

## Πρόσκληση Εκδήλωσης Ενδιαφέροντος για συμμετοχή σε Blended Intensive Programme (BIP)

**BIP Title:** The Digital Body

**Participating Institutions:**

- University of Applied Arts Vienna – die Angewandte (Coordinator)
- National Academy of Dance, Rome
- Department of Performing and Digital Arts, University of the Peloponnese

**Duration:** 4 weeks (3 weeks hybrid + 1 week physical mobility)

**Location of Physical Mobility:** Vienna, Austria

**ECTS Credits:** 3

**Level of English:** B2

**Objectives and Description:**

The Digital Body is a collaborative artistic and academic project connecting faculties from digital arts and performance. Its primary objective is to bridge the conceptual and technological gap between digital and multimedia practices and the expressive language of the body. Through a peer-to-peer exchange model, the project fosters interdisciplinary dialogue between students and educators from both fields. Rather than simply combining technical skills, it seeks to build a shared creative environment in which dancers and digital artists develop a common vocabulary rooted in embodied experience, artistic experimentation, and technological exploration. Responding to a contemporary condition in which physical and digital realities increasingly overlap, the project reflects on how screens, sensors, and interfaces reshape our perception of presence. The body today exists simultaneously as lived physical matter and as mediated, projected, or simulated form. In this context, corporeality does not disappear but transforms — becoming structured, edited, and reframed through digital systems. The Digital Body investigates how bodily expression and digital creation can interact to generate new artistic spaces. Its ambition is to cultivate an embodied approach to digital art that restores the body as an active generator of meaning within technological environments, combining conceptual openness, technical rigor, and innovative methodologies.

**Methods and outcomes:**

The project unfolds through a four-week structure that combines online seminars, remote collaboration, and a final in-person residency. The methodology is based on hybrid learning, interdisciplinary exchange, and horizontal co-creation. During the first

three weeks (October–December 2026), participants meet in 3 online sessions alternating between theoretical input and practical experimentation. These seminars create a shared conceptual framework while allowing space for individual research and collective exploration.

- **Week 1 – Introduction & Research:** Participants are introduced to the framework of the project and begin individual research. References are gathered, and initial interdisciplinary dialogue is established.
- **Week 2 – Experimentation:** Practical exploration begins. Working groups form organically, and first artistic concepts emerge through embodied and digital experimentation.
- **Week 3 – Development & Preparation for Mobility:** Collaborative projects are refined through feedback sessions and group interaction. The final online meeting focuses on preparing the transition to in-person residency.

The fourth week (March 2027) consists of a full-time residency in Vienna. This intensive working period enables participants to deepen collaboration, finalize their projects, and prepare for public presentation. The process emphasizes experimentation, shared authorship, and the development of a common vocabulary between digital and performance practices. The residency concludes with a public showing, potentially hosted at the MuseumsQuartier, providing participants with a professional context in which to present their outcomes.

### **Project Schedule:**

#### Digital Phase (Online)

The online phase will take place between **October and December 2026** and will consist of **3 intensive sessions (6 hours each)**.

19 October 2026 – Session 1: Introduction & Research

16 November 2026 – Session 2: Experimentation & Group Formation

7 December 2026 – Session 3: Project Development & Preparation for Mobility

The process will be structured around:

- **Working groups**
  - Students will be divided into **5–6 groups** (max. 5 participants each), depending on final numbers
  - Groups may be supported by a **facilitator/host if needed** (light mentoring approach preferred)
- **Breakout sessions**
  - For exchange, peer-to-peer learning, and group formation across institutions

- During this phase, students are expected to **define in advance all project needs** (technical setup, props, lighting, software, etc.) in order to be fully prepared for the physical phase.

### Physical Mobility Phase – Vienna

Possible periods:

- **15–20 March 2027 (tbc)**

The residency will be structured as an **intensive 6-day working period**:

- **8 hours/day group work**
- Days 1–2: closed working sessions
- Day 3: internal showings + peer feedback (approx. 1h per group)
- Day 4: final development (closed)
- Day 5: exhibition space visit + setup
- Day 6: public presentation

### **What We Provide (die Angewandte):**

- Working spaces in Vienna
- Seminar programme and guest contributors
- Access to available technical infrastructure
- Organization and coordination
- Public presentation opportunity
- **Public transport ticket for Vienna**

### **Outcomes:**

The project generates both artistic and pedagogical outcomes. Artistically, it results in a series of collaborative works that explore the intersection of bodily expression and digital creation. These works may take the form of performances, installations, hybrid formats, or process-based presentations. Pedagogically, the project establishes a transferable model for interdisciplinary exchange grounded in embodied practice and technological experimentation. Participants develop new methodological tools, technical competencies, and conceptual approaches that integrate corporeality within digital environments. Beyond the final presentation, the long-term outcome is the formation of an expanded network between digital art and performance faculties, fostering sustained dialogue and future collaboration while contributing to the development of an embodied digital art practice.