

Catalogue 2022 - 2023

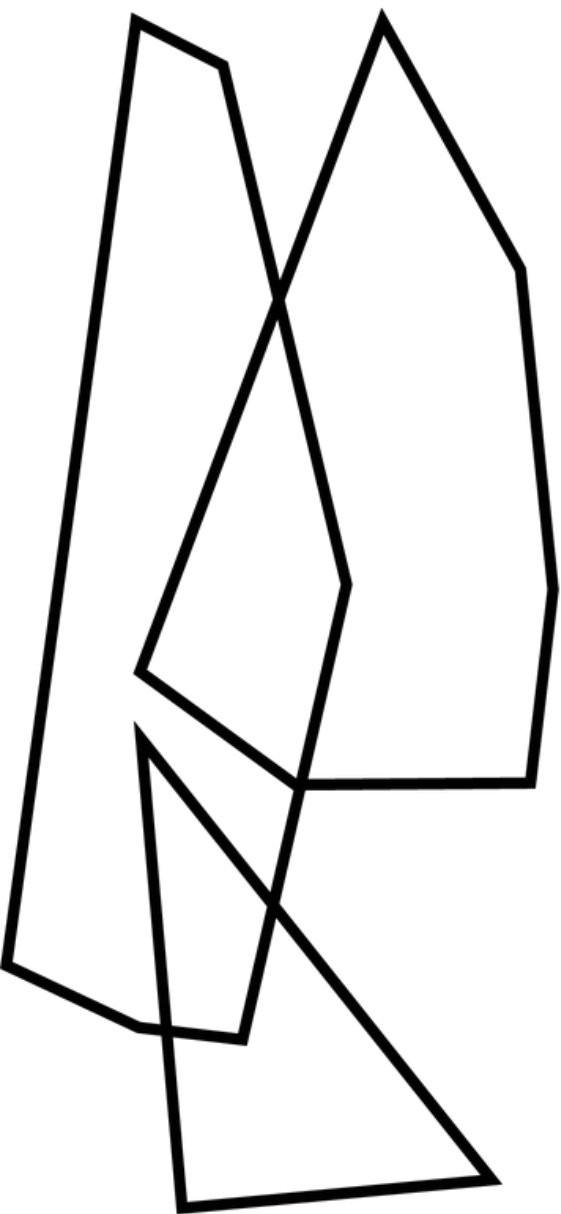
# ESPRONCEDA INSTITUTE OF ART & CULTURE

ESPRONCEDA.NET

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**ESPRONCEDA**  
INSTITUTE of ART & CULTURE



# About

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Espronceda - Institute of Art & Culture was founded in 2013 in Barcelona and is an innovative centre for the contemporary arts, education and Cultural Events.

Its mission is to provide multidisciplinary environment and a platform for creation which promotes international dialogue between artists, curators, critics, gallery owners, collectors, cultural institutions and lovers of art & culture.

The Espronceda programme provides production residencies for national/international artists & curators and curates a cumulative exhibition of their work in Barcelona at the end of each residency.

Espronceda encourages international artists, both established and emerging, to develop their own work and creativity, and to spread their inspiration beyond their physical stay in space.

The centre promotes educational and cultural programs and diffusions by presenting exhibitions and concepts by renowned artist as well as by exploring curatorial concepts and by organising a variety of concerts, workshops, roundtables and hosting meetings for art professionals.

Espronceda believes in international cooperation and has established agreements with internationally renowned organisations like APT (Artists Pension Trust), RUFA - Rome fine arts University, the Royal College of Arts London, the prestigious Arte Laguna prize from Venice, and many more to allow for the development of a global exchange of ideas, and for creators to contribute to a greater tolerance and understanding of world cultures. Also, Espronceda was member of european network of culture and training of Bruxelles (ENCATC).

# CONTENT

# EUROPEAN PROJECTS

Espronceda has participated in European projects since 2018, from HORIZON 2020 projects (including a S+T+Arts Horizon 2020 project) to CREATIVE EUROPE, CREATIVE MEDIA projects, as well as ERASMUS+ and projects within the CERV (Citizens, Equality, Rights, and Values) program

## IMMENSIVA

IMMENSIVA is Espronceda's flagship platform for research, experimentation, and creation at the intersection of art, science, and immersive technologies. Through residencies, exhibitions, and public programs, IMMENSIVA supports artists and creators working with XR, AI, haptics, and other emerging media, fostering new forms of storytelling and sensorial experience.

## NUBIA

INUBIA is an incubation and residency platform developed by Espronceda – Institute of Art & Culture, focused on innovation through immersive technologies such as XR, AI, Web3, and the Metaverse. It supports both local and international artists in the development of cutting-edge digital projects, offering mentoring, technical resources, and creative guidance. NUBIA fosters experimentation and interdisciplinary collaboration, culminating in public exhibitions and opportunities for international showcasing at events like Venice Immersive and Cannes XR.

## OTHER PROJECTS

## RESIDENCIES & EXHIBITIONS

Espronceda hosts both local and international artists for residencies that culminate in exhibitions or public presentations. Whether site-specific or part of an ongoing research process, these exhibitions reflect strong conceptual depth and visual innovation. Espronceda also supports curated group shows and festival-linked exhibitions, fostering dialogue among artists and audiences.

## CULTURAL EVENTS

Espronceda regularly organizes and hosts a variety of cultural events including performances, installations, artist talks, lectures, and debates. These events are designed to foster public engagement, encourage dialogue across sectors, and support innovative and experimental forms of cultural expression.

## PARTNERS

# **EUROPEAN PROJECTS**

# AI4Future

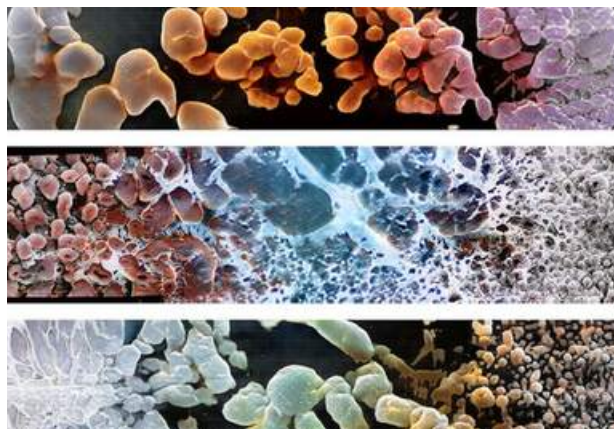
AI4Future, a **Creative Europe** project involving Italy, Spain, and the Netherlands, designed to empower young activists by integrating artificial intelligence (AI) into community-focused creative practices. The initiative aimed to enhance understanding of AI technologies while promoting their use in cultural and social activism.

The core of the project was the collaboration between young people and artists around the theme of mobility—interpreted in various ways, including mental, social, political, and digital mobility. Through workshops, residencies, and international meetings, participants explored how AI can be more than just a tool, but a driver of social awareness and transformation.

