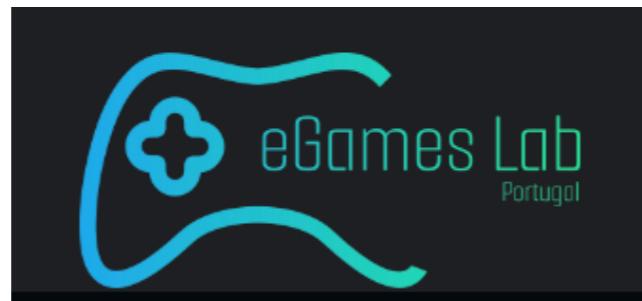


Feminist poiesis – multidisciplinary creation and collaborative research in transmedia arts and gaming in Portugal

Dr. Terhi Marttila & Dr. Luciana Lima

INTERACTIVE
TECHNOLOGIES
INSTITUTE



b
—
a

belas-artes
ulisboa

This research was funded by the Portuguese Recovery and Resilience Program (PRR),
IAPMEI/ANI/FCT under Agenda C645022399-00000057 (eGamesLab)

Projects

- HCI Subfields
- Active projects



Bauhaus of the Seas Sails

The Bauhaus of the Seas Sails will build a portfolio of demonstrator pilots: the Atlantic Tagus River Estuary (Lisbon/Oeiras), the Lagoon in the Adria... [MORE](#)

DCitizens

Fostering Digital Civics Research and Innovation in



Locative Games for Cultural Heritage



eGamesLab PORTUGAL

eGamesLab

eGames Lab aims to build capacity for retaining in the country a young, well-trained generation of different backgrounds: design, storytelling, engine... [MORE](#)

eGAMES LAB | A UNIQUE CLUS X +

egameslab.pt

PT eGamesLab

A unique egames development ecosystem in the world

WHAT'S ON

Tuesday July 4, 2023

New 21 research positions now available!

Sunday July 2, 2023

FootAR showcases AR innovations @ Vivatech Paris

View All →

NEWS



<https://egameslab.pt/news/footar-showcases-ar-innovations-vivatech-paris/>

https://egameslab.pt/



"about"

[team]

⟨keynotes⟩

'publications'

(support)

/contact-us/



Game Art and Gender Equity

<https://www.gameartandgenderequity.com/>



U LISBOA

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<https://www.belasartes.ulisboa.pt/>

- 2001 ***Memory Simulators*** [Simuladores de Memórias], ***Records of a Transformation*** [Registros de uma Transformação], Mercado Ferreira Borges, Oporto.
Rupture, [Ruptura], installation, *Bandits-Mages*, Rencontres internationales étudiants des arts multimédia, Bourges, France.
Rupture, [Ruptura], installation, *Medi@Terra 2000*, Arts and Technology International Festival, Athens, Greece.
Between Poets, net.art, *Gotofrisco*, Sister Spaces, São Francisco and ZDB gallery, Lisbon.
- 2000 ***Me, myself and I***, installation, *Nonstopopeninglisboa*, ZDB gallery, Lisbon.
Rupture, [Ruptura], installation, *Arco 2000*, MEIAC virtual gallery, Madrid, Spain
- 1999 ***Alchemy, the thoughts of the arts*** [Alquimias, dos pensamentos das artes], 25 anos Associação Nacional das Farmácias, Coimbra.
Rupture, [Ruptura], installation, Bienal of Young Creators of Europe and Mediterranean, Rome, Italy.
Rupture, [Ruptura], installation, *Portuguese Art between 80-90*, António Cachola collection, MEIAC, Badajoz, Spain.
Rupture, [Ruptura] and Timor installations, Portuguese new visions, Cisterna da FBA-UL, Lisbon.
Rupture, [Ruptura] and Timor installations Romaria(s), o fim do ROM e da Possibilidade Criativa, 1º International Lisbon Vídeo Festival, City Museum, Lisbon.
- 1996/97/98 **Selected projects** in ciber art, design, and painting at New Creators National Presentation, [*Mostra Nacional Jovens Criadores 96, 97 e 98*], Old National Cordoaria, Lisbon (96), Old Caixa Geral de Depósitos Building, Guarda (97) and City Museum in Aveiro (98).



<https://fbaul.academia.edu/PatriciaGouveia/CurriculumVitae>



Gouveia 2010

**Digital art and games -
aesthetics and the design
of the ludic experience**

**[https://www.wook.pt/livro/artes-e-jogos-digitais-patricia-gouveia/
10691120](https://www.wook.pt/livro/artes-e-jogos-digitais-patricia-gouveia/10691120)**

Playmode



Vista da exposição Playmode, maat, 2019. Fotografia: Bruno Lopes. Cortesia: Fundação EDP

11/09 → 19/12/2019

exposições

Curadoria
Patrícia Gouveia
Filipe Pais

[Share ↗](#)

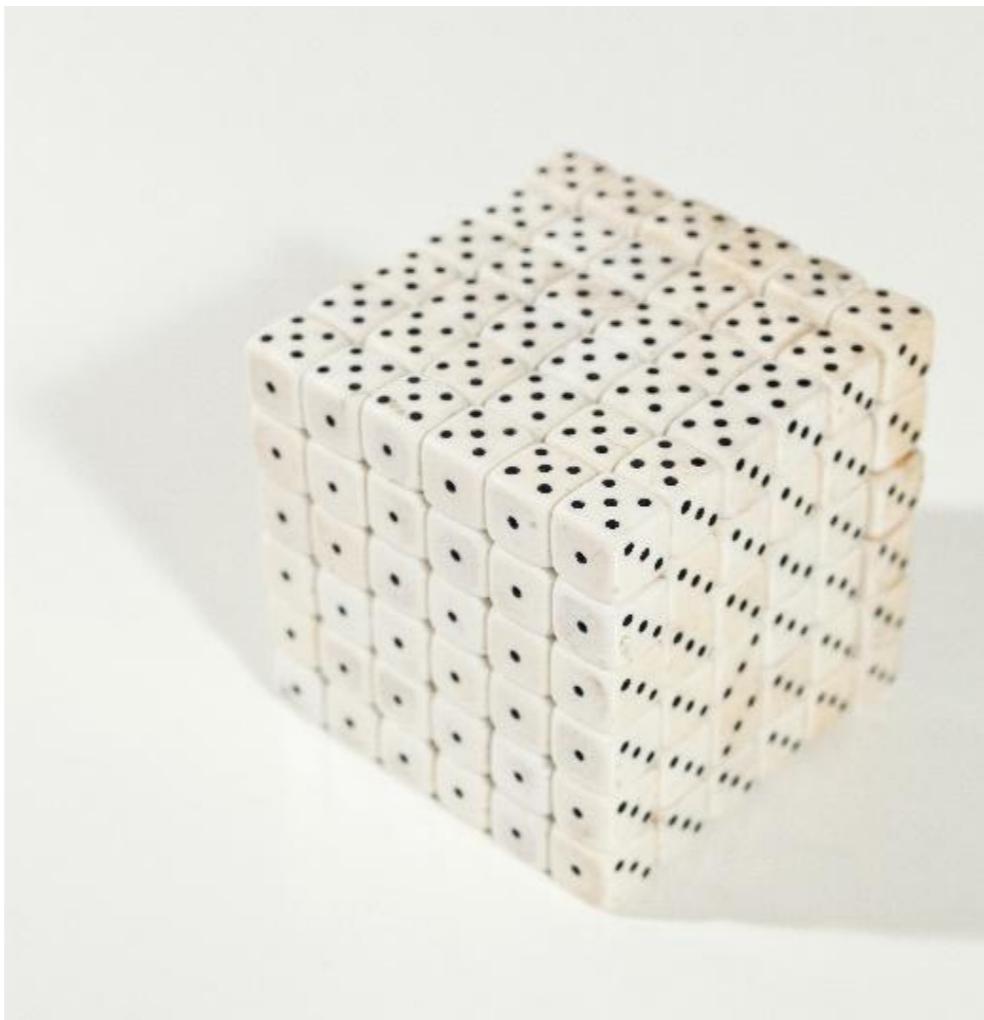
**MAAT © PLAYMODE PORTUGAL (2016_19): *PING PONG TABLE* (1998)
GABRIEL OROZCO + *THE GRAVEYARD* (2008) TALE OF TALES.**



