the github public repo.

Also made some contributions to other projects as the one of Gjino, where I helped him out with the post processing of the audio signal that came from the bacteria. Also made a puredata patch so it could modulate the bacteria audio (looping) with the OSCEan data stream in real time. Unfortunately, he didn't have the time to show it working in the final presentation.

What did you like most about it?

Took the chance of presenting a Hands On with my fx processor, and also did the final presentation of my project. Is crazy, I was really scared because of the language barrier, but I'm really glad that I did it. I feel this MTF version is going to be attached to my history forever, because of that.

What (if anything) has resulted from your participation in MTF?

Right now I'm in conversation with Gjino, Joan and Scott.
Lot of projects and good contacts happening.

I'm planning to add more features to OSCEan, and try to get founding in order to start dropping those devices in the ocean.

Were there any particular "stars" who deserve special commendation?

Jake, Sitara, Nestor, Luis, Fransisca Tan.

Any particular highlights?

Haha, this year was my first time actually going to the salt pans.
I hope next year (if there is a chance to come back), to actually see the Aveiro OSCEan.

Any lessons to be learned for next time around

Next time, I'm going to be sure of asking for holidays for the week, so I don't have to burn myself out with the full time job and also the mvp development.

Any other comments?

Andrew and Michela.

I didn't get to say good bye properly. Thanks again for this amazing experience, and giving me also the space to share my ISFx project and what I prototyped this year. This is good for me, in so many ways. Thank you again.

Wanted to share with you, that if you are contemplating to add someone to the crew to act as a tech mentor, count me in for sure. I have done it before here in Spain with a Medialab Prado lab that happened last year:

[https://www.youtube.com/watch?v=IDhVdzYXg6Y&t=243s&ab_channel=MedialabenMatadero](https://www.youtube.com/watch?v=IDhVdzYXg6Y&t=243s&ab_channel=MedialabenMatadero)

<<https://www.medialab-matadero.es/convocatorias/el-taxi-experimenta-2020>>

I wanted to tell you this in person, but we didn't have the chance.
If you want to talk about this, let me know.

Best wishes, and I hope we meet again. I got a crush on MTF, badly.

Name

Konstantinos Damianakis

Please sum up your experience of MTF Labs Aveiro in a few words.

Intense, Fun, Inspiring, Transforming

What did you do at MTF Aveiro?

The project I presented was an audiovisual performance - "In the morning, hear them singing" - for live-electronics, site-specific sounds and found objects. It was a collaboration with Pedro Ferreira who worked with the objects and performed them with a microscope that was projected directly on screen. I created an acousmatic composition using the field recordings I gathered using Robertina's hydrophone, leaving space for live improvisation according to a pre-defined formal structure. Several features were extracted from the microscope's vision and were fed into a neural network that I trained to associate visual textures with sonic textures at different sections of the piece. In this way we transformed the found objects into an augmented musical instrument.

Additionally, I collaborated with Anya Yermakova who asked me to create video art for her performance. The material I worked with were videos and pictures Anya filmed with Alexandra Antonopoulou where they explored the in-between spaces of ocean-land-bodies. Using them, I created generative video art that further developed the feeling of dissolution between water, land, and the human body.

Finally, I performed in the music ensemble performing Sublittoral Mud, where I explored sonic granulation and feedback as a metaphor of physical changes (erosion in particular).

What did you like most about it?

I really enjoyed the whole event and the selection of the people. I felt that there was an honest sense of inclusiveness that allows for boundless creativity and circulation of ideas. The location was also particularly inspiring as it was not a huge city with a lot to take in nevertheless. The treatment of the participants regarding accommodation and food was very respectable and had a strong impact on the overall experience of the event.

What (if anything) has resulted from your participation in MTF?

The idea I explored with Pedro Ferreira regarding the audiovisual world inspired by Italo Calvino's story is something that I am planning to develop further. I am working on completing larger work as an album in bandcamp and potentially Pedro will contribute into creating a further developed audiovisual piece. Gonalo Guiomar has also expressed interest in contributing to the development of the idea or starting a parallel project with the material that emerged during the week.

Were there any particular "stars" who deserve special commendation?

Everyone I had the chance to talk with was a remarkable human being without exceptions. I am very thankful for Alexandra Antonopoulou who recommended that I apply to participate. I really enjoyed the flatmateship of Gjino Sutic, discussing the aquatic world and its sound with Robertina Sebjanic, collaborating and discussing the post-digital aesthetics and media materiality with Pedro Ferreira, and spending the nightouts with most of the team.

Any particular highlights?

During the "Cataclysm" - the climax of the Sublittoral Mud performance.