**ESPRONCEDA**, one of the host institutions, provided space and support for these activities, helping participants develop AI-driven creative solutions to address local and societal challenges. By combining activism, technology, and artistic expression, AI4Future aimed to create a new generation of socially conscious creators equipped with the knowledge and tools to enact meaningful change.

## Main objectives included:

- Educating youth on the role of AI in activism
- Providing hands-on experience with AI tools
- Encouraging creative, community-based AI applications for social impact



# AI4Future Event "Digital Awareness"

## Exhibition and Final Showcase

In July, the "Digital Awareness" exhibition was hosted, featuring pioneering projects from the AI4Future initiative. The exhibition showcased the first outcomes from the four Urban Labs in Milan, Cagliari, Rotterdam, and Barcelona, where resident artists, activists, and computer scientists collaboratively explored post-COVID mobility through community-collected data. AI4Future, a Creative Europe co-funded project, is coordinated by Sineglossa in partnership with MEET Digital Culture Center, Espronceda Institute of Art & Culture, V2\_Lab for the Unstable Media, and Sardegna Teatro e Musica as an associate partner. The initiative supports the use of AI as a tool for social and artistic innovation, especially in addressing issues such as urban mobility and sustainability.

Following the summer break, the final event of AI4Future was scheduled for September 16–18 at MEET Digital Culture Center in Milan. This three-day exhibition presented the culminating works of the four artists-in-residence, who had spent over a year collaborating with local communities. Their artworks reflect a shared vision for a more conscious and sustainable future, enabled by the ethical use of artificial intelligence in art and activism. The event marked a significant moment in the project's journey, celebrating AI-driven creativity, community engagement, and activism—art with a mission for change.



# PALKONNECT

2021 - 2023



PPALkonnnect is European Erasmus+ project initiative dedicated to supporting artists from socially inclusive backgrounds, such as migrants, refugees, Romani people, and individuals with disabilities—who were especially impacted by the COVID-19 pandemic. The project addresses the challenges these artists face due to disruptions in cultural activities and limited access to digital platforms, particularly in sectors marked by precarious employment.



The main goals of PALkonnnect are to support these artists in promoting and presenting their work in the post-pandemic landscape, empower their creativity and innovation through skills development and non-formal learning, and advance digital transformation in the arts with initiatives like the Digital Open Art Studio. Additionally, the project aims to promote cultural diversity by raising public awareness about the histories and personal stories of marginalized communities. PALkonnnect also fosters cross-sectoral and international cooperation across seven EU countries—Czech Republic, Greece, Italy, Spain, Sweden, Croatia, and Romania—and develops a digital and resilient recovery plan for the cultural sector.

Specifically, PALkonnnect seeks to analyze the post-COVID situation of socially excluded artists, enhance their artistic skills, and promote recognition of their work. It provides training to empower these artists both socially and professionally, pilots and assesses skills gained through non-formal education, and employs digital tools to adapt and share cultural products. The project also strengthens cross-border collaboration and networking while addressing issues of equity, diversity, and inclusion in cultural education. Ultimately, PALkonnnect aims to build a more inclusive, innovative, and digitally connected European cultural landscape.

# Our Contribution to PALkonnnect

## Empowering Socially Inclusive Artists in a Post-Pandemic Europe

The Covid-19 pandemic has posed unprecedented challenges for artists, creators, and cultural operators, especially those from socially excluded groups such as migrants, refugees, Romani people, and individuals with disabilities. Lockdowns, event cancellations, and the shift to digital spaces have profoundly disrupted the cultural and creative sectors, where precarious employment is common and access to digital tools is often limited. In response to these challenges, the European initiative PALkonnnect was launched to support artists from social inclusion backgrounds in navigating the post-pandemic cultural landscape.

PALkonnnect brings together cultural, artistic, and research organizations across seven EU countries—Czech Republic, Greece, Italy, Spain, Sweden, Croatia, and Romania—to foster inclusion, creativity, and innovation. The project's core aim is to empower artists socially and professionally, equipping them with the digital and creative skills necessary to promote and exhibit their work widely, enhance their artistic competences, and strengthen their cooperation within Europe's cultural sectors.

**Our Role: Supporting Artists Through Education and Digital Empowerment**

Within PALkonnnect, our active contribution has focused on facilitating innovative learning opportunities and practical skill development for artists from social inclusion groups. Through a series of webinars and training sessions, we have addressed critical areas such as creative thinking, artistic promotion, and career development in the digital age.

### **Publish and Exhibit Artworks Webinar (with Savina Tarsitano):**

In this session, Savina led an insightful workshop guiding artists on how to professionally present and promote their artworks. The webinar emphasized practical strategies for creating artist biographies, building coherent portfolios, and selecting images that reflect artistic research and vision. We also explored how to navigate the art world, identify exhibition opportunities, and leverage digital platforms and social media to increase visibility and engagement. This training empowered artists to confidently position their work in a competitive market and adapt to the rapidly changing digital landscape.

Watch the webinar here:

<https://drive.google.com/file/d/1MmLELLANty1CafdEDliwKQWanpWg0Bd8/view>

### **Creative Thinking Workshop (with Alessia Gervasoni):**

This session was dedicated to unlocking artists' creativity through innovative thinking techniques. Alessia facilitated exercises and discussions that challenged conventional approaches to art-making, encouraging participants to expand their creative horizons and experiment with new ideas. This workshop aimed to nurture resilience and adaptability—qualities essential for artists working under uncertain and evolving conditions, especially during and after the pandemic.

Access the workshop here:

[https://drive.google.com/file/d/1Dnn2TworD\\_aw\\_AfdRGSb6aQV-XvX8yYQ/view](https://drive.google.com/file/d/1Dnn2TworD_aw_AfdRGSb6aQV-XvX8yYQ/view)



# WESTEAM



The WeSTEAM project, funded by Erasmus+ and running from January 2022 to January 2024, aims to empower women in STEM (Science, Technology, Engineering, and Mathematics) by integrating Art Thinking into STEM education. By fostering creativity and soft skills, the project seeks to make STEM careers more inclusive and appealing for female students.