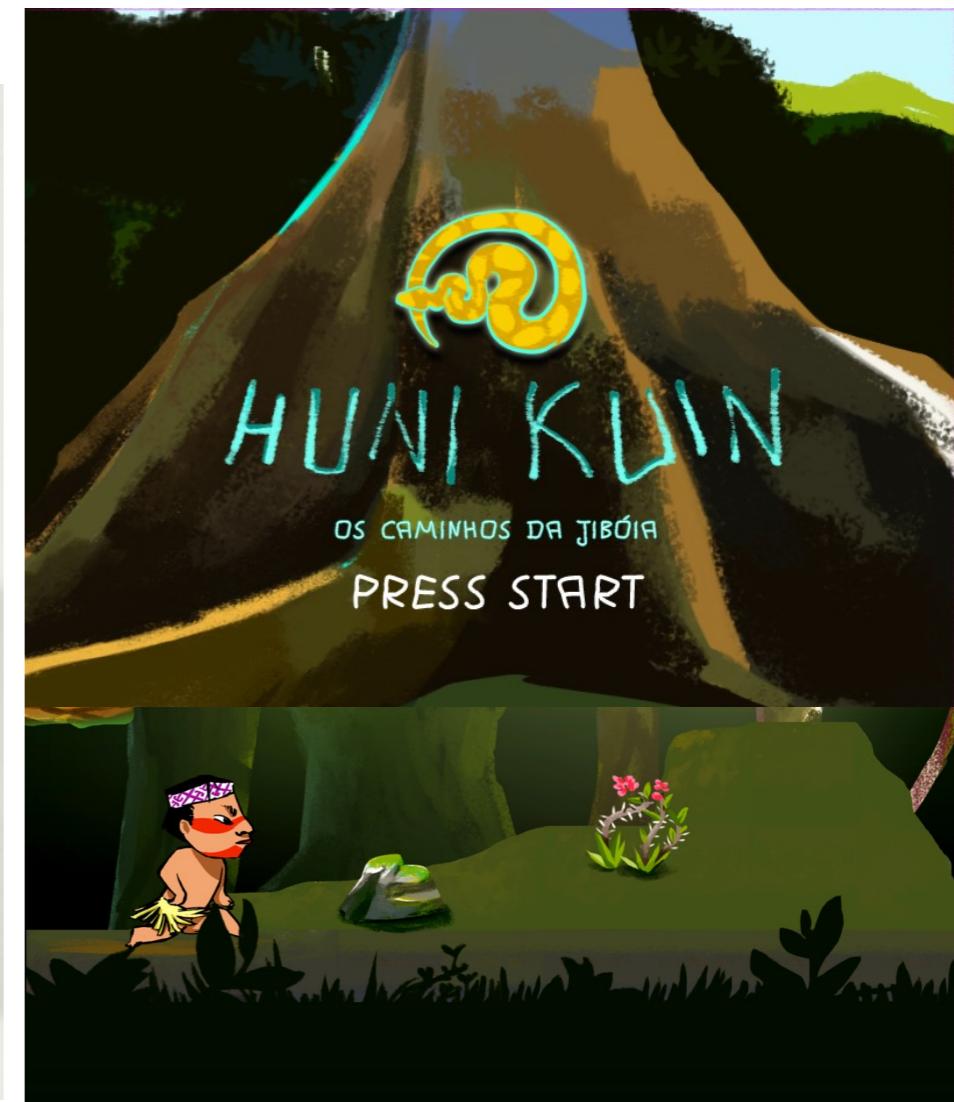
**“INTERGENERATIONAL INTERACTION * TRANSMEDIA STUDIES *
ARTISTIC MANIFESTO ON THE 21st CENTURY PLAYFUL
CULTURE” (Gouveia)**



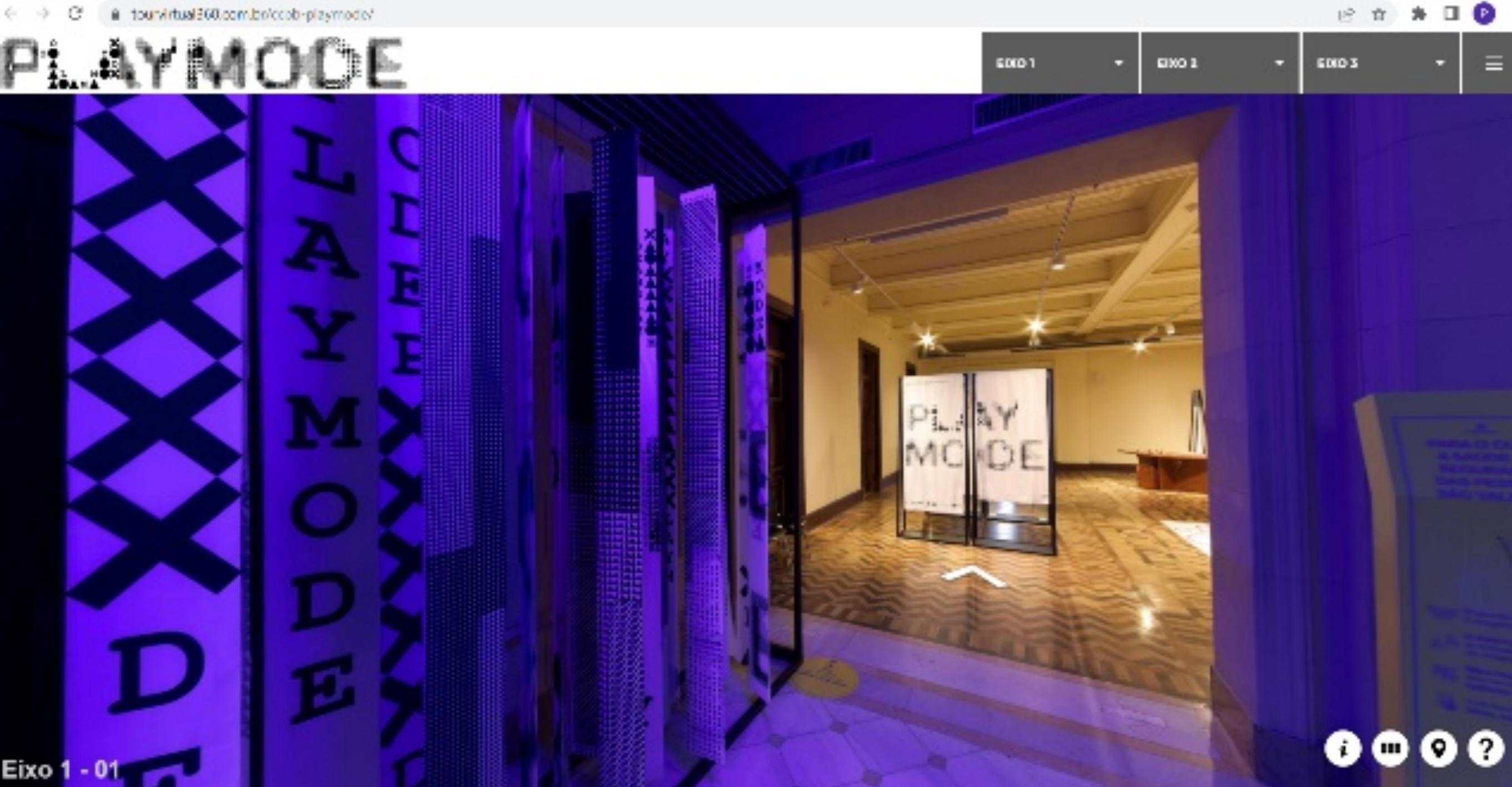
**“Xadrez Auto Criativo”,
de Ricardo Barreto
e Raquel Fukuda
(foto: Camila Picolo)**



**“Cubo de Dados”, 1970,
de Nelson Leirner**



**“Huni Kuin”, 2017,
de Coletivo Beya Xinã Bena**



PLAYMODE VIRTUAL TOUR (BELO HORIZONTE)@CCBB BRASIL

HTTPS://WWW.TOURVIRTUAL360.COM.BR/CCBB-PLAYMODE/

**And an example of another
Exhibition on digital games
In a fine arts context:**



Never Alone – Video games and other interactive Design,
September 10th 2022 – July 17th 2023 at MOMA



<https://www.moma.org/calendar/exhibitions/5453>

My work



I help because I from the State will benefit

I help because I curious love

I help because it fun am

I help because I want to help shape these refugees

I help because I don't love that help

I help because my children myself heard

I help because I challenge white

Give me a reason (2016)