Any lessons to be learned for next time around

Any other comments?

Thank you!

Name

Diana Vieira

Please sum up your experience of MTF Labs Aveiro in a few words.

It was an extraordinary gathering with very creative minds over a topic of global importance. Despite being my second MTF, this lab exceeded my expectations.. again!

What did you do at MTF Aveiro?

I tried to contribute transversally to the group anytime that I felt that my opinion or knowledge could be a plus for each individual project. I've participated in all the brainstorming, and I have to say, I've learned a lot with them. Regarding individual projects in which I contributed more significantly, I wrote a poem to the SIREN project combined with some scientific grounds, and I've provided some satellite imagery to Sofie and Feilecan for their image generation.

What did you like most about it?

I've enjoyed a lot our trip to the beach, was very good to be outside in such a beautiful day. I think that being in close contact with the target of our lab - the ocean- was an extremely inspiring activity.

I loved every single person in this lab, their minds, their heart and of course their individuality. I learned a lot about ocean noise pollution, and that awareness urged me to act against it.

What (if anything) has resulted from your participation in MTF?

I established new collaborations and made some good friends, especially in the projects I've collaborated more deeply.

Were there any particular "stars" who deserve special commendation?

I believe the contribution of Peter will be highly acknowledged by everyone, but I want to do it again because he is such a good hearted person.

Any particular highlights?

I had Peter's heart in my hands. Wonderful moment for me.

Any lessons to be learned for next time around

I like the fact we are very free to do whatever we want, but I would also like to see more people attending the sessions from colleagues presenting their works remotely.

Any other comments?

Name

André Araújo

Please sum up your experience of MTF Labs Aveiro in a few words.

An inspiring atmosphere that created so many interesting projects and much much more...

What did you do at MTF Aveiro?

In the beginning of the week, me, Nuno Sousa, João and Marta de Menezes started to think about ways to create a performance that reflected on the problem of the sea levels. Because I'm a musician and a visual artist, and most of my work tries to mix the two in several ways, and Nuno being a 3d and visual artist, we decided to figure out a way to melt those two, in a live visuals and live performance. Well, then, using blender 3d, we developed a project that, with the frequencies from the music, created several interactions with any image. Well, from that, we talked with Peter Keen and we reached the Plymouth Marine Laboratory that gave us wonderful images and info that started to get us going. Also, throughout the process, we were in communication with Robertina Sebjanic, that gave us also her wonderful recordings of the sea and all... It was very interesting to put those images in a globe 3d setting, and also to, from the sound, to make them move and interact. I think, in that way, that it also talks a lot about the idea of memories, heritage and that call that came from the brainstorming sessions and, for me being a portuguese guy that always lived near the sea, talks with passion about the world we are building and the changes that need to be, for sure, done to fight this enormous situation.

What did you like most about it?

The environment of criativity was amasing. but it becamas even more cool when everyone wants to talk and share their knowledge in a free way. All of it was spot on, indeed, from the food, to the help from Bruno, Mónica... The organization, the room. Perfect week!

What (if anything) has resulted from your participation in MTF?

I'm planning to proceed in developing this project. Actually, yesterday me and nuno did it at Museu Santa Joana, in Aveiro, in the old monastery :) hope to connect to all in the future and have the pleasure to help the way I can

Were there any particular "stars" who deserve special commendation?

It's very difficult to do that...! Everyone did such an amazing job! Congrats to all!

Any particular highlights?

The performance was long, yes... but it was very good! if I have to highlight something, it must be that!

Any lessons to be learned for next time around**Any other comments?**

Name

Fransisca Tan

Please sum up your experience of MTF Labs Aveiro in a few words.

A community of open-minded, awe-inspiring unicorns that feel like a family away from home.

What did you do at MTF Aveiro?

Inspirational Talk

I had the honor to add with an inspirational talk on my current project Flavour Of Compassion and open the discussion and reflection on how we experience empathy in action in our very own creative work.

Presented Project

Flavour of Compassion is a participatory artistic research format that explores the prosocial concept of compassion through the medium of food. It is a collaboration between Slovenian designer & lecturer Urska Golob and Austrian Food Experience Designer & International Project Manager Fransisca Tan, as part of EAT LOVE x Vienna Biennale 2021, supported by the Wirtschaftsagentur Wien and curated by Urban Think Tank (ETH Zurich). It transformed public spaces (such as MAK Museum Angewandte Kunst and Vienna Design Week, amongst others) into playgrounds of artistic exploration with the medium of food, adopting handcrafted ice creams as a multi sensory projection to social climate change, referring to emotional and social coldness (and distance) when reflecting on social sustainability and how we relate to ourselves and others.