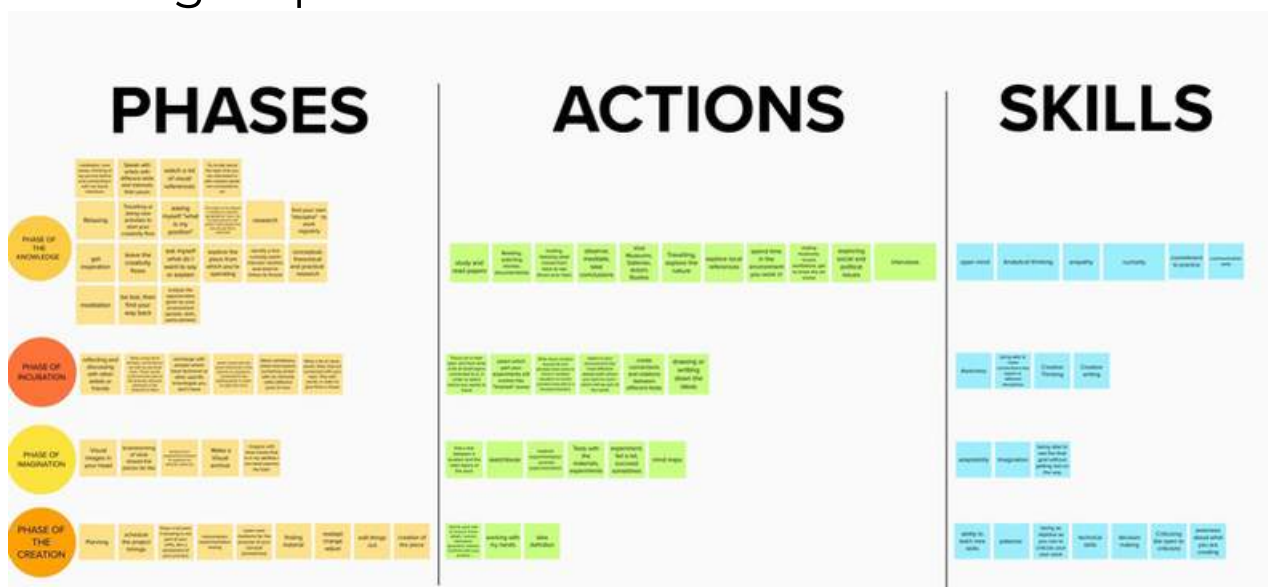
Key activities include developing a comprehensive Art Thinking Skills Framework, creating innovative training modules, piloting a VR-based educational game, and establishing a certification system aligned with the European Qualifications Framework. The project is a collaborative effort among international partners, including the Espronceda Institute of Art & Culture, Ars Electronica, and several universities and organizations across Europe.

WeSTEAM's outputs equip women with creative, analytical, and collaborative competencies, helping bridge gender gaps in STEM fields and promoting a more inclusive, innovative future.

**2021 - 2023**

# Unlocking Creativity Through Art Thinking

Focus group



As part of the Erasmus+ **WeSTEAM project**, Espronceda Institute of Art & Culture hosted a digital focus group on May 16, 2022, aimed at exploring the creative process of artists and identifying core skills that define Art Thinking. These insights were instrumental in shaping a STEAM-based methodology to support the creative growth of female STEM students.

The session brought together 10 artists, a moderator, and an assistant from Espronceda, and spanned multiple disciplines including digital arts, architecture, photography, and fashion. Participants joined from across Europe, Japan, Turkey, and Argentina, offering a diverse range of perspectives.

Key insights highlighted that creativity is not just technical but deeply emotional and conceptual. The process is iterative and reflective, following stages like preparation, incubation, illumination, and verification. While some view creativity as innate, the group agreed it's a cultivated skill essential for innovation and problem-solving, especially in today's rapidly changing world.

These findings, along with contributions from other partners (Sineglossa and Ars Electronica), fed into a draft Art Thinking Skills Framework. The framework was later validated by STEM professionals via focus groups led by Luleå University of Technology and Changemaker Educations, ensuring relevance across disciplines.

Through this session, Espronceda helped demonstrate how artistic methods can enrich STEM education, promoting creativity, inclusion, and innovation in the next generation of female tech professionals.

# WeSTEAM

## Training Methodology & WeSTEAM VR-Based Educational Game

As an active partner in the WeSTEAM Erasmus+ project, Espronceda Institute of Art & Culture played a key role in the development and testing of innovative tools that merge Art Thinking with STEM education, empowering female students through creativity.

During the training phase (June 2022 – February 2023), Espronceda facilitated the participation of three female students from the Polytechnic University of Catalonia (CITM) in a pilot program held at Ars Electronica in Linz, Austria. These students tested the newly developed creative training modules and contributed valuable feedback, helping shape the final WeSTEAM Methodology Handbook—a toolkit designed to build creative competencies in STEM learners.

Following this, Espronceda supported the testing of the WeSTEAM VR-based educational game developed by Changemaker Educations. In June 2023, the same group of students took part in the validation event in Stockholm, where they explored immersive environments designed to strengthen problem-solving and transversal skills through Art Thinking.



# EMPOWERING WOMAN

## THROUGH STEAM



On October 26, 2023, Espronceda Institute of Art & Culture, in collaboration with the Centre of Multimedia Image and Technology at the Polytechnic University of Catalonia (CITM-UPC), hosted the event “Empowerment Women Through STEAM” as part of the Erasmus+ WeSTEAM project

The event brought together educators, students, and professionals to explore how the integration of Art Thinking into STEM education can empower female students and enhance their creative and transversal skills. The WeSTEAM project—developed in partnership with Ars Electronica, Luleå University of Technology, Sineglossa, and Changemaker Educations—aimed to make STEM careers more accessible and attractive to women by promoting a STEAM-based learning methodology.

During the event, results of the project were presented, including a competence framework, a hands-on training methodology, an educational VR game, and a certification system aligned with EU qualification standards. The session also highlighted the involvement of three female students from CITM-UPC, who participated in international training activities and contributed feedback to improve the project outcomes. The opening talk by the Centre of Multimedia Image and Technology addressed the role of STEAM education in the dissemination of science. The event successfully fostered dialogue among stakeholders, encouraging multidisciplinary collaboration across the fields of art, science, and technology. The project has successfully developed several impactful resources, now freely available to the public:

### **WeSTEAM Skills Framework**

Outlines the core phases and skills of the creative STEAM process.

WeSTEAM Skills Framework - <https://zenodo.org/records/8162350>

### **WeSTEAM Methodology Handbook**

A structured training guide for educators and students to boost Art Thinking through creative exercises.

WeSTEAM Methodology Handbook <https://zenodo.org/records/8162508>

### **VR-Based Educational Game**

A virtual reality experience to foster creative problem-solving skills interactively.

WeSTEAM Virtual Reality Game- <https://zenodo.org/records/10075245>

These outputs collectively empower women to enter tech with stronger creative, collaborative, and analytical skill sets.

# THEATER IN PALM

Theatre in Palm (TIP), supported by **Creative Europe**, is a platform dedicated to supporting emerging European theater artists through a variety of initiatives such as workshops, digital talks, and residencies. These activities are hosted and organized by ESPRONCEDA, which serves as a central hub for fostering collaboration among artists and building a strong professional network. TIP's mission is to create a sustainable ecosystem that nurtures and promotes diverse theatrical expressions across Europe, providing emerging artists with the tools and opportunities needed to advance their careers while contributing to the cultural richness of the European theater scene. Through its innovative approach, TIP is helping shape the future of European theater by encouraging cross-border cooperation, creativity, and cultural exchange.

2022 - 2025



# Digital Talk

## – Hybrid Body in Performing Arts



On July 4, 2023, Espronceda Institute of Art & Culture hosted a virtual panel titled "Hybrid Body in Performing Arts" via Zoom, as part of the Theatre in Palm project. The event explored the intersection of performance and emerging technologies, focusing on how immersive and interactive elements are reshaping live performance and the concept of the hybrid body.

