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## **Workshop: Simultaneous Mapping Practices**

**belas-artes ULisboa, 20–24 November 2023**

**Call for Applications**

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*simularr* and the Faculty of Fine Arts at the University of Lisboa are happy to announce a call for participation in the workshop *Simultaneous Mapping Practices* on speculative forms of collaborative space mapping. The interdisciplinary workshop is directed at artists-researchers with practices across different media. In close collaboration with the Department of Communication Design, Department of Multimedia Art, and the Department of Sculpture at FBAUL, we encourage PhD students, MA students, and other practitioners-researchers to participate.

### **Theme**

How do we **experience spaces and environments**, and how does such experience structure our **relationship with others and the world**? Can such experiential processes and relationships be creatively mapped, designed, composed, or restructured? What affordances and resistances emerge when we tap into the constant flux at the interface between bodies, objects, and the world? What happens if a group shares instruments and techniques made for such mappings? Do common perceptions arise, or can multiple

heterogeneous perceptions be reconciled? Is it possible to create an **accumulation of multidisciplinary perceptions**?

The workshop *Simultaneous Mapping Practices* is embedded into *simularr*, which looks at shared practices that happen “in parallel,” “in adjacency,” and “in contact to each other,” where a cohesion among different actors is created through spatial mediation. Space is understood as a multi-faceted modality that is physically, aesthetically and mentally constituted.

The workshop aims to explore these complex interplays through speculative practices that experiment with and contemplate how approaches, techniques and technologies of mapping—tracing, relating, structuring—define how we experience and navigate space(s). We want to study the relationships between **collaborative mapping and experience** by actively forming, composing, designing, or observing sensorial **interfaces and methods inserted between body and world**.

## Facilitators / Tutors

*simularr*'s team members<sup>1</sup> take the roles of facilitators and tutors of this workshop at ULisboa: **Nayarí Castillo** (TU Graz, AT) is an installation artist that works with history, time and space, emphasising experiments in perception and engagement. **Hanns Holger Rutz** (GMPU Klagenfurt and KUG Graz, AT) is a sound and digital artist interested in physical materiality, forms of writing and notation and reciprocation in the work process. **Daniele Pozzi** (GMPU Klagenfurt and KUG Graz, AT) is a sound artist and electronic musician working with design of original computer programs relating to process and form in feedback practice. **Franziska Hederer** (TU Graz, AT) is an architectural researcher focusing on the exploration of artistic practices as tools for spatial perception and for sensitising the understanding of space.

The workshop will also have input from the professors of FBAUL, as well as from invited researchers of the *simularr* project: composer and musician **Ludvig Elblaus**; artist, poet and coder **Yucef Merhi**; performer and choreographer **Charlotta Ruth**; installation artist **Elena Redaelli**.

## Call for Application

We are looking for workshop participants that want to build, share and collaborate on their physical or conceptual-poetic devices that question and challenge perceptual boundaries and create alternative spatial interpretations. These can be existing prototypes, new configurations of prior approaches, or new propositions based on initial research. Please submit your application no later than **30 October 2023**.

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<sup>1</sup> see also <https://simularr.net/people/>

## Format and Schedule

Combining critical reflection with practical making, the workshop will consist of input sessions given by the facilitators, open-ended development and making (creation lab), personal tutorials, and a concluding assembly of the results. The detailed schedule is shown below.

| Time  | Monday<br>20.11.2023 | Tuesday<br>21.11.2023 | Wednesday<br>22.11.2023 | Thursday<br>23.11.2023 | Friday<br>24.11.2023    |
|-------|----------------------|-----------------------|-------------------------|------------------------|-------------------------|
| 09:00 | General Introduction | Input 2               | Input 3                 | Input 4                | Individual Critique***  |
| 10:00 |                      |                       |                         |                        |                         |
| 11:00 | Input 1*             | Creation Lab          | Creation Lab            | Creation Lab           |                         |
| 12:00 |                      |                       |                         |                        |                         |
| 13:00 | <i>Lunch</i>         | <i>Lunch</i>          | <i>Lunch</i>            | <i>Lunch</i>           | <i>Lunch</i>            |
| 14:00 | Mapping Activity     | Creation Lab          | Creation Lab            | Creation Lab           | Individual Critique     |
| 15:00 |                      |                       |                         |                        |                         |
| 16:00 |                      |                       |                         |                        |                         |
| 17:00 |                      | Reflection Round      | Open Experiment**       | Reflection Round       | Concluding Assembly**** |
| 18:00 |                      |                       |                         |                        |                         |

\* Each input session is lead by two invited faculty

\*\* The open experiment is a mid-workshop trial of the developed devices

\*\*\* The individual critiques are given by two invited faculty

\*\*\*\* During the concluding assembly, all invited faculty + ULisboa faculty will be present

## Application Procedure

If you are interested to take part in workshop, please send us a proposal (max. 500 words) addressing:

- **your motivation to participate.** Designed as an interdisciplinary artistic research workshop, your choice of media and methods can range from conceptual or poetic to physical, there are no prerequisites.
- **outline of your proposition** (initial idea / research, or prototype, or reconfiguration), and attach up to two pages of or links to supporting visual or sonic materials if needed. Your mapping approach to be developed during he workshop could be based on, for example, a wearable device, sensor instruments, poetic observation practices, recording sculptural objects, or conceptual meanderings.
- say something about how your project will relate to **experience of spaces and environments**, and how it might affect our **relationship with others and the world**.

Please fill out the form provided at <https://simularr.net/form-mapping-workshop.pdf> and send it along with your proposal to [info@simularr.net](mailto:info@simularr.net). We aim at a balance of gender, backgrounds and disciplines of the applicants.

### Conditions

- The workshop is free of charge and will be held in English.
- Duration of the workshop: Mon 20 to Fri 24 November 2023.
- Applicants must be present during the workshop.
- Applications are reviewed by both *simularr* team and FBAUL staff
- Venue: ULisboa (rooms AMM 231, DC 411, LH auditorium)
- Deadline for application: 30 October 2023.

If you have further questions, please do not hesitate to contact us at [info@simularr.net](mailto:info@simularr.net).

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Simultaneous Arrivals (*simularr*) is an artistic research project on novel forms of collaborative practices within the PEEK framework of the Austrian Science Fund FWF (AR 714-G), running from 2022 until 2025. <https://simularr.net/>. The workshop is hosted by the Department of Communication Design, Department of Multimedia Art, and the Department of Sculpture at FBAUL of the Faculty of Fine Arts of the University of Lisbon (FBAUL). <https://www.belasartes.ulisboa.pt/en/>