Prototyping Session (Working title: Multisensory Explorations of Just Ocean on Wed, Oct. 13th)

Furthermore I collaborated with Monica Pedro, Nestor Peixoto, Konstantinos Damianakis, Luis Xandy Anjos and Ghuilherme Martins for our prototyping & brainstorming session where we explored materials of the ocean. I'll sent a description separately as I am currently still coordinating with the others on this.

CURRENT DRAFT VERSION:

Multisensory Explorations of Just Ocean

Wed, Oct. 13th 2021

Embracing our environment & hacking flavour explorations

For the purposes of our prototyping session we ventured out to explore our surroundings with all our senses: From the colors, smells and textures of the fish market of Costa Nova, to the taste and soundscapes of salt and plants at the Aveiro Salinas. _details on soundrecording could come in great here @Nestor &Konstantinos_ Back at the labs we prototyped: sensing and hacking textures, creating fish skin leather, playing with applications of these organic materials made into jewelry, and processing these gathered flavours of Aveiro into a Ceviche. _details on fish skin leather & process could be great here @Monica_. And our multisensory journey even ventured further: into the exploration of our very individual flavour experiences through mobile EEG brain wave visualizations.

*Alternatively, please add ur descriptions here

Monica Pedro | fish skin leather,...

Francisca Tan | local foraging, community stories (fish market, saltern worker), prototyping brainstorming, food experience design

Luis Xandy Anjos | mobile EEG

Nestor Peixoto |

Konstantinos Damianakis |

Ghuilherme Martins |

What did you like most about it?

Since I will aim to feed into the Aveiro2027 food approach as well it could be nice to explore new twists on the classical catering approach - just a idea how we could collaborate with the gastronomy scene and local producers and go even deeper into playfully including the city environment ;)

What (if anything) has resulted from your participation in MTF?

I'm so grateful that you invited me short notice and against all regulatory odds and that I was able to attend from a regular participant's perspective this year! Thank you with all my heart dear Michela & Andrew!! Also the connections with Carlos and Zane have been so engaging and inspiring - I really hope that we can think through our senses and also draw transdisciplinary collaborations on food through the MTF community (thus, I would really love to exchange with both of you on this specifically, once you find some time for a joint brainstorming!)

Were there any particular "stars" who deserve special commendation?

As you gave me the opportunity to present my work I was approached with so much compassion and resonance that I have a long list of people who inspired me with their kindness: my collaborators Monica, Nestor and Xandy for their connecting in our hands-on brainstorming, Konstantinos with our phone call even before we knew we would attend for sure, Madeleine who was the best roomie I could have ever wished for, sweet Setara who has a soul as gentle as her voice, all the local young talent who give me faith and confidence in the next generation, Surma, Ed & Luis as part of the dance & music crew of my heart (subjoined by Hugo Branco & the VIC crew at our afterparty), Nuno and his raw openness in a situation of vulnerability, Francisca in all her professional awesomeness, Vesna and her many colours and skills shining bright I could hug her all the time, Jack as my genius confidant, and many more... It's a bit like finding your family away from home - such a rare, magnificent thing you make possible with all your hard work! @Michela: I don't know any other person in this world who has a sense of people and a vision like yours - I hope your awareness of how many life's you enrich gives back at least a bit in all the work and stress you endure!

Any particular highlights?

For me it is always the people - and they never cease to amaze me at MTF! But admittedly, the ensemble at the final showcase wasn't bad either ;) And definitely loved the euphoria of the afterparty :D It was so lovely to see you @Andrew & Michela dance away with us!

Any lessons to be learned for next time around

Rui will be missed as municipality coordinator...so I really think he NEEDS to come back as participant <3

Any other comments?

<3 <3 <3 You have been and constantly continue working so hard for making this community to make it what it is - magical! So I really hope you take some well deserved rest as well, even if just in small daily routines.

It was such a pleasure to observe the event unfolding from a more “outside” perspective not being part of the regular crew and also seeing the differences to last year! In this sense: Congratulations again to the 20th event, I am honoured to have been part of this anniversary!

xoxo,
sisca

Name

João Pedro Cardielos

Please sum up your experience of MTF Labs Aveiro in a few words.

Intense week with some amazing people

What did you do at MTF Aveiro?

My project was focused on representing the habitat changes according to Peter Keen modelling system, and try to make a musical piece that would fit in an experimental ensemble without losing focus on the first premise. In that way I managed to create a musical base for guitar improvisation that included flow changes in order to correlate to this years theme of Just Oceans and the final ensemble purpose.

What did you like most about it?