The talk opened with a welcome and introduction by Alessia Gervasone, followed by two presentations. Margherita Bergamo Meneghini introduced Eve 3.0, a participatory performance in mixed reality that redefines the relationship between performer and audience. Martin Romeo then presented What it means to be human in a digital world, reflecting on identity and embodiment in tech-mediated environments.

The event concluded with an open discussion, fostering dialogue around interdisciplinary collaboration in art, science, and technology.

# TIP – HYBRID RESIDENCY 2023

## PERFORMING ART RESIDENCY

6 - 17 NOVEMBER 2023

BARCELONA - LISBON -  
AMSTERDAM



The Theatre in Palm Hybrid Residency 2023 is an exciting international collaborative project involving 120 emerging theatre and performing arts artists from 12 countries. These artists will work together both live and online for two weeks to create innovative and thought-provoking performances centered around the theme of Environmental Impact, with a particular focus on organic materials. The residency culminates in a series of performances on Friday, 17 November 2023, which will be shared live via Zoom. The performances will be organized in TRIO groups, each comprising three countries, and each TRIO will present a 45-minute performance. The performances explore environmental issues and are united by the common use of organic material.

The event will be open to online audiences worldwide, allowing anyone to join and experience the intensity of live performance from anywhere. The planned schedule features performances from different TRIOS throughout the day, followed by feedback, reflections, and final remarks. For those in Barcelona, there will also be a physical viewing opportunity at the Espronceda Institute of Art & Culture.



# Theatre in Palm: Hybrid Residency 2023

## Powerful Performances on Environmental Impact

Theatre in Palm: Hybrid Residency 2023 Culminates in Powerful Performances on Environmental Impact  
On November 17, 2023, Theatre in Palm celebrated the conclusion of its two-week Hybrid Residency with a day of live-streamed and in-person performances, showcasing bold, collaborative works by 120 emerging performing artists from 12 European countries. Hosted in part at Espronceda Institute of Art & Culture in Barcelona, the event brought together artists who had worked both online and onsite in country TRIOs, exploring the theme of Environmental Impact through the lens of organic materials and transcorporeality.

The residency, held from November 6–17, was structured around intensive creative collaboration supported by mentors including nyamnyam and coordinated by Alessia Gervasone. The performances, each lasting 45 minutes, were streamed live via Zoom and also shared with a live audience at Espronceda later that evening. The TRIOs presented were:

Romania – Bulgaria – Cyprus

Sweden – Greece – Finland

Italy – Ireland – Belgium

Spain – Portugal – Netherlands (featuring Espronceda, JÁIT, ZID Theatre)

The final performance, created under Espronceda's mentorship, explored the concept of Transcorporeality—the interconnection between humans, nature, and technology in the Anthropocene. It challenged the notion of human separation from nature, proposing instead that we are inextricably embedded in the ecological and material systems we seek to influence.

The event concluded with reflection, feedback, and a celebration of cross-cultural collaboration and the creative potential of hybrid formats in performing arts. It marked a significant milestone for Theatre in Palm, a Creative Europe project dedicated to nurturing emerging talent and promoting intercultural exchange across the continent.



# RADIATOR

by Agustina Palazzo

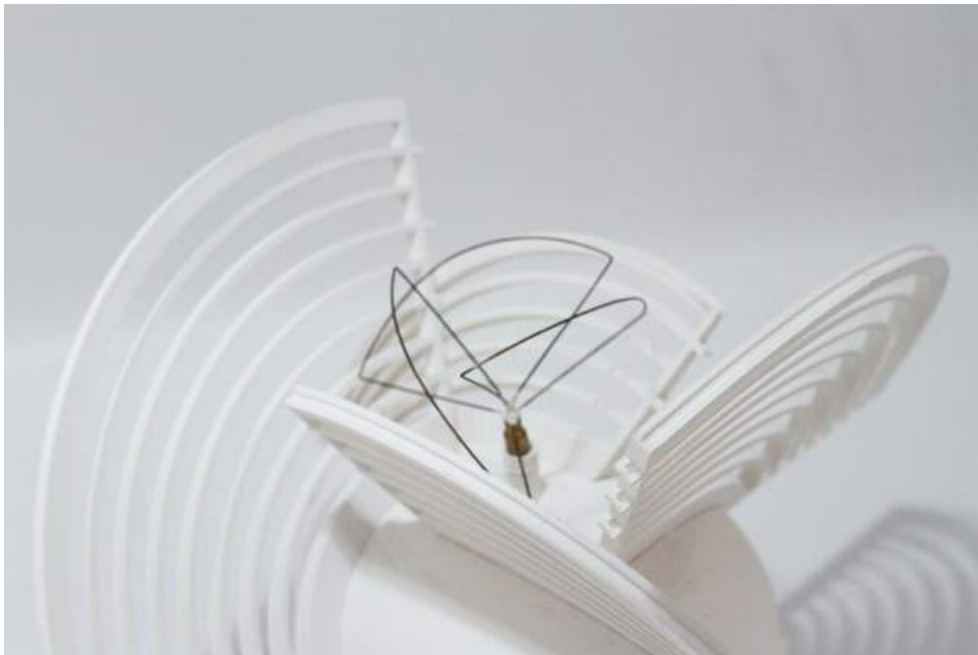
Espronceda Institute of Art & Culture presents Radiator, a performance by multidisciplinary artist Agustina Palazzo, as part of the European Creative Europe project **Theatre in Palm**. Radiator is an experimental sound performance that explores the expanded human perception through technology. The performance utilizes a wearable helmet designed to capture and decode radio frequencies from the environment, transforming them into sound. This technology allows Palazzo to interact with invisible, inaudible radio waves, converting them into live, experimental electronic music that oscillates between ambient and techno.

Inspired by the philosophy of transhumanism, which explores enhancing human senses through technology, Radiator turns radio frequencies—often unnoticed by the human ear—into raw material for artistic expression. The helmet, equipped with an antenna and a Raspberry Pi, captures electromagnetic waves (from 3 to 300 GHz) and converts them into sound and visuals, enabling a unique auditory experience.



Agustina Palazzo is an Argentine artist and cultural manager with a background in audiovisual communication, cultural radio, and interactive technologies. She has worked extensively in sound art, digital creativity, and cultural management, and is known for her innovative approach to blending technology with the arts.

This performance is part of the Theatre in Palm project, a European platform supporting emerging performing arts artists and fostering intercultural exchange across 12 European countries. The project aims to promote the circulation of artists and their works beyond Europe's borders, offering a platform for innovative and experimental art forms like Radiator.



# European Theatre LAB + Theatre in Palm Local Event

2023



The European Theatre LAB and Theatre in Palm Local Event took place on March 24, 2023, as part of the European project THEATRE IN PALM. The event featured two unique experiences: Stepping in Someone Else's Shoes; The Library of Ourselves and a live performance of CÍCLIC.

The evening began with an introduction and presentation by BeAnotherLab, the collective behind the Library of Ourselves VR experience. Participants then engaged in the 360 VR films created by the collective, stepping into the shoes of another person to experience their narrative from a first-person perspective. This immersive experience blended real and virtual elements, offering attendees the opportunity to explore empathy through embodied storytelling.