<https://collection.eliterature.org/4/give-me-a-reason>



from France

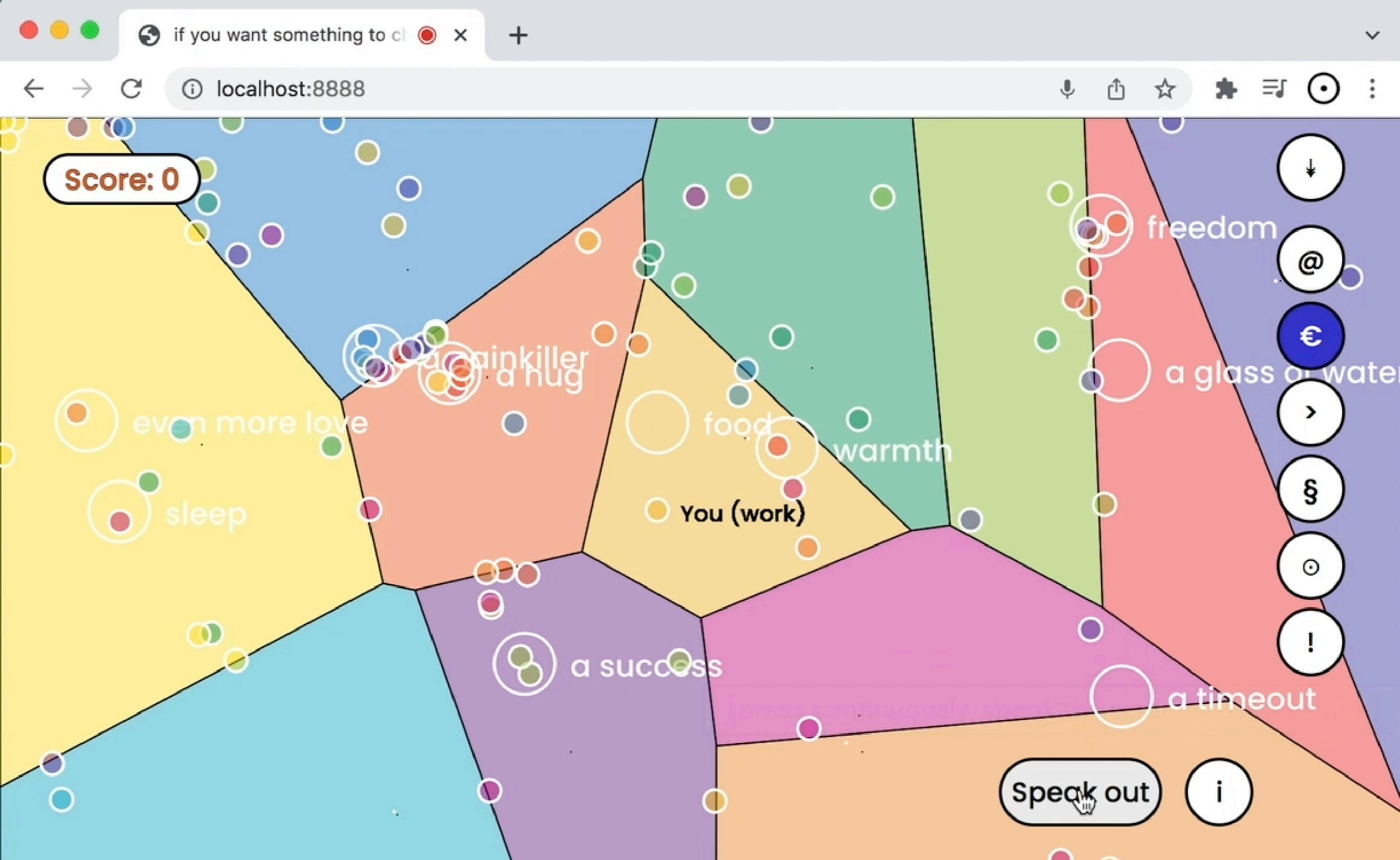
>> And we cannot take them all. Not all of them.

Press *Listen to me* above ↑, then speak any of these:

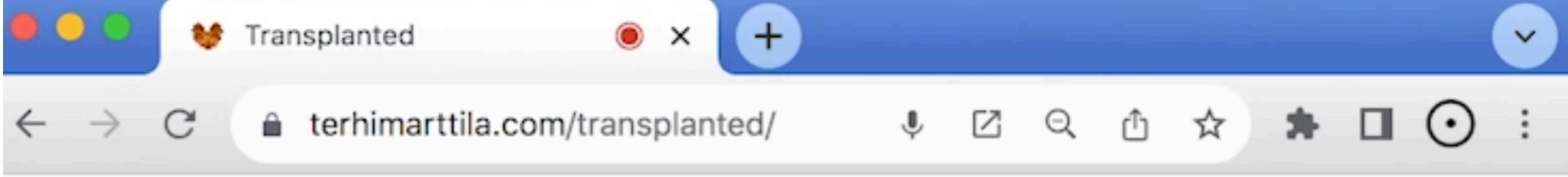
- what is this?
- I am from Canada
- I am from the United Kingdom
- I am from America
- I am from France
- I am from South Korea
- I am from Czech Republic

We cannot take them all (2019)

<https://terhimarttila.com/we-cannot-take-them-all>



Speak Out (2020)
<https://raum.pt/en/terhi-marttila>



Transplanted (2021)

<https://nokturno.fi/poem/transplanted/>

↓ pdf

→ dissertation

→ works

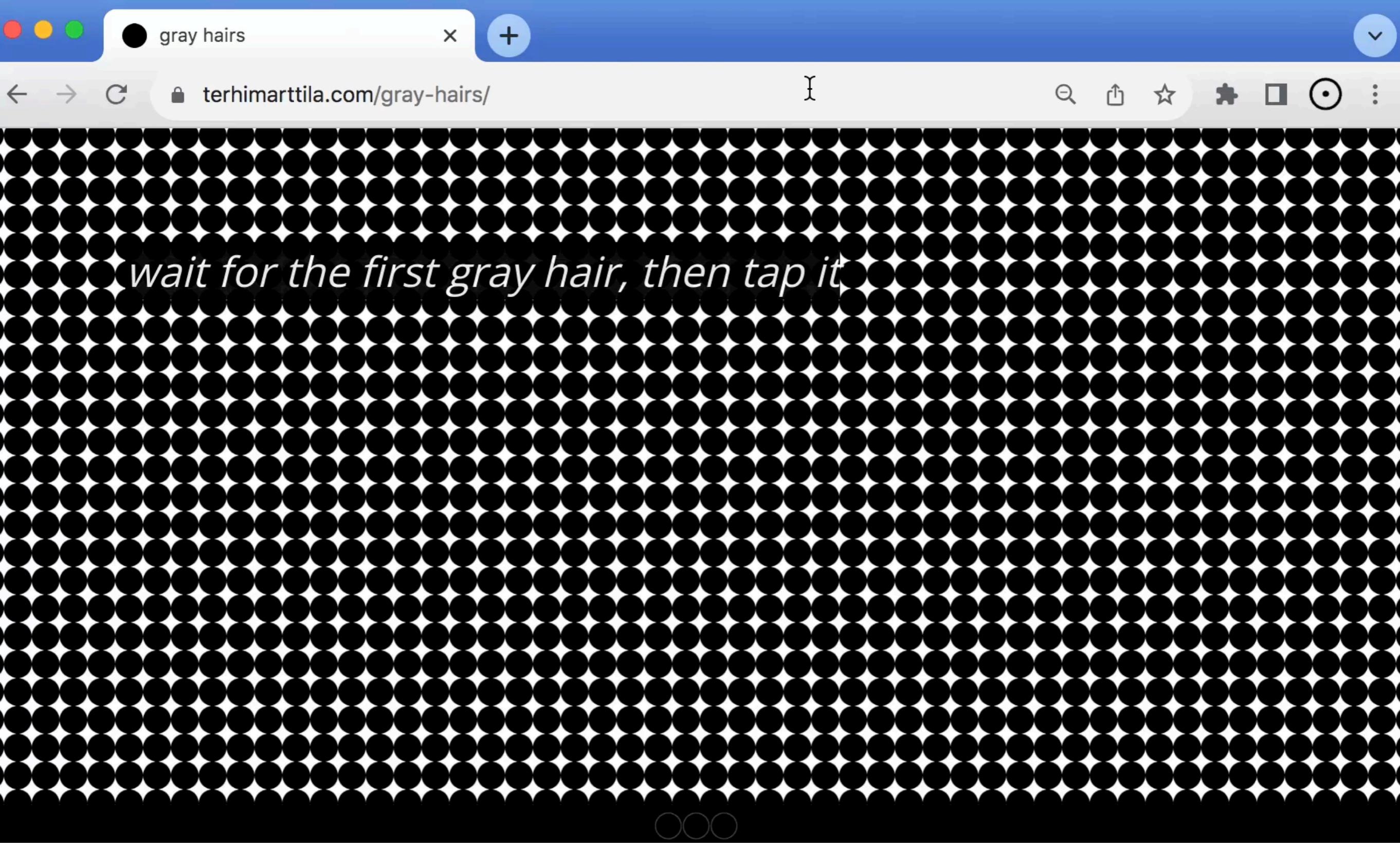
→ defense

Migration as movement

repurposing the voice/interface to explore aspects of human
migratory movement through artistic research

TERHI MARTTILA 2022

<https://terhimarttila.com/migration-as-movement/>



Gray hairs (2023)

<https://thenewriver.us/2407-2/>



Teatro Académico Gil Vicente, Coimbra, Portugal, July 2023
Electronic Literature Organization conference and media art festival



I found gray hair

Taper #11 : Parallels : Fall 2023

"Infinite scroll" by Terhi Marttila : << – >>



Work in progress: Infinite scroll (2023)

GAGE

The GAGE Project

an academic research proposal based on arts and participatory design. It was created by researchers **Patrícia Gouveia** and **Luciana Lima**.