Being from Aveiro what I most enjoyed about this event was the capacity to gather this huge group of inspiring and creative people, and to make all of them create contacts, share experiences, and collaborate.

What (if anything) has resulted from your participation in MTF?

This week resulted in a collaboration piece that was the final ensemble in which I had the privilege to work with amazing musicians, some of which I already admired before the event and some of them I left the event admiring. The event definitely opened doors to some new ideas and future collaborations with amazing people that I thought would only be possible in my wildest dreams.

Were there any particular "stars" who deserve special commendation?

Luís "Moullinex" Clara Gomes, Ed Rocha Gonçalves, Débora "Surma" Umbelino, Rui Maia, João "Slow J" Coelho, Inês "Klin Klop" Meira, Dinis Mota, Marta de Menezes, Sofia Crespo, Peter Keen, Gjino Sutic

Any particular highlights?

Going with Luís "Moullinex" watch him and Bruno "Xinobi" performing in Porto.

Any lessons to be learned for next time around

I learned that for the next time I will try to be involved in more projects even though I had plenty of work to do during the whole week. And I would also love to see more care on MTF social media in order to people get more accurate information about the participants and for the photographers that really were working as hard as they could get their work being respected, because some of the photos that were posted were blurry even though they really were not when the photographers took them.

Any other comments?

Thank you all of the MTF crew for making this possible and hope to see you all soon. It was amazing to be a part of such an amazing event with so many science and so much "hands to work" together, because I feel this two ways of innovating and creating are usually kept apart from each other and what happens here is the exact opposite. And thank you for gathering so many people

with such different backgrounds and with so much to say. Really inspiring. Thank you very much for letting me be a part of this! :)

Name

Ed Rocha Gonçalves

Please sum up your experience of MTF Labs Aveiro in a few words.

An amazing week of creative freedom alongside amazingly interesting individuals.

What did you do at MTF Aveiro?

I mainly worked on 2 projects:

SINK

My contribution to this project was the development of the Nestorphone based on the conceptual groundwork that Luís developed. Luís recorded the singers underwater and released all the samples on Discord. Having previously built a sample instrument of the lead singer in my band, I was reminded of the concept when I was listening to the samples and discussed the possibility of building one based on Nestor's vocals.

SUB LITTORAL MUD

A detailed description of the process can be found here:

<<https://www.dropbox.com/s/498ky17t8nhvvbr/MTF%20Ensemble.pdf?dl=0>>

What did you like most about it?

Having a week "off" for creative conceptualisation with some of my peers, meeting a lot of smart and interesting people from different backgrounds. The physical "scale" of the relevant area occupied by the whole event (walking distance from the hotel to the venue, bars and restaurants close by) was fantastic for when you want to switch off a bit or grab a drink at the end of the day, or just go grab something from your room during work hours.

What (if anything) has resulted from your participation in MTF?

Pleased to announce the NestorPhone 1.0 is available for free on GitHub and will continue to be in development.

<<https://github.com/ekkolabs/nestorphone>>

Were there any particular "stars" who deserve special commendation?

I enjoyed everyone I got to meet, fabulous group of people! If I'd have point fingers:

Moullinex, of course, not only because he convinced me to attend and is an all round great guy, but he has the sort of energy and initiative I believe an event like this needs.

Peter Keen was fabulous, sprinkling interesting and relevant commentary in all discussions I attended.

Fransisca Tan was a great at getting everybody's mojo up!

Any particular highlights?

The whole ensemble piece actually working was a great surprise! :D

Any lessons to be learned for next time around

Ok, some suggestions from my experience:

* Zoom calls were harder to pay attention to after dinner, because people were starting to get tired. I realise it must be hard to schedule them because of availability of the speakers and also time zones, but it would be better to have the local experts on the "night shift" because they're immediately more engaging just because they're physically present - I'm sure this isn't news to anyone and you do your absolute best to get around it, just putting it out there.

* The first two days felt mostly focused on purely scientific presentations, which ended up being a bit "passive" for the arts/music crowd, which resulted in some of us not being very engaged with the presentations. Maybe try to have some presentations that engage the musical crowd directly with questions and comments right from the beginning? (again, pretty hard to do because it depends on what speakers are available scheduling, etc, I know)

* Food was a bit repetitive, but also understand that moving a step up from what was offered would be a big financial jump and its quite difficult to gauge how many people will be eating everyday. All in all, because there was plenty of great alternatives outside the theatre I actually enjoyed venturing out for some meals from time to time.

Any other comments?

The "music room" that was organically built on day 3 with its own PA system proved itself to be extremely important for some of the arts/music people to connect to each other. Everyone in the same room connecting to the same soundsystem let everyone show each other what their sound is and created a cool egalitarian vibe of sorts between people working on headphones and choosing to open up to the PA when it was relevant for the others.