The event continued with a presentation of CÍCLIC, a live audiovisual performance by ÍNFIM. The performance explored how simple frequencies and light interact to create complex behaviors, provoking emotions in the audience. The minimalist laser light visuals and the transformation of space through light patterns reflected chaos and harmony, offering a unique sensory experience. The event successfully combined virtual reality, artistic research, and live performance, highlighting the intersection of technology, empathy, and art.



## Digital Residency

A Collaborative Journey in  
Performance Art at  
Espronceda



Held on December 9, 2024, the Digital Residency at Espronceda Institute of Art & Culture marked a week of artistic innovation, co-creation, and cross-border collaboration. Organized in partnership with Intercult (Sweden) and E35 Foundation (Italy), the program brought together emerging artists to develop a hybrid performance that blended physical presence with digital connectivity.

The residency was rooted in experimentation, breaking traditional performance norms to explore personal and societal themes. Participants drew inspiration from diverse sources, including UN Secretary-General António Guterres' speech on climate change, Sophocles' *Antigone*, and personal objects symbolizing life-changing moments. These elements became the foundation for a collaborative creative process shaped through online sessions and group exchanges.

Throughout the residency, artists refined their work through rehearsals, feedback, and dynamic discussions. Key motifs emerged, such as the symbolic "red thread" representing connection and fate, and the strategic use of sound, music, and lighting to enhance narrative and emotion. Digital tools enabled real-time collaboration across countries, helping synchronize creative input despite physical distance.

A major turning point came with the move to Espronceda's large gallery space, where live rehearsals allowed the integration of final adjustments. The residency culminated in a powerful hybrid performance that reflected the collective vision and artistic growth of all participants.

The experience concluded with a celebratory gathering and reflective dialogue, highlighting the transformative nature of the residency—an enriching journey of experimentation, unity, and the reimagining of performance art for the digital age.



# TIP Academy Lisbon 2023

A Memorable Exchange of Creativity and  
Connection



From April 10–14, 2023, Espronceda Institute of Art & Culture took part in the TIP Academy in Lisbon, a three-day artistic event organized by JÁ International Theatre as part of the Theatre in Palm platform. The Academy brought together artists from across Europe—both locally and online—for a vibrant program of workshops, masterclasses, and performances aimed at fostering creativity, collaboration, and personal growth.

Espronceda was proudly represented by María Solá Estrada and Arnau Guillén Carulla, who immersed themselves in a variety of activities including a movement workshop, a three-day Puppetry workshop, and a “Yoga for Dancers” session. These experiences opened new creative avenues for the artists, blending play, self-exploration, and technique in a supportive, international environment.

Both María and Arnau highlighted the meaningful connections formed throughout the event—bonds built through shared artistic exploration and a deep commitment to storytelling. The performances they attended further enriched the experience, offering diverse perspectives on contemporary personal and social issues.

Set against the vibrant backdrop of Lisbon, TIP Academy 2023 was a truly transformative experience for the Espronceda artists, leaving lasting impressions and paving the way for future collaborations.



# Exploring the Future of Performance

Immersion, Interaction,  
and the Hybrid Stage

On March 17, 2025, Espronceda Institute of Art & Culture hosted an insightful event exploring the evolving relationship between performance, technology, and audience engagement. The event highlighted how immersive and interactive tools are transforming the performing arts and redefining traditional theatre formats.

Two standout presentations demonstrated the creative potential of this interdisciplinary fusion:

## **Talk 1: Eve 3.0 – A New Dimension of Audience Participation**

Presented by Margherita Bergamo Meneghini and collaborators, Eve 3.0 was a pioneering multimedia performance that combined contemporary dance, sound, projection, and mixed reality. The work unfolded in three stages—360° film, interactive CGI, and augmented reality—creating a multi-sensory experience. Selected audience members participated directly via VR headsets, stepping into the narrative and exploring emotional themes such as addiction and anxiety through the perspective of the central character, Eve. The performance blurred the line between audience and performer, inviting collective reflection in an immersive environment.

## **Talk 2: What It Means to Be Human in a Digital World**

The second presentation introduced Humanverse, a research-driven performance project that merges AI, virtual reality, and live theatre. Through a virtual space guided by an artificial voice and actor-avatar, spectators navigated a digital narrative shaped by real-time interactions. The experience challenged conventional storytelling and identity, allowing both in-person and remote participants to engage in a shared, evolving performance. Led by artist Martin Romeo and supported by the Italian Council, the project pushed the boundaries of digital embodiment and audience agency.

Together, these projects illustrated how performance art is embracing technology to foster deeper emotional connections, active participation, and hybrid artistic formats that expand the stage into new realities.

# HUMANVERSE

by Martin Romeo

2023



Espronceda Institute of Art and Culture in Barcelona hosted the presentation of Humanverse by artist Martin Romeo on May 26, 2023. The project, which was the winner of the Italian Council's 11th edition in 2022, was part of the **European project Theatre in Palm**, co-financed by the European Union. Humanverse explores the intersection of the metaverse, artificial intelligence, and the exponential increase in information, creating new imaginaries and communities within virtual spaces.

Martin Romeo's work focused on synthetic corporeality, performativity in virtual environments, and artificial ecosystems, alongside the digitalization of biological and organic forms.

During the presentation, Romeo showcased his research on the Metaverse, created on the Spatial platform, and elaborations developed using AI tools like Stable Diffusion and Runway. The audience was invited to immerse themselves in these virtual environments using virtual reality headsets, offering a participatory and immersive experience.

The project continued online through Romeo's Instagram page, where followers could track the progress of his research. Humanverse was also set to be concluded with a final presentation in November 2023 at the Etopia Center for Art and Technology in Zaragoza, where Romeo planned to showcase his research through both visual and physical experiences, including the use of headsets and projections on the building's facade. The exhibition was supported by the Italian Council, the General Directorate for Contemporary Creativity, and the Italian Ministry of Culture, with cultural partners including Etopia Centro de Arte y Tecnología, Red Eye, Startup Europe, and Fundación Zaragoza Ciudad del Conocimiento.

# Exploring Identity and Empathy Through Immersive Storytelling: Library of Ourselves & CÍCLIC

On March 24, 2025, Espronceda Institute of Art & Culture hosted a thought-provoking event that explored the relationship between immersive technology, storytelling, and human perception. The program featured two innovative artistic projects Library of Ourselves and CÍCLIC—that invited participants to experience performance, empathy, and sensory engagement in radically new ways.

Presented as a participatory workshop, Library of Ourselves was developed by BeAnotherLab within the framework of the European project Theatre in palm.

.Using The Machine To Be Another technology, participants stepped into immersive 360° VR experiences, allowing them to embody the perspectives of real individuals whose stories were shaped by personal and social struggle. This multisensory system extended beyond visual immersion to include physical interaction, fostering deep empathy and reflection on issues such as identity, xenophobia, and violence.

## Two VR films were showcased at Espronceda:

**Victimario** – A docudrama co-created with survivors of Colombia's paramilitary conflict, centered on peace-building and forgiveness.