1. How are women being included and represented in the digital games sector in Portugal?
2. How are gendered social dynamics produced in the Portuguese digital games industry?

The logo consists of the word "GAGE" in a bold, sans-serif font. The letters are rendered in a gradient of pink and red, with the "G" being pink and the "A", "E", and "E" being red. The letters are slightly slanted and have a three-dimensional, blocky appearance.

gameartandgenderequity.com



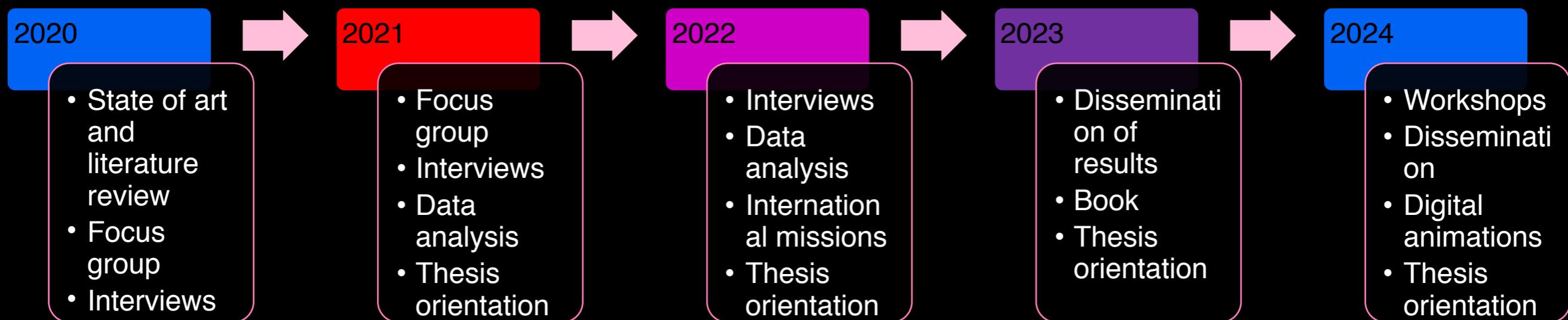
Who are we?



Dr. PATRÍCIA GOUVEIA & Dr. TERESA FURTADO (SCHOLARS, PORTUGAL), Dr. LUCIANA LIMA (RESEARCHER, BRAZIL)

Dr. TERHI MARTTILA (RESEARCHER, FINLAND) & Dr. ANNA UNTERHOLZNER (RESEARCHER, GERMANY);

**DOCTORAL STUDENTS: DIANA CARVALHO (PT), ISABELLE ARVERS (FRANCE), TIAGO MINDRICO (PT), LORENA RAMOS (BRAZIL),
AND RAFAELA NUNES (PT).**



SAGE

Number of boys and girls (national and foreign) enrolled in the Digital Games/Video Games degrees in the 2016/17, 2017/18, 2018/2019 academic years in Portugal.
 Source: Directorate General of Education and Science Statistics.

Higher Education Institutions	Degree	Degree title	Boys enrolled			Girls enrolled			Total		
			16/17	17/18	18/19	16/17	17/18	18/19	16/17	17/18	18/19
Lusófona (Lisboa)	Licenciatura-1º ciclo	Aplicações Multimédia e Videojogos	87	94	90	10	14	17	97	108	107
Lusófona (Porto)	Licenciatura-1º ciclo	Videojogos e Aplicações Multimédia	-	9*	23	-	-	4	-	9*	27
IPLLeiria	Licenciatura-1º ciclo	Jogos digitais e Multimédia	116	136	139	27	35	42	143	171	181
IPBragança	Licenciatura-1º ciclo	Design de Jogos Digitais	101	126	113	22	23	22	123	149	135
IPCA	Licenciatura-1º ciclo	Engenharia em des. de Jogos Digitais	106	118	113	6	5	8	112	123	121
Universidade Europeia	Licenciatura-1º ciclo	Des. de jogos e aplicações	33	34	50	1	4	3	34	38	53
Uni da Beira interior	Mestrado-2º ciclo	Design e des. de jogos digitais	28	23	32	9	11	8	37	34	40
IPCA	Mestrado-2º ciclo	Engenharia em des. de jogos digitais	21	20	19	4	4	2	25	24	21
ESMAD- IPP	TeSP	Design de jogos e animação digital	31	30	26	3	3	6	34	33	32
IPMaia	TeSP	Produção multimédia e jogos digitais	37	45	51	9	7	5	46	52	56
IPMaia	Licenciatura-1º ciclo	Desenvolvimento de Jogos Digitais	-	-	16	-	-	4	-	-	20
TOTAL			560	635	672	91	106	121	651	741	793
Percentagem			86%	85,7%	84,7	14%	14,3%	15,2%			22%

Conferences > 2021 IEEE Conference on Games... [?](#)

‘Never Imagined I Would Work In The Digital Game Industry’

Publisher: IEEE

Cite This

PDF

Luciana Lima ; Patrícia Gouveia ; Pedro Cardoso ; Camila Pinto [All Authors](#)

<https://www.gameartandgenderequity.com/publications>

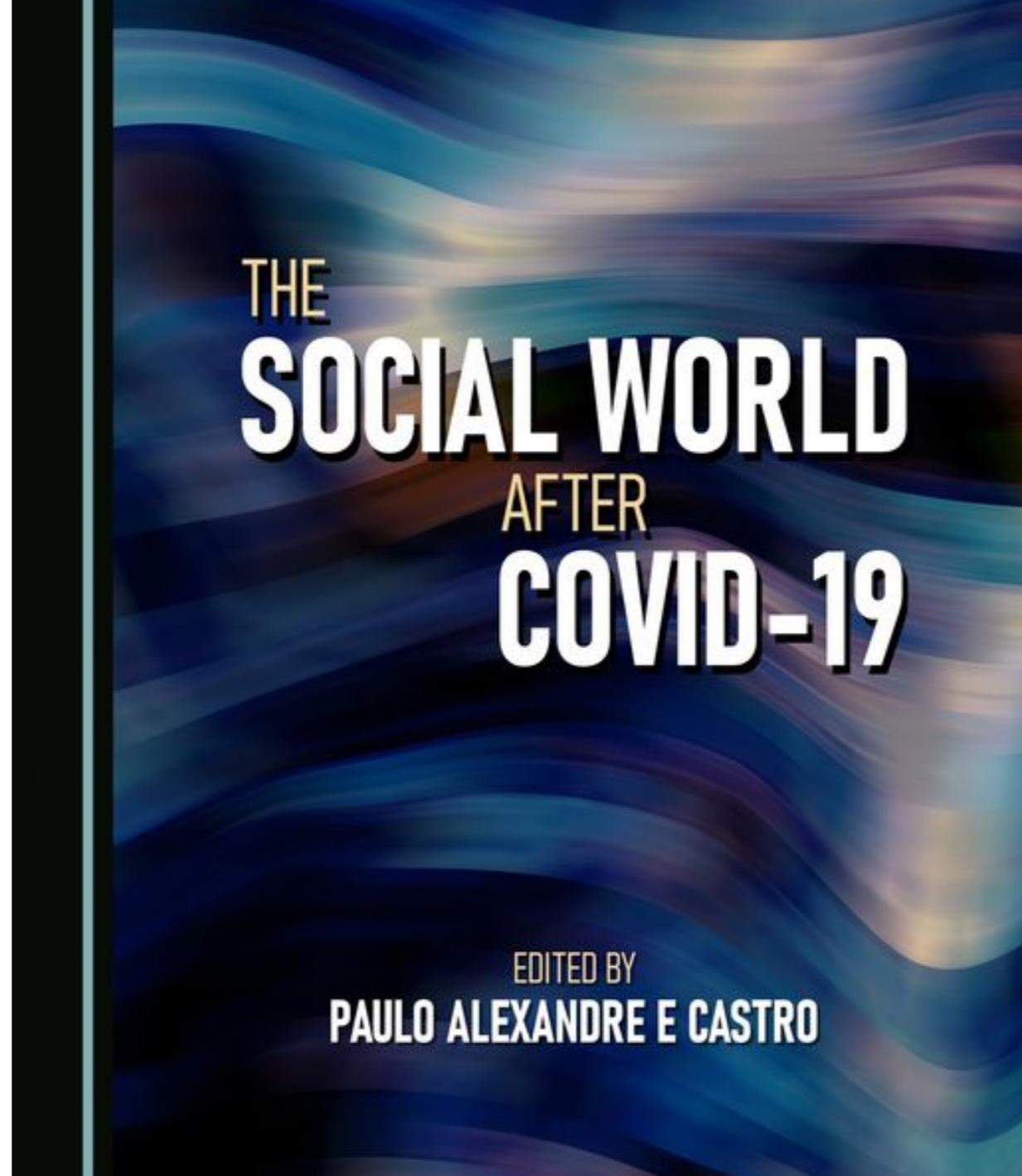
GENESIS OF A GAMING CULTURE: A HISTORICAL ANALYSIS BASED ON THE COMPUTER PRESS IN PORTUGAL