Some makeshift rooms around the theatre were "colonized" by the music gang and that was also very cool: people would work on something in more private environment and then come back to the music room and show all of the others.

In general what this means is: having an assortment of PA systems/mixers/Speakers that can be setup in different places is conducive for enabling more artistic collaborations.

Name

Peter William Keen

Please sum up your experience of MTF Labs Aveiro in a few words.

Stimulating, immersive, rewarding

What did you do at MTF Aveiro?

Working across a range of projects providing a marine science practitioner's perspective, I stepped in to the role of provocateur on occasions and held many interesting conversations with participants.

What did you like most about it?

Top billing has to go to the personal interactions I had across the board, but the topics of discussion were wide ranging and always interesting. Finding ways to fuse science and art to create a synthesis and improve literacy in both directions. The city of Aveiro provided the perfect backdrop to these activities with a focus on the environment in the Salinas and adjoining marshes bringing rich material for consideration, all within a convenient cityscape where any resources required were accessible and easily available and "home" was never too far away.

What (if anything) has resulted from your participation in MTF?

Oh plenty! Ongoing conversations with a number of people, early stages as yet but high potential for collaborative endeavours in a number of fronts.

Were there any particular "stars" who deserve special commendation?

i dont believe in superimposing the importance of someone over otherone in the context of a group of so called artists, i might have an own opinion over who might have been more impressive but sharing it would diminish the chances of "less shining for themselves people" to get somewhere they might desire

Any particular highlights?

Ed and Moullinex for an outstanding job coordinating the ensemble performance

Pedro's students Petra, Bitá and Benham for their video contribution to the ensemble performance that held its own along with the more experienced artists involved.

Bruno for his endless patience and skill . Marta, Margarida, Vesna, Entangledothers and Anya for some truly inspiring talks presenting their work . Gjino for sheer breadth of imagination with an education focus (possibly my greatest inspiration)

Any lessons to be learned for next time around

This may just be digitally challenged me but a physical notice board to augment Discord for day to day information could be useful

Any other comments?

Love your work

Name

Pedro Ferreira

Please sum up your experience of MTF Labs Aveiro in a few words.

It was an intense and kaleidoscopic experience across the Labs and the city of Aveiro.

What did you do at MTF Aveiro?

I have worked on my own project ALGA that is a super 8mm film created directly by adding algae on a transparent filmstrip. The moving images are sonified with photo cells that generate noise with the light intensity.

I was part of three collaborations:

* Mermaid's Lament: I generated sounds using SuperCollider and gave it to João Melo who produced the soundtrack together with Gilherme for my 16mm film that addresses the raise of the sea levels and the loss of Portuguese coast line.

* In the morning hear them sing: I worked together with Konstantinus who collected sounds and developed a system that would react sonically to the input of live visuals created by me . I used found objects from the lagoon and manipulated them live in front of a microscope.

* Live visuals for the Ensemble: I helped out Pedro with preparing and organizing the live visuals and taught Petra how to use Resolume for VJing her clips during the performance. I also created live visuals for the section "Contamination".

What did you like most about it?

I really enjoyed the talks and the easy going environment of the participants. How the setup of the physical space allowed for self-organization and instant collaborations among each other.

What (if anything) has resulted from your participation in MTF?

Many new ideas, a new project, different collaborations and a new network resulted from my participation at MTF. It's hard to put it in words and probably will have a long impact on my artistic practice.

Were there any particular "stars" who deserve special commendation?

Marta de Menezes

Gjino Šutić

Any particular highlights?

The magic moment was perhaps how everything worked out together past Saturday!

Any lessons to be learned for next time around

Perhaps more talks directly related with experiments in new music and experimental approaches to sound art and music composition/performance.

Any other comments?

Keep the excellent work! :-)

Name

Mark-David Hosale

Please sum up your experience of MTF Labs Aveiro in a few words.

Uplifting, inspiring, thought-provoking.

What did you do at MTF Aveiro?

I collaborated on a work called, Siren, with several collaborators, including Anya Yermakova, Alexandra Antonopoulou, and of course Alan Macy. My role in the project was in the sound design, and the coding of the performance cueing and changes, and running the show.

What did you like most about it?