**SOS Racism** – A narrative portraying the lived experiences of young Muslims in Barcelona facing everyday discrimination.

## CÍCLIC

The second part of the evening featured CÍCLIC, a live audiovisual performance by Ferran Belmon (ÍNFIM). This piece investigated the relationship between frequency and emotion through minimal laser light and synthetic sound. By reducing both light and audio to their most basic elements—a single beam, a single tone—CÍCLIC created a meditative and immersive environment that shifted perception and expanded sensory awareness.

Belmon's performance artfully combined visual precision with spatial sound design, transforming the venue into a contemplative space where audience members could engage with the fundamental building blocks of audiovisual experience. Together, Library of Ourselves and CÍCLIC offered a compelling journey into the possibilities of immersive storytelling. The event exemplified Espronceda's ongoing commitment to interdisciplinary exploration, bridging art, science, and technology to foster empathy, awareness, and artistic innovation.





# RISE-UP

RISE UP is a **Horizon** Europe-funded project running from 2023 to 2026, focused on empowering endangered language communities across Europe. The project connects key stakeholders, identifies best practices, and develops methods to support these communities. Through a multi-disciplinary approach, RISE UP fosters self-confidence in learners, new speakers, and supporters, while promoting the preservation and revitalization of endangered languages.

The project's activities include developing tools, creating networks, and engaging young people, particularly through digital tools. A notable initiative is the Voices of Community Residence in Barcelona, where artists from five endangered language communities collaborated on voice creations. The Kieli project, a digital art installation by Ferran Belmon, uses AI to mix words from endangered languages, helping make them more visible in the digital world.

By providing resources, fostering collaboration, and leveraging technology, RISE UP aims to ensure the long-term survival and celebration of endangered languages in Europe.

**2023 - 2025**

# PROFESSIONAL MEDIA PRESENCE



Professional Media Presence (PMP) is a **Creative Europe** innovation project focused on digital and social inclusion in the creative and cultural sectors. Running from 2023 to 2027, PMP addresses the growing need for media education among artists, especially as new technologies become integral to their professional practices and self-expression. The project helps artists understand and effectively use media tools, fostering their media literacy and professional identity in response to the changing digital landscape.

The project includes a 5-part online seminar series, followed by 5-day workshops, artist residencies, and editorial work, culminating in the creation of a Professional Media Practices Toolkit. PMP also engages in continuous dissemination activities such as podcasts, exhibitions, social media campaigns, and professional articles.

Targeting disadvantaged artists, young emerging creators, and creative organizations, PMP aims to bridge the gap in media education within the arts, providing essential support for artists to navigate the evolving media landscape. With strong participation from partners across Europe, PMP is dedicated to empowering artists and promoting social inclusion through media literacy.

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**2023 - 2027**

# AUGE



AugE | Augmented Europe (AUGE 2nd), funded by the **Citizens, Equality, Rights and Values Programme** (CERV), is a dynamic project designed to empower European youth by using digital media and creative collaboration to shape a more sustainable, inclusive, and resilient future for Europe. Over a period of two years, 130 young adults from five cities—Milan, Barcelona, Berlin, Riga, and Gdańsk—will come together to address five pressing challenges: media literacy, gender diversity, climate change, blockchain and future economies, and democracy and public health.

Through a series of interactive artathons and participatory workshops, participants will have the opportunity to explore these challenges, collaborate across borders, and co-create innovative solutions. The project focuses on involving young people, particularly through mentorship from "artists" (artist-activists), who will guide them in transforming their visions into tangible projects. A key component of the project is an ideas competition, where participants can win funding to support their projects and have their work showcased at the final event during Milan Design Week in 2024.

**2023 - 2024**

AUGE 2nd fosters transnational cooperation and a multidisciplinary approach to solving global challenges, with an emphasis on sustainability and inclusivity. It encourages youth to be active change-makers, guiding the future of Europe through creative, innovative ideas and actions.

The project brings together an array of strong partners, including MADE Group, a platform for social innovation and creative synergies that focuses on ecology, sustainability, and democracy; MEET, an organization supporting digital culture and creative technology in Italy; Public Art Lab, a Berlin-based research lab specializing in urban media art and citizen engagement; RIXC, a center for new media culture in Latvia focused on the intersection of art, science, and technology; Espronceda, a platform for international artistic and cultural research based in Barcelona; and LAZNIA, a contemporary art center in Gdańsk, Poland, that showcases global contemporary art and engages with social issues.

Together, these organizations will guide young people in creating meaningful projects that shape the future of Europe and its communities, promoting a culture of collaboration, creativity, and positive social change.

# Auge 2nd Artathon

As part of its ongoing commitment to international collaboration and artistic innovation, Espronceda Institute of Art & Culture proudly took part in two forward-thinking Artathons organized under the AUGE 2ND (Augmented Europe) project. These events brought together young creatives, artists, and thinkers from across Europe to explore how digital technologies intersect with democracy, public health, and environmental sustainability.

## **Democracy and Public Health Artathon October 18, 2025 · Online**

Organized in collaboration with partners from Latvia, Italy, Germany, Poland, and Spain, this four-hour online Artathon invited participants under 30 to explore urgent contemporary questions:

Who decides—us or the algorithms? Are social media inclusive spaces? How can art shape public discourse around health and governance?