Full text: [PDF](#)

Authors: [Lima Luciana](#)
[Pinto Camila](#)
[Gouveia Patrícia](#)

Source: [DiGRA '22 – Proceedings of the 2022 DiGRA International Conference: Bringing Worlds Together](#)
, 2022

<https://www.gameartandgenderequity.com/publications>



2023

Chapter 5	56
GAMING IN PORTUGAL 2020: WOMEN IN DIGITAL GAMES AND THE IMPACT OF COVID-19	
<i>PATRÍCIA GOUVEIA, CAMILA PINTO & LUCIANA LIMA</i>	

<https://www.gameartandgenderequity.com/publications>

Full paper / The expanded world of invisible images – BLIND REVIEW's and BLIND REVIEW's artworks

ISEA 2022

Authors: Patrícia Gouveia, Luciana Lima, Anna Unterholzner, Diana Carvalho

Work: The role of interaction and plasticity in live-wired and embodied experiences, together with augmented technologies, are shaping and expanding human perception. Anna Unterholzner's and Diana Carvalho's artworks explore invisible and expanded imagery to reflect about arts-based research as knowledge creation, production, and dissemination.

Typology: Paper

Theme: Invisible Images, Complexity, Mediated Aesthetics, Expanded Imagery.

Venue: CCCB

More information: <https://www.gameartandgenderequity.com/%20>

<https://www.gameartandgenderequity.com/publications>

LIMITS AND MARGINS OF GAMES

Home Computing and Digital Game Piracy in the 1980s in Portugal

Luciana Lima, Camila Pinto, Terhi Marttila, Patrícia Gouveia

Seville, 2023

Outline

GAGE project, research, and methodology

Piracy as democratization of access to software

Piracy as democratization of access to programming information

Piracy as a generator of culture and capital accumulation

Game piracy: destroyer or creator of new ways of using technologies?

<https://www.gameartandgenderequity.com/publications>

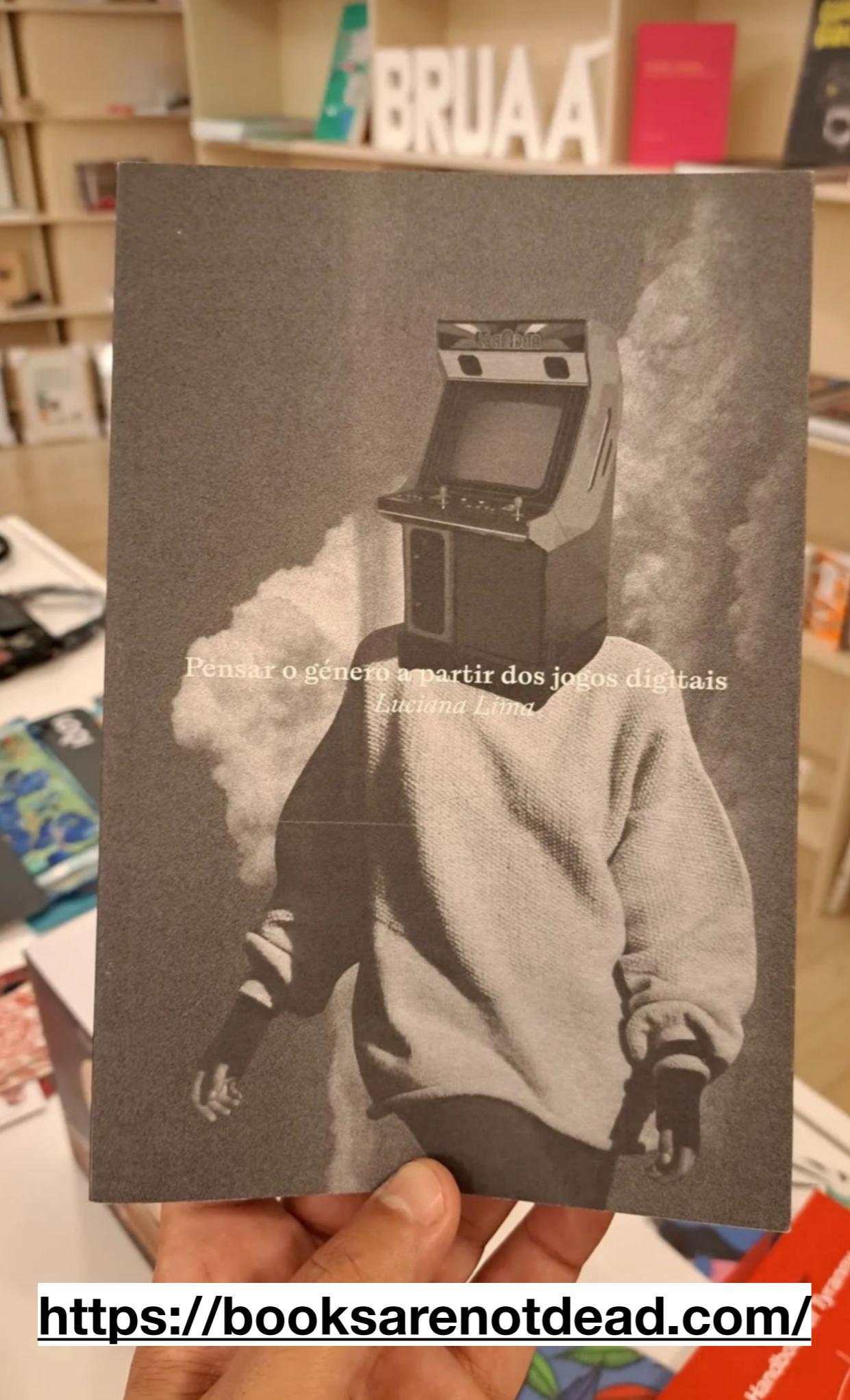
Edited by Renata Frade and Mário Vairinhos