Aveiro is a wonderful location to have such an event. The city is charming and friendly, and easy to navigate. It was a real catharsis to be able to visit a place that was so lively after spending so long in lock down in the pandemic. It was also great to have the event timed with the Aveiro tech week - and to see the city lit up (literally) with art and performances. The event was excellent in my opinion and left me wanting for more. I thought the scheduling was well done - and the relaxed atmosphere that allowed for the free exchange of ideas and encouraged intensive work. The culture was friendly and supportive, filled with participants from varying levels of experience, but all with cutting edge work that is pushing the boundaries of art, technology, and science today. I am so grateful to have been able to join this endeavour. thank you!

What (if anything) has resulted from your participation in MTF?

New collaborations and projects we'll have to see - but something seems to be percolating. Internally we have been thinking more about how this work could merge even more with the tools of music and musicians.

Were there any particular "stars" who deserve special commendation?

Stand outs for me were Peter Keen, Nestor, Alexandra Antonopoulou, Margarida Mendes, Vesna Petresin, everyone really, but those were some of the folks who affected me most.

Any particular highlights?

The finale was amazing, a 6 movement symphony that was incredible. A sonic summary of the week. The visit to the coast was short but magical. making art! thinking art! worldmaking!

Any lessons to be learned for next time around

I thought it was an amazing event that was excellently run. The programme was excellent as well. I felt very safe from a COVID perspective. Food was great and facilitatory to the experience. There was lots of time to get to know people. But plenty of energy into the task at hand. I didn't feel like my time was wasted.

Knowing what I know now I would have approached the event a bit differently (so hopefully I get the opportunity to return again :)) - but I have no regrets and I am pleased with what I was able to contribute and the outcome of the collaboration I participated in. So mostly about me - rather than the event itself.

Any other comments?

Honestly, I didn't know exactly what to expect before I arrived. Sometimes in these situations, especially in academia, the environment can be very competitive and off putting. But what I found at MTF was a very warm and accepting environment - people really focused on sharing knowledge and ideas.

Name

Guilherme Martins

Please sum up your experience of MTF Labs Aveiro in a few words.

It was one of the greatest human experience I had since covid.

What did you do at MTF Aveiro?

I didn't had anything in mind in the beginning, besides having a minimal modular synth setup a set of handdrums that were triggered by midi, I was totally open to engage with anyone.

João Melo invited me to work on a musical piece for a text he was working on entitled Mermaids Lament, with spoken word by Sitara and visuals by Pedro. I worked out great, I loved working with them.

Then Luis Anjos wanted to use the handdrums with his EEG headset, so I adapted the MIDI protocol to his setup and also Bruno helped me to pre-amp the drums sounds, and send these sounds to a hardware resonator.

Moullinex also asked for my help to run his visuals on my computer during his live performance.

What did you like most about it?

The people make all the difference, every single person I have talked with, were so friendly, so easy going, and this was the point that I really liked about all the event.

Besides this, to share the same room with so many different people, with similar interests was amazing.

What (if anything) has resulted from your participation in MTF?

I returned from the event very motivated to start publishing my work related to mixed media that I have been working on since the pandemic started.

Were there any particular "stars" who deserve special commendation?

Bruno (the tech guy) was unstoppable, always willing to help! Really liked his attitude and friendship!

I can only speak about the persons with I interacted more, all the musicians were amazing people!

Michela and Andrew you are absolutely amazing human beings! We almost didn't interacted but I was so impressed and inspired by your energy!

Any particular highlights?

The final presentations and ensemble was very powerful! Definitely my favourite moment!

Any lessons to be learned for next time around

Please see this as an honest and constructive critique, the only thing I can point to the organization, the 1st two days were a little exaggerated in talks. I would prefer to dedicate the mornings for talks and the afternoon for prototyping and interacting with participants. For me it was overwhelming.

Any other comments?

Love you guys!!
Looking forward for the next MTF!!

Name

Gonçalo Guiomar

Please sum up your experience of MTF Labs Aveiro in a few words.

a deep practice of flowing through multiple creative streams

What did you do at MTF Aveiro?

I was part of three different groups in different phases of the organisation;

Initially, I mostly interacted with Ed Rocha and Moullinex in discussions regarding the structure of what would be the final show, also interfacing with Peter Keen in the mapping of his ecological models to the audiovisual performance due to my similarity in scientific background. During the event I also provided a lot of groups with hardware (arduino, cables, synths etc).

My contribution then shifted towards processing the audio files from the hydrophone recordings that were used for the instruments made by Ed Rocha and providing some vocal recordings for the project led by Anya Yermakova.

Lastly, in the final performance, I shifted towards sound design and live performance in two groups; live vocals with Anya, Surma and others and then live sound texture generation with Konstantinos Damianakis and Pedro Ferreira using the aforementioned recordings.

What did you like most about it?

