

FUTUREPLACES and Doctoral Symposium Approach: UT Austin | Portugal Digital Bits for October 2014

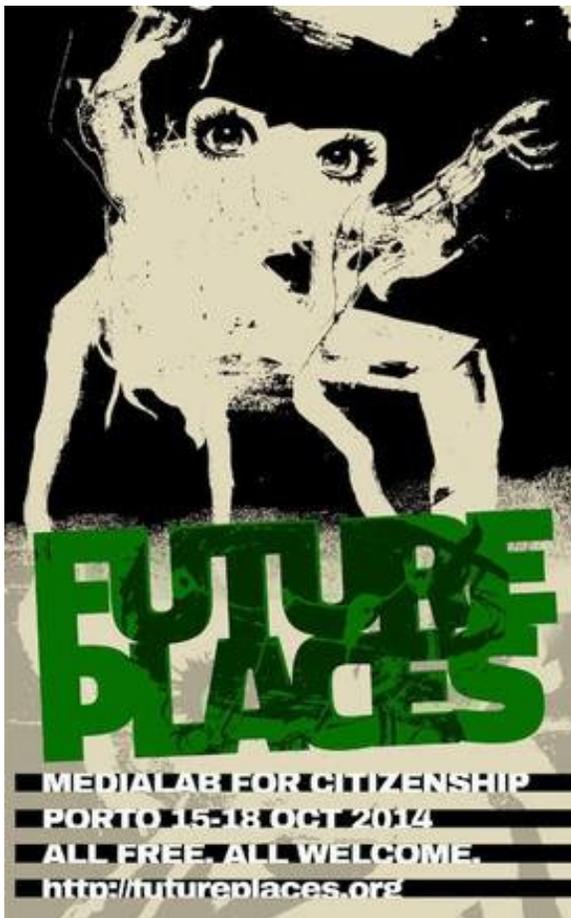
UT-Austin | Portugal Digital Media Program <updates@utaustinportugal.org>

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UT Austin | Portugal

INTERNATIONAL COLLABORATORY FOR EMERGING TECHNOLOGIES, CoLAB

DIGITAL BITS



FUTUREPLACES 2014 Approaches: The Seventh Year!

FUTUREPLACES 2014 is just around the corner, scheduled for October 15-18! This is the seventh iteration of the annual Porto program, a broad group effort led by Professor Heitor Alvelos of U. Porto, Anselmo Canha, Fátima São Simão of UPTEC, and Karen Gustafson of UT Austin, with longtime collaborators including Luís Barbosa, and Riot Films, and strong participation from the local and international academic and creative communities. This year the FUTUREPLACES MediaLab for Citizenship will feature participant-driven labs, performances, panels, and keynote speaker [Jillian York](#), the Electronic Frontier Foundation's Director for International Freedom of Expression. York, an activist and writer, will be returning to Porto, where she took part in the UT Austin-Portugal Program's International School on Digital Transformation in 2011. Other scheduled guests include Diane Peters of Creative Commons and visual artist Len Massey, Drawing tutor at the Royal College of Art in London. Details about the location and schedule of the events and synopses of this year's Labs are available on the [website](#). All MediaLab events are free and open to the public.

Doctoral Symposium Planned For October 15

FUTUREPLACES will kick off with the annual Digital Media Doctoral Symposium on October 15, where students and alumni from UNL and U. Porto will present and discuss their research with their peers and program faculty. The roster includes new and returning speakers

Rodrigo Carvalho, Luciano Moreira, Cláudia Silva, Eduardo Morais, André Rocha, Pedro Ângelo, Marcela Canavarro, Horácio Tomé Marques with Francisco Marques-Teixeira, Patrícia Nogueira, Luís Grifu, and António Maneira, and alumni Daniel Brandão and Nuno Duarte Martins, with more presenters expected. The program has allocated a limited amount of funding to support UNL students' travel to the Symposium; please contact Carolina Enes or Karen Gustafson as soon as possible for details. Jillian York will speak at both the Symposium and at the launch of the MediaLab on October 16.

Visiting Researcher Cláudia Silva Returns to Portugal



Doctoral student Cláudia Silva returned to Portugal in late September after several semesters of course study and dissertation research at UT Austin. Silva, who began her stay in January 2012, became an active member in the UT scholarly community while engaging in research across the city under the supervision of Joe Straubhaar. Silva found this stay very beneficial to her professional development, stating, "In studying the phenomenon of locative media itself, I've become integrated into a community of scholars at UT across many different disciplines including electrical and computing engineering, ethnomusicology, architecture, and many others. The experience enabled me to understand what a scientist does in society and in academia." Silva's extensive fieldwork focuses on case studies of locational media use, as she examines how creating place-based stories can affect the way people produce and consume information in the long term. Under Straubhaar's guidance, she has worked with members of local community groups The River City Youth Foundation in Dove Springs and Latinitas, also also with the students in Straubhaar's Mapping Latino Culture in East Austin course. Having completed this research, she now plans to finish her dissertation this semester in Portugal.



Collaborative Project on Game-based Learning Selected for Funding by IC² Institute

"New Tools for Certification in Game-based Learning," a collaborative project proposed by Craig Watkins of UT Austin's Radio-TV-Film Department, with António Coelho of U. Porto's Department of Informatics Engineering and Marco Bravo of UT's IC² Institute, has been announced as one of the [winners of the IC² Institute's 2014 Research Call on Innovation, Entrepreneurship, and Economic Growth](#). The research will focus on the design of game-based learning and assessment platforms, an area of increasing interest to both the academic and professional communities. This research call is intended to support collaborations between IC² Institute researchers and UT Austin professors, and is not related to the 2014 CoLab Call for Research and Development Projects at UT Austin.

UT-Austin | Portugal Digital Media Program
University of Texas at Austin
Department of Radio-TV-Film
2504 Whitis Ave. A0800
Austin, TX 78712-1067
www.utaustinportugal.org