

CARPE Symposium

Porto, 2025

Special Interest Group: Creativity, Arts and Media

This Special Interest Group delves into the intersection of creativity, arts, and media with emerging technologies. It emphasizes innovation in digital media and creative practices, highlighting technology's transformative role in promoting accessibility, inclusion, and interdisciplinary collaboration across cultural and educational contexts within the CARPE network.

Session 1 (11:30-13:00)

Title: *Who Am I and What Am I Doing?*

How can creativity, arts, and media reshape education and society?

Agenda:

- Welcome and Introduction (20 min)
 - Overview of the symposium's purpose and explanation of SIG goals
 - Introduction to SIG Activities and outcomes since last CARPE symposium
 - Briefing: The Role of Creativity, Arts, and Media in Innovation
- Brief participant introductions (15 min)
- Flash presentations: Creative and Media Innovations in Practice (50 min)
 - Short participant presentations on innovative projects or research in SIGs topic (each presentation 5-10 min)
 - Submissions at <https://forms.office.com/e/qcXvSs69dL>
- Session Wrap-up and objectives for next session (5 min)



CARPE Symposium

Porto, 2025

Session 2 (14:30-16:00)

Title: Which Areas Should We Focus On?

What emerging creative and media-driven research areas should we explore for greater impact?

Agenda:

- Session introduction and goals clarification (5 min)
- Building bridges beyond Academia (30 min)
 - Pitch presentation of external player (Eduardo Nunes – CEO of Kendir Studios – serious game company)
- Discussion: Mapping research and innovation in Creativity, Arts, Media (30 min)
 - Identify and prioritize research themes relevant to SIGs topics
 - Group activity to brainstorm and pitch collaborative project ideas
- Summary and key takeaways (20 min)
 - Sharing potential partnership ideas and opportunities
 - Identifying preliminary next steps
- Session Wrap-up and objectives for next session (5 min)



CARPE Symposium

Porto, 2025

Session 3 (16:30-18:00)

Title: What Are Our Next Steps?

How can we turn creative collaboration into lasting impact and tangible outcomes?

Agenda:

- Opening: Overview of previous sessions and session goals (5 min)
- Collaborative action planning (40 min)
 - Develop a detailed timeline for proposed initiatives (research proposal, publication, white paper, creative projects, or research tools)
 - Identify concrete calls, actions, milestones, and deadlines
- Assigning roles and responsibilities (20 min)
 - Group activity to clarify and document roles, expectations, and commitments
- SIG Roadmap (2025-2026) (15 min)
 - Elaboration of the roadmap based on previous work
- Conclusion and Closing Remarks (10 min)
 - Summary of key outcomes
 - Feedback and final reflections



Agenda – SIG “Creativity, Arts and Media”

Session 1: 11:30–13:00

Title: Who Are We and What Are We Doing?

Focus: Sharing innovative practices and understanding our collective expertise.

- **Welcome and Introduction (15 min)**
SIG purpose, goals, and brief overview of recent activities.
- **Participant Pitch Round (40 min)**
 - Integrating Data Science and AI into Design Education
(Erik Hekman, HU University of Applied Sciences Utrecht)
 - Neural Canvas: Mapping Aesthetic Experience Through EEG Analysis
(Luis Coelho, ISEP, P.PORTO)
 - Creative Counter-Narratives: combating misinformation through participatory media and arts
(Luciana Oliveira, ISCAP, P.PORTO)
 - International collaboration? Creativity, Arts and Media
(Enver Vetter, HU University of Applied Sciences Utrecht)
 - Code. Play. Learn: Using AI and Gamification in Agni to Personalize Programming Education
(Ricardo Queirós, ESMAD, P.PORTO)
- **Guest Talk – Eduardo Nunes (30 min)**
Presentation by the CEO of Kendir Studios on how creative technologies like serious games can foster innovation.
- **Wrap-up and session 2 preview (5 min)**

Session 2: 14:30–16:00

Title: Which Areas Should We Focus On?

Focus: Identifying key themes and shaping potential collaborations.

- **Introduction and recap (5 min)**
- **Presentation – Project Chronos (30 min)**
 - Project proposal update: “Chronos - An Artwork Educational Time Travel Framework”
- **Thematic Discussion and Idea Mapping (45 min)**
 - Group activity to identify priority topics, brainstorm collaborative ideas, and begin forming potential project clusters.
- **Wrap-up and next session goals (10 min)**

Session 3: 16:30–18:00

Title: What Are Our Next Steps?

Focus: Planning concrete actions and partnerships.

- **Opening and recap of previous sessions (5 min)**
- **Collaborative Action Planning (40 min)**
 - Define key proposals, match interests, and identify relevant calls or publication opportunities.
 - Clarify who does what, how, and when.
- **Drafting the SIG Roadmap 2025–2026 (15 min)**
- **Final Wrap-up and Feedback (10 min)**