I liked the lack of expectations and the freedom of movement amongst groups, it felt that being interested in everything was not a hindrance but actually helped multiple groups achieving their vision. I also appreciated not needing to take a leading role and filling in the empty spaces when needed.

What (if anything) has resulted from your participation in MTF?

A new collaboration with Konstantinos and Pedro Ferreira trying to turn the performance into some kind of audiovisual piece.

Also discussed with João Melo a potential future project with my own neural recordings and his modular synthesizer.

Were there any particular "stars" who deserve special commendation?

Ed for taking a leading role in the management of the final performance, Moullinex for injecting energy into a lot of the groups and generating a lot of field recordings, Nestor for volunteering in a lot of the underwater recordings and a really interesting final solo performance.

Any particular highlights?

The final performative climax was the perfect ending of a week of chaos and uncertainty :)

Overall, a lot of beautiful interactions, mutual aid and understanding between everyone involved, which is a very rare thing to live through in the space of a week.

Any lessons to be learned for next time around

The food was pretty good but sometimes I felt a little variety (mostly during lunch) would help to keep the energy after all the daily intensity. Other than that, kudos to the organisation for making this happen, I felt the support and accommodation were perfect!

Any other comments?

A really heart felt thank you to the organisation for giving me the chance of being part of this!

During the week I needed to be absent for a bit as I had to present online in a international neuroscience conference, but I feel really motivated to show my work next time and bring some interesting hardware from my experiments and hopefully contribute inspiration/idea wise :)

Best of luck!

Gonçalo Guiomar.

Name

Mariana Miguel

Please sum up your experience of MTF Labs Aveiro in a few words.

highly inspiring

What did you do at MTF Aveiro?

I ended up not participating in any particular project, as I left at the end of wednesday but I managed to chat and get to know most participants and connect with them.

What did you like most about it?

Honestly, how it felt tailored to my interests/character. I met so many inspiring people that nearly felt overwhelmed (and terrible about missing out on the last days). I've wanted to be a scientist for as long as I can remember, but chose the music career because I just couldn't go without making music and all of a sudden I was listening and learning with the scientists in the room AND making music about it. I feel I could go back to my 10-year-old self and let her know that it's all gonna work out and all interests are worth pursuing.

What (if anything) has resulted from your participation in MTF?

A network of people I wouldn't have met otherwise and loads of inspiration for new projects to come. Also a very great need to come back next year.

Were there any particular "stars" who deserve special commendation?

Lots of people for very different reasons (in no particular order): Moullinex, Ed and Surma for being open and accomodating of other people, Luis, Fransisca and Nestor for boosting creativity and engagement/playfulness in people; Anya, Robertina and Gjino for their incredibly inspiring works; Nuno and Francisca for actively including everyone on their video records; Andrew for his relentless energy in making everything work out and Michela and Jake for their empathy skills :)

Any particular highlights?

Recording voices at the Ria, for sure, and the aforementioned talks by Anya, Robertina, Ravi, Tim and so on.

Any lessons to be learned for next time around

The one thing I felt could be improved was in establishing a middle ground between participants and invitees sooner and more clearly. At the beginning I felt that "famous" people weren't exactly approachable - people didn't wear name tags and so it was easier for everyone to just stick to people they know or that also have trouble integrating. I think that could easily be solved by a more equal presentation mode of everyone, or even just the name tags to make engagement easier. Still, the outcome (to me, and I guess everyone) was very positive, as people were so interesting that I just had to meet them and introduce myself, as I couldn't pass away an opportunity to learn more.

A special request, if possible: an available piano next time around. Just because it's my expertise and I was itching to create with those people and not just back at my studio :)

Any other comments?

I loved the laidback feel of it and the possibility of grouping, regrouping, participating, standing back to rest.

Thank you for this amazing opportunity - hope i can see you all in the future. I'm really proud to have participated along so many incredible people. I feel like i've said this a million times but find no other words to explain it. THANK YOU!

Oh, and by the way, Just Ocean was the perfect theme for me.

Name

Alan Macy

Please sum up your experience of MTF Labs Aveiro in a few words.

brilliant, a consequence of superb curation

What did you do at MTF Aveiro?

Mark-David Hosale and I have been working in the area of computational arts, focused to human physiology, for many years. We had the opportunity to present some relevant work and that circumstance helped to stimulate involvement for a Saturday evening exhibition involving a number of MTF artists. The piece was named "Sirens" and was evocative of the waters around us and the relationships to the "emotional sea" that supports our manner of being in this world.

What did you like most about it?

The event harnesses a beautiful strategy for connection and practice. 1) create opportunities for expression 2) allow all to be of service 3) establish time and space for transcendent moments

What (if anything) has resulted from your participation in MTF?