***Convergent feminism,
gaming, digital
transition and equity***

**Gouveia &
Lima 2023**

<https://digimedia.web.ua.pt/digimedia-collection-3>



<https://booksarenotdead.com/>

***Thinking gender
through digital games***
Lima 2023

Call for Papers

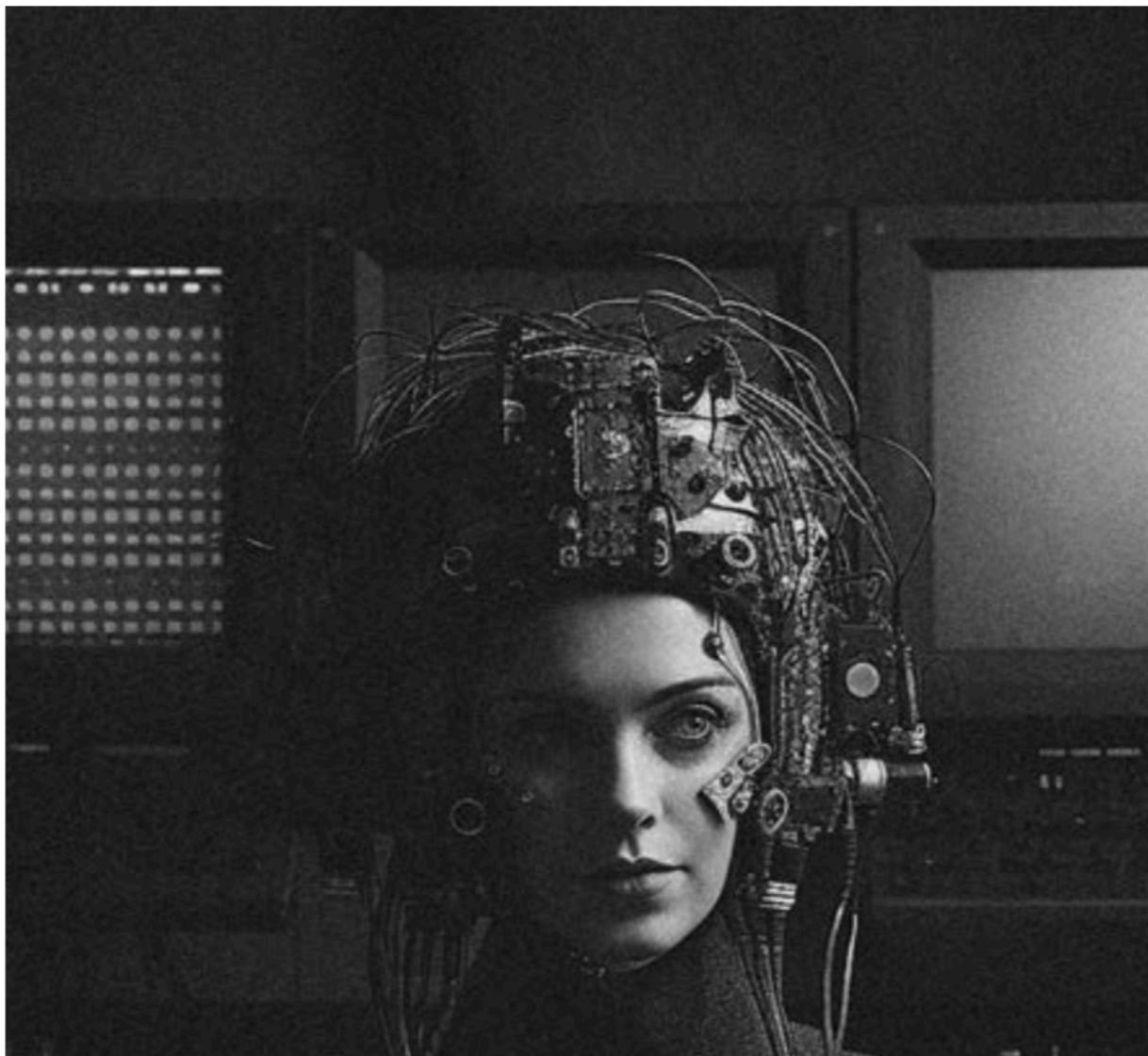
Current open Call for Papers:

-**Arts and Gaming, Convergent Feminism and Speculative Futures** (Deadline: September 22, 2023)

-**Open Call for audiovisual essay submissions** (always open)

Submit here: <https://revistas.ucp.pt/index.php/jsta/about/submissions>

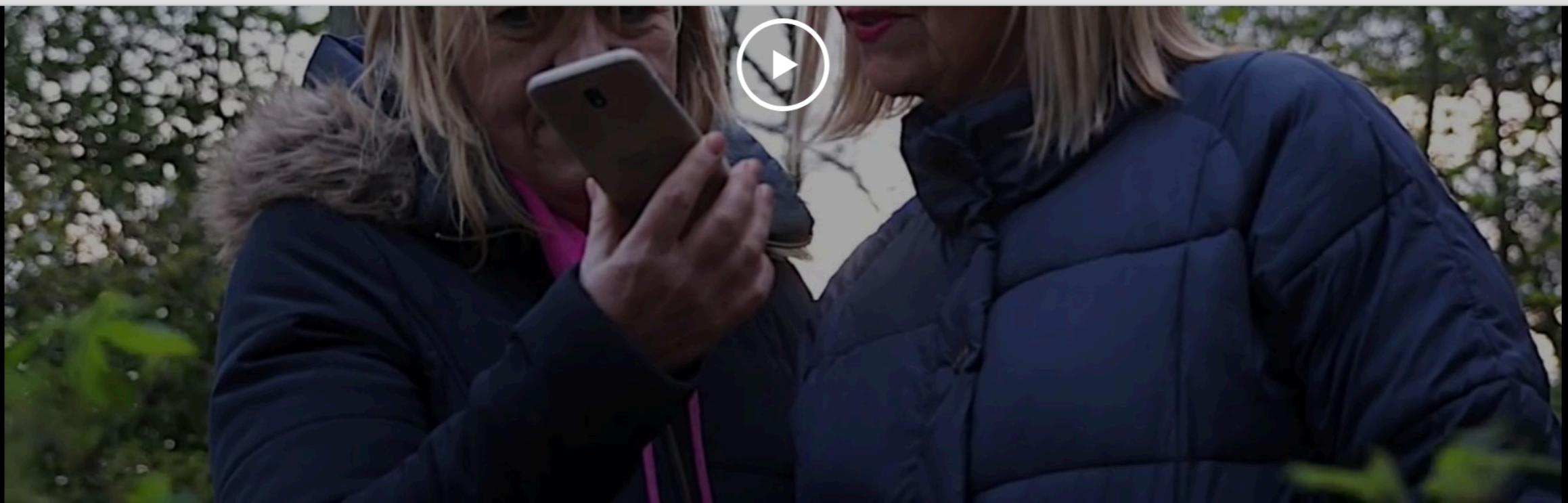
+++



<https://revistas.ucp.pt/index.php/jsta/callforpapers>

Future work:

**the women of the TIMEX-Sinclair factory
near Lisbon**



Generation ZX(x)

A hybrid, mixed-reality performance in Dundee, Scotland

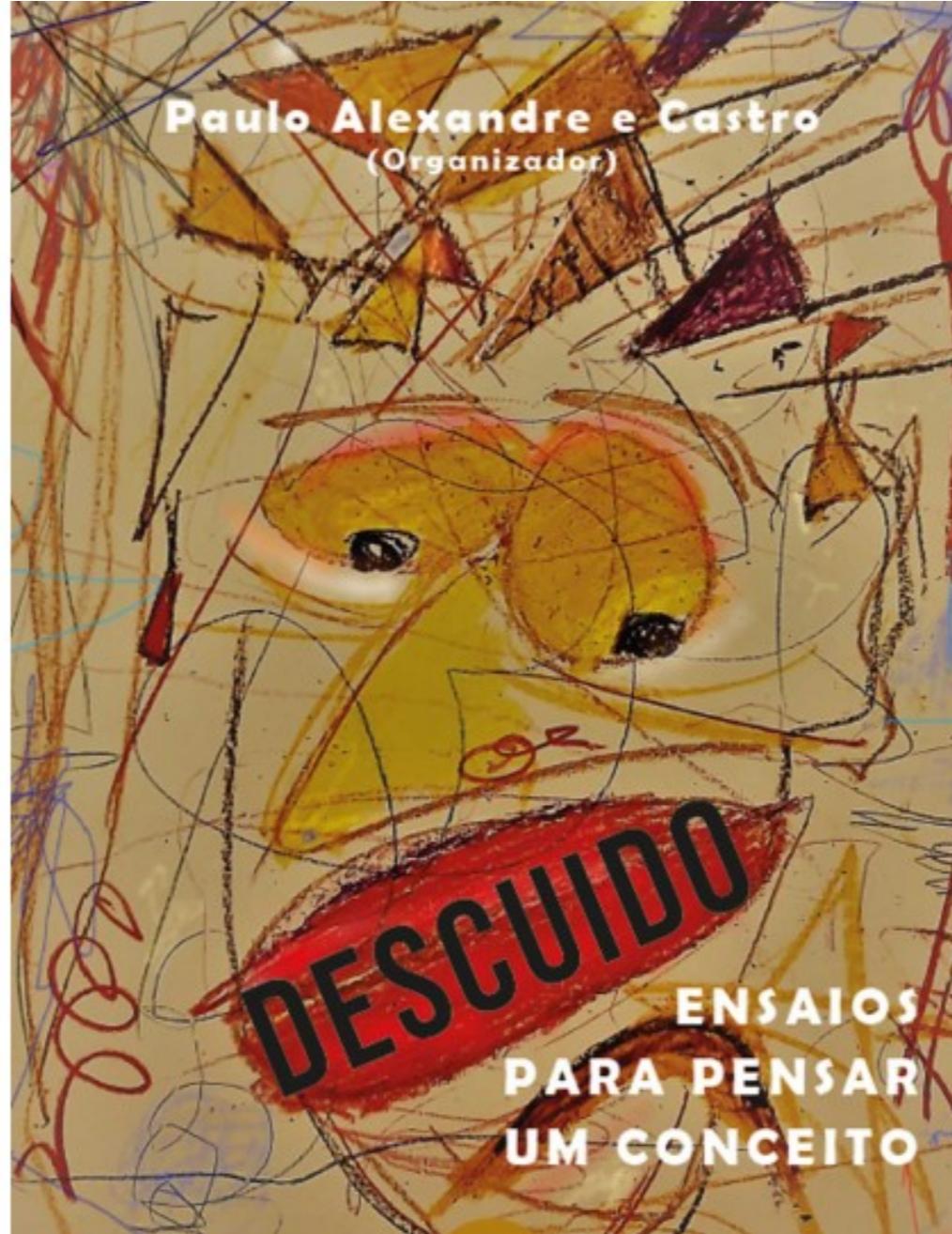
For the second project, *Generation ZX(x)*, I worked with third year Games and Arts students and staff from Abertay University to develop a series of video games, augmented walks and a performance, all exploring narrative configurations in and across physical and virtual environments. The project engaged with the living memory and heritage of the TIMEX factory in Dundee, and its aim was to reclaim and rewrite the history of the charged site on Harrison Road and to challenge the 'official' history of the local games industry. Two of the games: *She-Town* and *Assembly* were developed by the student team under the