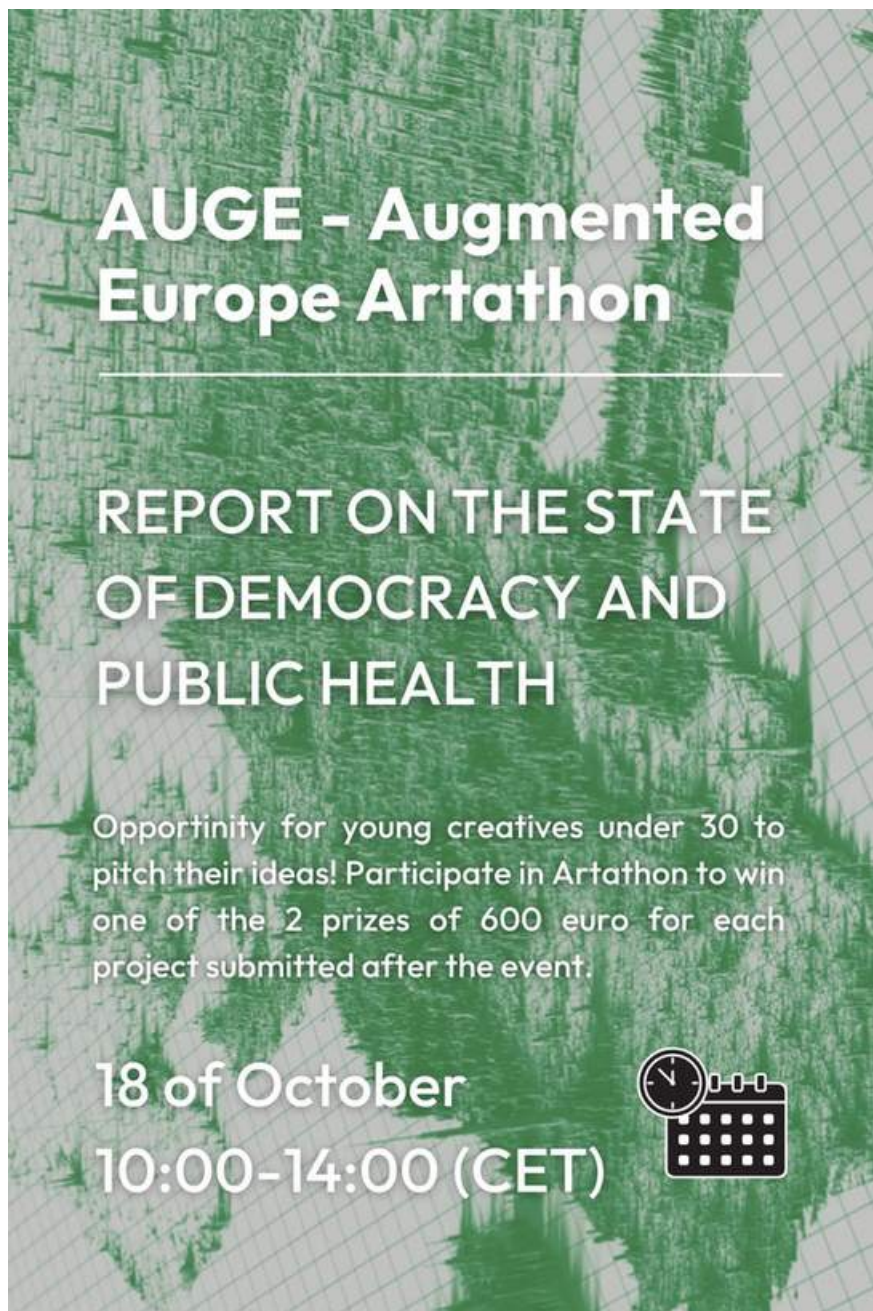
Working in international teams, participants developed creative concepts addressing these themes. Two standout projects were awarded €600 prizes each, recognizing their innovative approach and collaborative spirit.

## **September 21, 2023 · National Library of Latvia, Riga + Online**

Part of RIXC Art Science Festival 2023: Crypto, Art and Science

This hybrid Artathon addressed the role of blockchain technology and digital culture in shaping a sustainable future. Hosted onsite at the National Library of Latvia and streamed online, it gathered young participants from Milan, Berlin, Barcelona, and Gdansk for an afternoon of lectures, collaborative workshops, and live performances.

The program kicked off with keynote presentations from international artists and researchers, followed by creative sessions where participants proposed original projects at the crossroads of art, climate, and emerging technologies. Three winning teams were each awarded €500, with one project selected for a future showcase at the MEET Digital Culture Center in Milan (2024), with travel expenses covered. The event concluded with live artistic performances at the RIXC Gallery in Riga, further blurring the lines between scientific inquiry and artistic expression.



# PLAYSTORIES



Playstories, a part of a **Creative Europe** project, is an innovative interactive app designed to engage children and families in environmental education through immersive GPS and AR-driven storytelling.

The app offers an exciting way to explore local heritage while promoting environmental awareness, making education fun and accessible.

ESPRONCEDA plays a key role in the development of Playstories, overseeing the creation of Barcelona-based routes and managing app testing to ensure a seamless user experience. In addition to its technical contributions, ESPRONCEDA is also responsible for the app's dissemination and marketing efforts, ensuring the project reaches its target audience and effectively promotes its educational goals.

The primary objectives of Playstories are to raise environmental awareness among young audiences, strengthen the connection between children and their local heritage, and make environmental education both engaging and accessible. By combining technology with storytelling, Playstories encourages families to learn about and appreciate their environment in a hands-on and interactive way, creating lasting impressions that inspire future generations to care for the world around them.

2023 - 2025

# E-ART



2023 - 2025

The E-Art project, funded by the European Commission (ID KA220-VET-364F8873), focuses on fostering sustainability in the art world. The project aims to integrate eco-social and sustainable practices into artistic methodologies, emphasizing the role of art in raising awareness about climate change and environmental transformation. Through a series of workshops, conferences, art labs, and online residencies, E-Art aims to educate and empower artists to create sustainable works and promote these practices within their communities.

The project's objectives include promoting the use of sustainable materials in art, increasing awareness about climate protection, and upskilling art professionals by teaching them innovative, sustainable techniques. It also seeks to build a community of artists and professionals who are committed to adopting and spreading eco-friendly practices.

Partners in the project include Consorzio Materahub (Italy), Espronceda/Lemongrass Communication (Spain), The Cube (Greece), Oecon Group (Bulgaria), Instruction & Formation (Ireland), and Intercult (Sweden). Together, they work to create a lasting impact by promoting sustainability and eco-consciousness in the art sector.

# IMMENSIVA

# IMMENSIVA

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**IMMENSIVA** is an international platform and artist residency program that brings together artists and creatives working with advanced technologies such as Virtual Reality (VR), Augmented Reality (AR), Artificial Intelligence (AI), sensors, and more. It is a project of Lemongrass Communication, supported by **ESPRONCEDA – Institute of Art & Culture** in Barcelona, Spain. IMMENSIVA aims to foster innovation at the intersection of art and technology. By promoting interdisciplinary collaboration, it seeks to expand the boundaries of artistic expression and explore new perceptions of reality. The platform emphasizes "Art Thinking," encouraging artists to critically engage with technological tools to create immersive and thought-provoking experiences.

One of IMMENSIVA's flagship programs is its annual VR/AI artist residency held in Barcelona. Each year, up to 12 artists are selected—through open calls or by nomination—to participate in a 2 to 4-week residency. During this time, artists collaborate to develop innovative artworks utilizing cutting-edge technologies. The residency provides access to state-of-the-art equipment, mentorship from experts, and opportunities to engage with the local and international art community. The program culminates in a public exhibition showcasing the works created during the residency.

## Activities and Collaborations

Beyond the residency, IMMENSIVA organizes various activities, including festivals, workshops, and conferences, to promote the dissemination of digital art and foster a global network of artists, curators, and technologists. The platform collaborates with international universities, research institutions, art centers, and digital festivals to support and showcase innovative projects.

For more information about IMMENSIVA and its programs, visit their official website:  
[www.immensiva.com](http://www.immensiva.com)

# IMMENISIVA FESTIVAL 2022

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In 2022, despite challenges due to the lingering COVID-19 pandemic, ESPRONCEDA – Institute of Art & Culture continued to lead with optimism and innovation through its digital art and technology platform, IMMENISIVA.

The 2022 edition of IMMENISIVA Festival took place from March to December, focusing on immersive technologies, digital art, and socially impactful cultural innovation. It explored the creative potential of the Metaverse, NFTs, blockchain, and AI, aligning with the principles of the New European Bauhaus: sustainability, inclusion, and aesthetics.