Many tendrils sprouting! All positive! Continuing evolution planned for the ongoing effort to encompass the deeper parts of who we are into all of what we experience -by virtue of noticing the beauty and bringing this forward.

Were there any particular "stars" who deserve special commendation?

I don't know where to start...but on first blush, certainly Michela and Andrew! You have created a creative coral reef and put down a red carpet extending to many creative silos. Rather perfect and fun!

Any particular highlights?

I loved working on "Sirens". This was one of those perfect circumstances.

Any lessons to be learned for next time around

Having an extensive laboratory development zone, on site, is really fabulous. The balance, energy exchange and polarity established between lab space and performance space contributes to astonishing outcomes.

Any other comments?

I would like to reflect that this event is clearly on a solid path! It thrives because you thrive.

Name

João Melo

Please sum up your experience of MTF Labs Aveiro in a few words.

A remarkable experience like no other i have ever experienced. All those who were involved shared a feeling of community that evolved into amazing projects, crossing the boundaries of music, visual performances and technology.

What did you do at MTF Aveiro?

I was part of the final ensemble along the other musicians (my group was the one with Rui Maia and Mandy), helped in the Limbo project and also directed the "Mermaids Lament". Regarding this last project i did the music with Guilherme (all synthesized by us), edited and arranged the music, wrote the text that Sitara has read (also recorded the audio and processed it) and helped Pedro (who did the visuals) with the art installation that was held in the entrance.

What did you like most about it?

To be honest i loved everything. Nothing to point out.

What (if anything) has resulted from your participation in MTF?

Having this opportunity to get to know amazing people, led me to collaborate for sure with some of them (i would to collaborate with all). I've talked already it some like Gonçalo, Pedro, Guilherme, Nestor and Daniel, to name a few, that i have absolute pleasure to work with, via internet or any other possible way.

Were there any particular "stars" who deserve special commendation?

All of them, but have to mention Luís, Ed, Monica, Peter, Fransisca, Guilherme, Pedro, Jake (São Goncalinho) and of course Andrew and Michaela.

Any particular highlights?

The final ensemble was very special, the trip to salinas and the collaboration days.

Any lessons to be learned for next time around

I loved every single part of the experience. If there is a lesson learned is that maybe time management. I should have worked more in the final days to be able to experience moments such has going to the beach (i did the other way around and stood working on the projects on the first days)

Any other comments?

Keep up the good work, all of you are amazing. I hope in the future to get to work with you again in an MTF experience.

Name

Rui Maia

Please sum up your experience of MTF Labs Aveiro in a few words.

Totally Mind blowing!

What did you do at MTF Aveiro?

I was part of the recordings at salinas and also i was responsible for my ensemble group.

What did you like most about it?

As i know the city very well, it's beautiful isn't it?! I believe what made the event really special it was the very different people / brilliant minds. It was truly inspiring.

What (if anything) has resulted from your participation in MTF?

There's some people that i will get in touch for sure.

Were there any particular "stars" who deserve special commendation?

I have to mention one person of course, my friend Moullinex for his super active presence. A natural leader and a very very creative person. We know each other since ages but at the NTF we had the opportunity to spend more time together which will cement our relationship.

Any particular highlights?

The Final Show was really special. It went really well.

Any lessons to be learned for next time around

I believe the food catering could be a little better. I can make affordable suggestions next time ;)

Any other comments?

I really loved this week. It was amazing. For the next MTF you can count on me. Just write me. :)

Take care.

Name

Francisca Siza

Please sum up your experience of MTF Labs Aveiro in a few words.

MTF was an amazing opportunity to develop creative projects with a creative and exciting group of people.

What did you do at MTF Aveiro?

I was developing a short documentary about MTF, alongside Nuno Barbosa, shooting interviews and filming what was happening.

What did you like most about it?

Prototyping time was my favourite. The city is beautiful and all of the people who work in the theater are very nice and helpful. Participants at MTF are in amazing spirit and make me develop my creative and active side.

What (if anything) has resulted from your participation in MTF?

Final video. Also I gave photos and videos to other participants to help visualize their projects.

Were there any particular "stars" who deserve special commendation?**Any particular highlights?**

Final symphony with all of the musicians.

Both field trips to the salt mines.

Experimentations by the participants.

Any lessons to be learned for next time around

I think we should be more ecological. For example there were no recycling points in the main room or the theater. Everyday there were lots and lots of paper cups used. Single time use. It is very important to think about our future, but not only on technology or art, we really need to think about nature and our footprint. Also MTF is a great moment to give an example to others and teach how to be more sustainable.

Any other comments?

Thank you so much for everything!

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