(women of timex animation)

Terhi Marttila
terhimarttila.com
terhi.marttila@gmail.com

Luciana Lima
gameartandgenderequity.com
gagegeral@gmail.com

Work by the GAGE team



2022

Título: O mundo expandido das imagens invisíveis : obras artísticas de Anna Unterholzner e Diana Carvalho

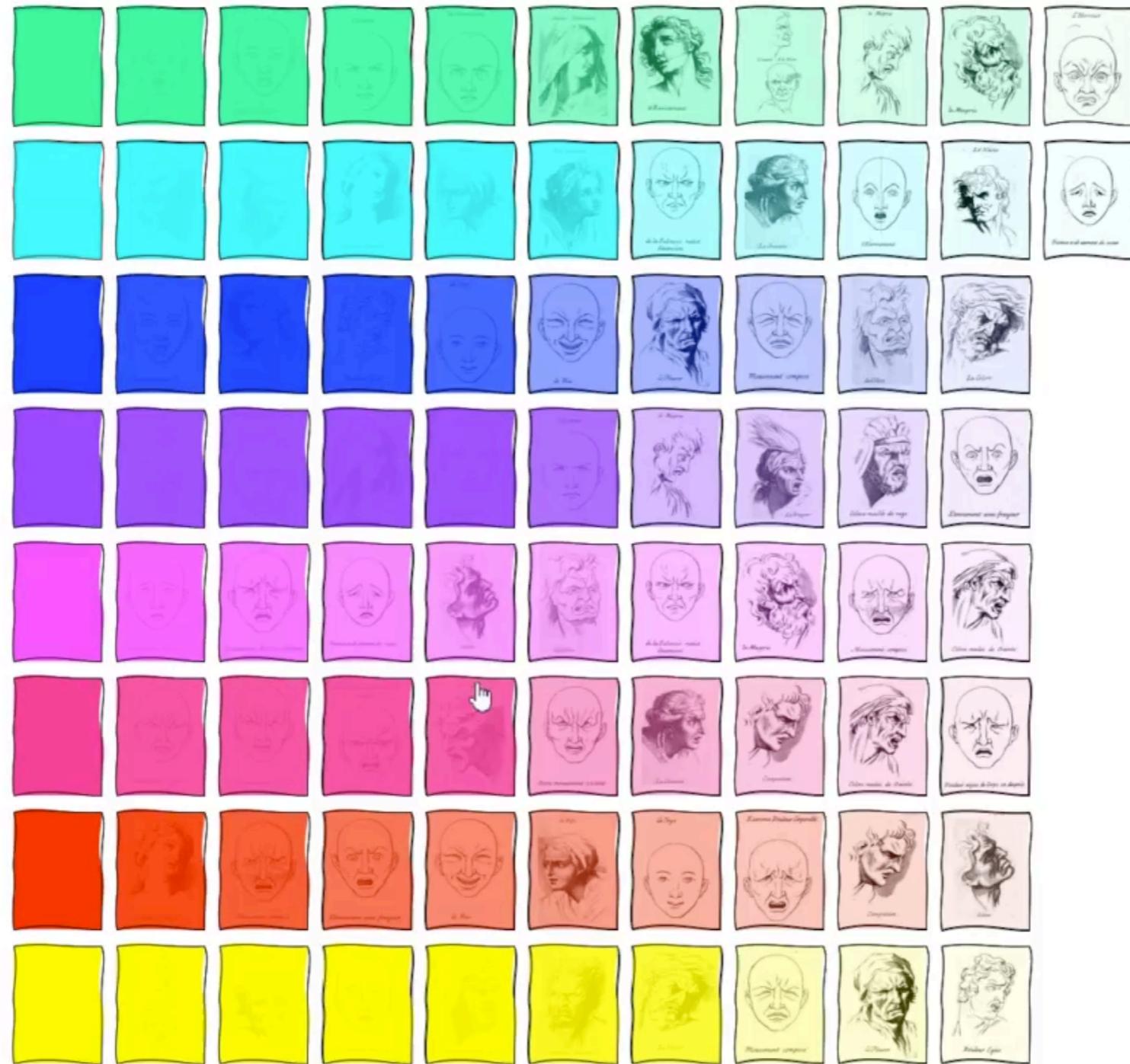
Autor: Gouveia, Patrícia

Lima, Luciana

Unterholzner, Anna Rebecca

CARVALHO, DIANA

<https://www.gameartandgenderequity.com/publications>



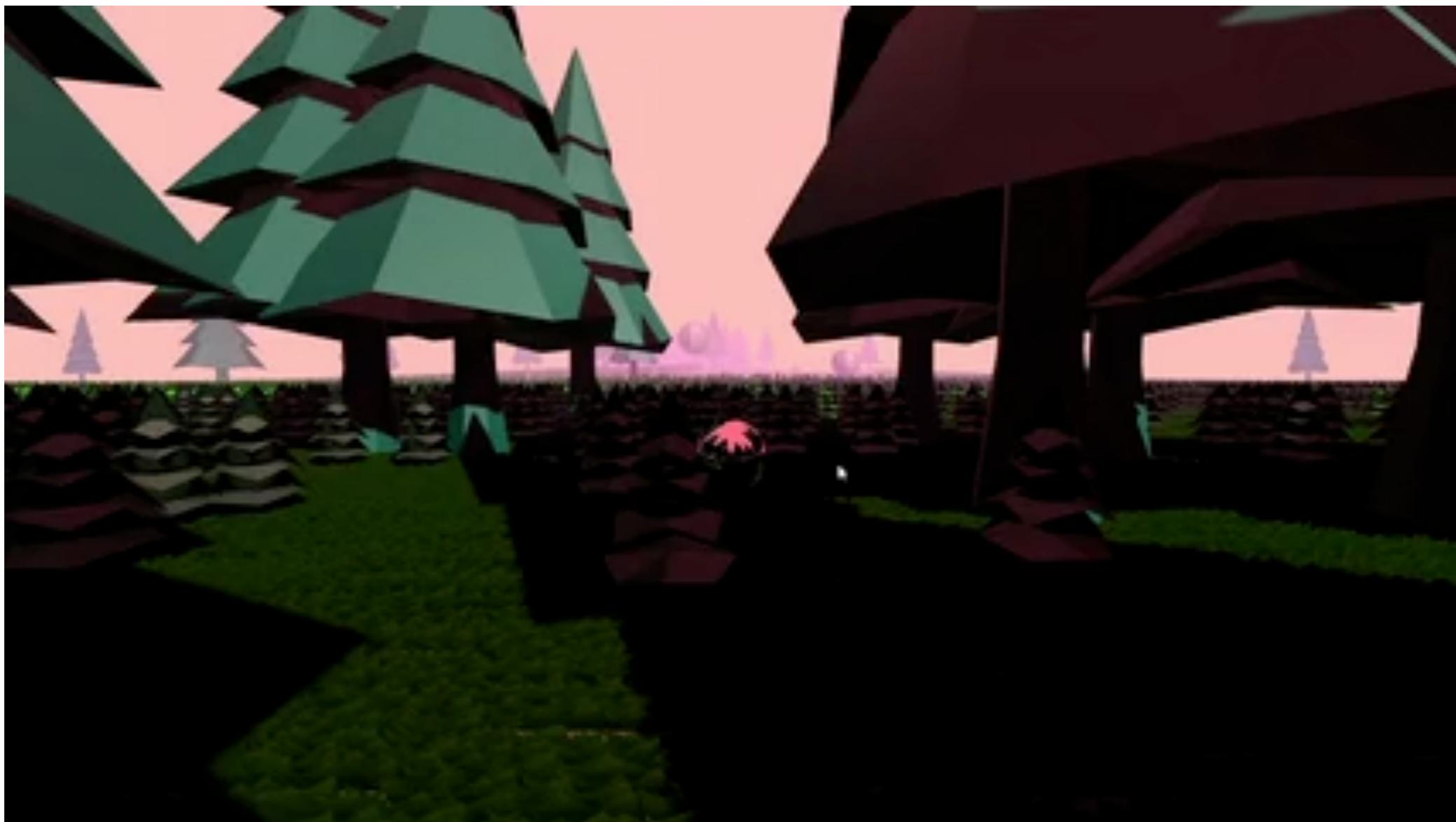
Anna Unterholzner: Digital Matching Game of Charles Le Brun's Illustrations of Facial Expressions (2021)

<https://aaruu.com/>

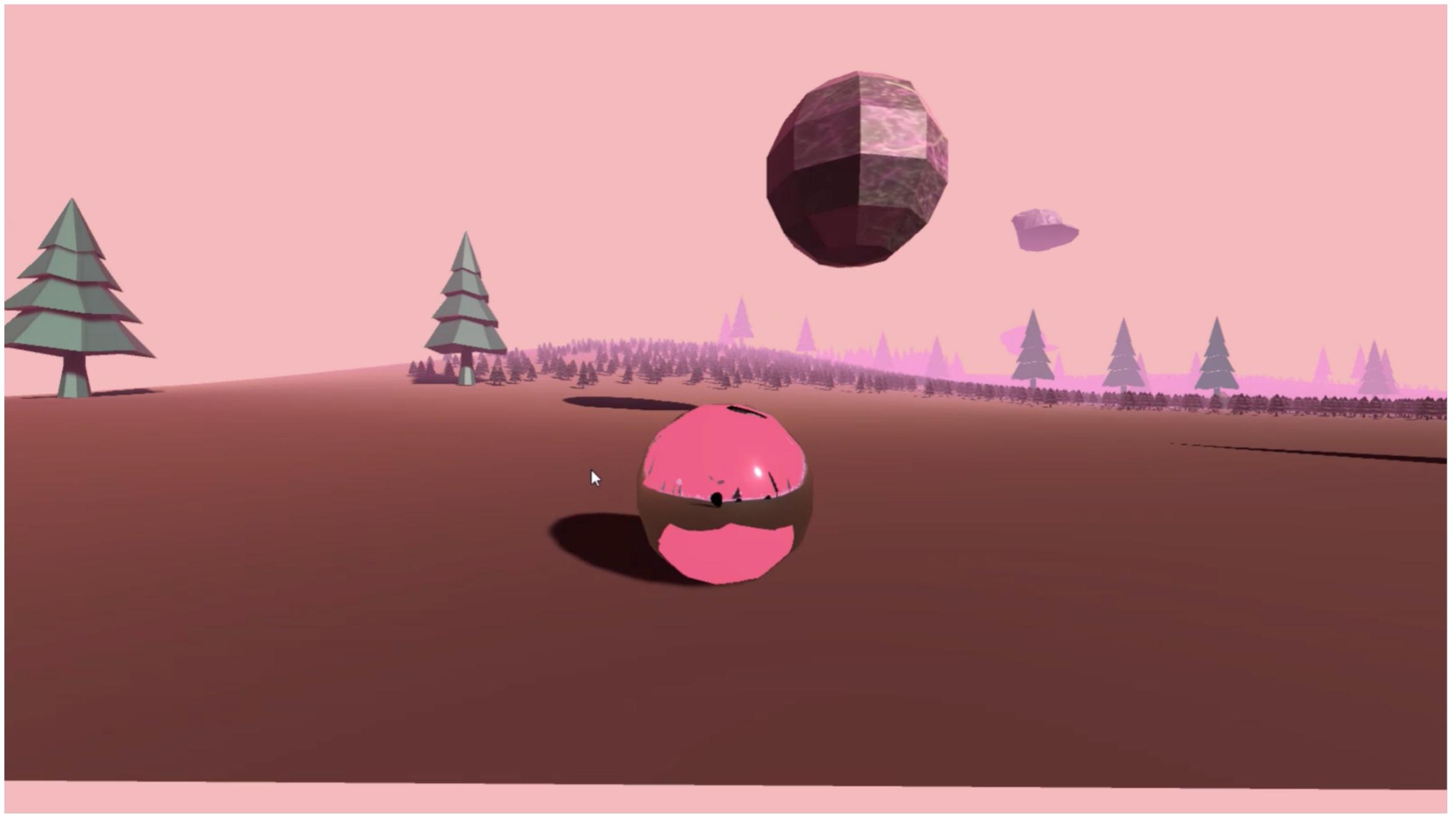


Anna Unterholzner: Digital Matching Game of Charles Le Brun's Illustrations of Facial Expressions (2021)

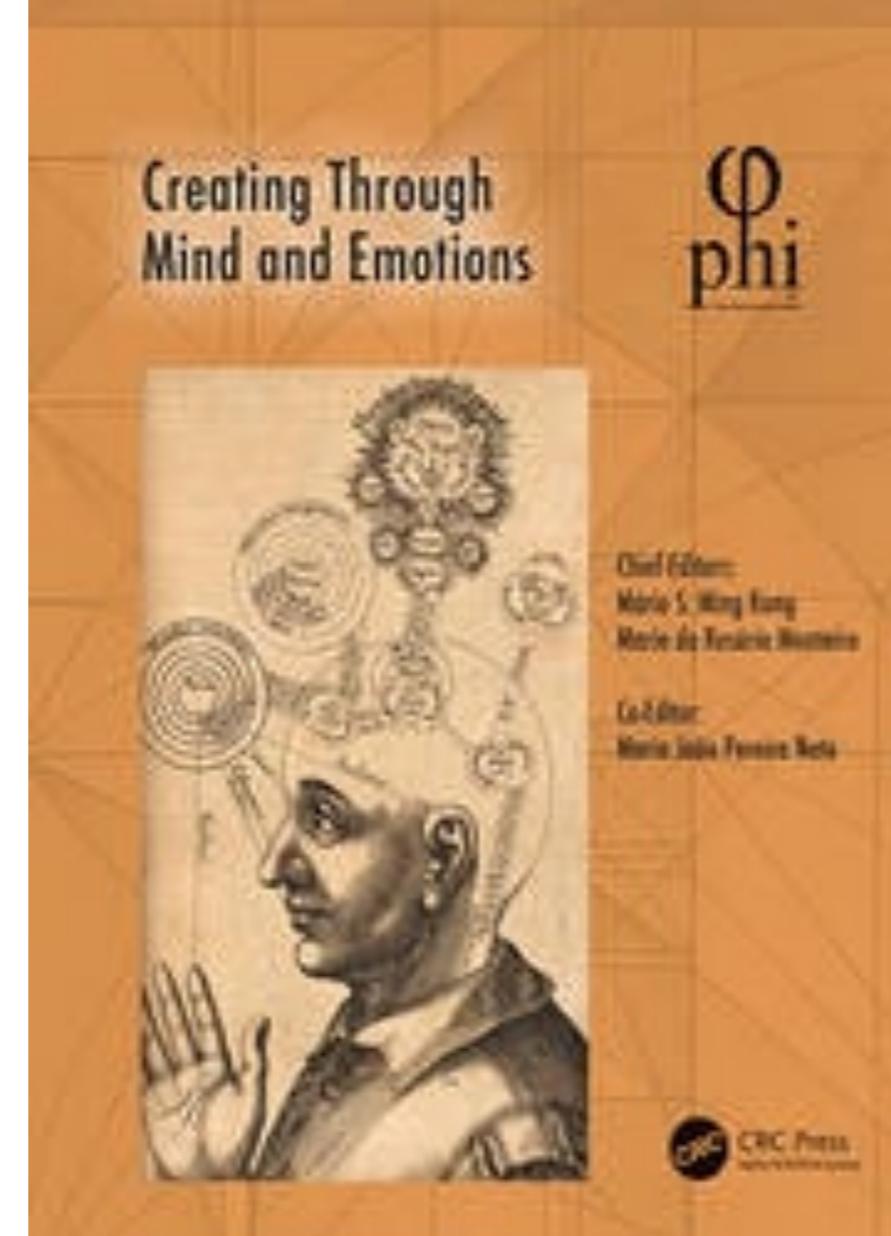
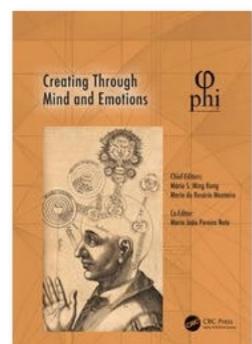
<https://aarruu.com/>



Anna Unterholzner: Mirror Neurons and Nature Feelings (2021)
<https://aarruu.com/>



Anna Unterholzner: Mirror Neurons and Nature Feelings (2021)
<https://aarruu.com/>



2022

The heartbeat, neuroaesthetics, artistic research, and creation through mind and emotions

By Anna Unterholzner, Patrícia Gouveia

Book [Creating Through Mind and Emotions](#)

Edition 1st Edition

First Published 2022

Imprint CRC Press

Pages 7

eBook ISBN 9780429299070



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MTF LABS AVEIRO 2022 | ECOSYSTEM LIVING

<https://mtflabs.net/>

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