## Highlights by Month

### MARCH–APRIL

- Hosted the IMMENISIVA International Residency (Mar 7–Apr 7) with 8 artists (3 local, 5 international).
- Organized public workshops on Metaverse creation, NFTs, AI, and VR.
- Launched NUBIA, a Metaverse/NFT platform, with the exhibition Petroglyphing Data by Mohsen Hazrati.
- [www.nubia.world](https://www.nubia.world)

### MAY

- Held the REAL IN Creative Lab (May 25), offering practical training on immersive/interactive technologies for cultural content creators.
- On May 26, hosted a Music Festival Convention focused on immersive collective experiences.
- Issued an Open Call for the NUBIA NFT exhibition. Ten selected artists were invited to exhibit in September and join the NUBIA platform.

### JUNE

- Participated in ISEA Barcelona 2022, co-hosting the Digital Awareness exhibition exploring AI, cultural heritage, and human-nonhuman relationships.
- Collaborated with Aalto University, AI4Future, Leonardo ISAST, among others.
- The exhibition was also featured as a side event of the New European Bauhaus Festival.

### SEPTEMBER

- Presented NUBIA: Unknown Territories (Sept 14–30), a curated exhibition of NFT and metaverse works. Each digital piece was paired with a blockchain-based NFT.

### DECEMBER

- Held the Galaxy Network VR Showcase (Dec 12–22), the second edition of a curated display of top international VR art experiences.
- Supported by the Galaxy Network, a global alliance promoting high-quality virtual reality content.

## Key Partners and Sponsors

International partners included:

Helsinki XR Center, Aalto University, Leonardo ISAST, LUMEN Prize, MEET Milan, V2 Rotterdam, among others.

Institutional support from:

The Spanish Ministry of Culture & Sport, ICEC (Catalonia), Barcelona City Council, Institut Ramon Llull, FACC/BBVA.

Festival Director: Alejandro Martín

# IMMENSIVA RESIDENCY 2022



The IMMENSIVA Residency 2022 was a month-long program hosted by Espronceda – Institute of Art & Culture in Barcelona, running from March 7 to April 7, 2022. The residency invited 10 selected artists, creatives, coders, and visionary minds to work in teams of 3 or 4 to create projects exploring the Metaverse using advanced technologies such as Expanded Reality (XR), Artificial Intelligence (AI), haptics, real-time scanners, projections, and 360-degree sound.

The objective of the residency was to generate innovative, collaborative projects that bridge physical reality with digital dimensions, particularly focusing on the intersection of art, technology, and society. These projects were exhibited at an Open Day, where feedback was provided by professionals including curators, directors of art centers, and startups. The residency encouraged the development of new works with the potential for future exhibitions at Espronceda and partner institutions.

The residency provided free accommodation and access to workshops on advanced technologies and conceptual creation for the Metaverse. However, participants were responsible for their travel, per diem, and production costs. Participants also had the opportunity to showcase their projects on Espronceda's platform, and the projects were documented with a Smart contract for future dissemination and exploration.

As part of the residency's culmination, the collective exhibition SIGIL showcased the work of the artists involved, presenting an experiment in digital transcendence. This project used mixed reality and high-definition scanning to create a shared metaverse experience, aiming to explore the symbolism of sacred spaces and delve into the psyche through digital mediums. IMMENSIVA continues to serve as a platform for artists working with cutting-edge technologies like VR, AR, and AI.

2022

# IMMENSIVA RESIDENCY SHOW: SIGIL



spronedca Institute of Art & Culture presents the collective exhibition "SIGIL" of the artists involved at Immensiva Art Residency 2022, organized by IMMENSIVA and curated by Alejandro Martín.

An experiment in digital transcendence, using mixed reality: high definition scanning and a shared metaverse approach, it seeks a gateway between physical reality and the world beyond. An embodied journey into symbols and images at the root of the psyche, it extends the experience of sacred spaces to new digital dimensions.

IMMENSIVA is an international platform for artists and creatives working with advanced technologies such as VR, AR, AI, sensors and many others.

**2022**



SIGIL Overview:

<https://www.youtube.com/watch?v=nJSkRRCP-hY&t=2s>





# IMMENSIVA FESTIVAL BE IRREVERENT RESIDENCY 2023

In March 2023, Espronceda – Institute of Art & Culture hosted the international edition of the IMMENSIVA Residency under the bold and provocative theme “Be Irreverent.” Designed to bring together visionary artistic and technological minds, the program gathered ten selected artists and creatives from around the world for a three-week intensive in immersive and interdisciplinary creation.

The residency invited participants to explore the intersections of art, society, and emerging technologies, including extended reality (XR), artificial intelligence, sensors, holograms, 360° sound and projection, and haptics. The objective was to encourage the development of groundbreaking new projects that challenged conventions and inspired new ways of thinking and creating.

The residency was structured around a progressive methodology:

- Week 1 focused on team-building and introductory workshops.
- Week 2 continued with advanced technical sessions and guided visits to leading cultural institutions in Barcelona such as Hangar, CCCB, and IDEAL.
- Week 3 was dedicated to project development.
- Week 4 culminated with a public presentation of the final prototypes in Espronceda’s exhibition space.

Participants received accommodation and full access to Espronceda’s extensive technological resources, including VR headsets, gaming laptops, projectors, and immersive sound systems. While the residency did not cover travel or living stipends, it supported applicants in seeking external funding through programs like Culture Moves Europe. Over the course of the residency, four main collaborative projects were developed and showcased:

## **DRAGOVE**

By Carlos Reché, Ding Ding, and Ida Cecilie

A site-specific, room-scale installation blending immersive theatre, AR, and spatial audio. The work explored how technology alters our perception of urban spaces, inviting audiences into fragmented yet evocative encounters that prompted reflection on personal and collective environments.

## **MORIR DE PIE**

By Maia Basso and Alba Gonzalez

Inspired by Emiliano Zapata’s defiant quote, this VR experience critiqued the growing neo-feudal power of Big Tech and digital urbanism. The piece challenged users to reconsider the personal cost of compliance with these systems and reasserted the value of civil disobedience in digital spaces.

## **HOLON**

By Paul Lakos, Denise Thiemke, and Anna Gayete

A multisensory VR work that questioned Western notions of human dominance over nature. In a symbolic virtual act, users hugged a tree and received a hug in return, emphasizing interconnectedness and mutual respect between human beings and the natural world.

## **The Light Meditation**

By Yiqing Chen and Nanzhen Yang

This live audiovisual performance invited audiences into a meditative state of inner perception, exploring information beyond analytic comprehension. Through visible light communication and immersive sound, the piece posed questions about the nature of communication and the role of spirituality in decoding modern data systems.

## Expanded Experience Show I.

The IMMENSIVA Expanded Experience Show I took place from September 20th to September 29th, with a gallery opening on September 20th at 7:30 PM. The exhibition featured immersive and interactive projects by both national and international artists, showcasing innovative works that explored various themes using advanced technologies.

One of the featured works, "Morir de pie" by Maia Basso and Alba González from Catalonia, was a virtual reality experience designed to awaken a sense of complicity in participants with the emerging neo-feudal technology system being developed by Big Tech. The piece referenced Emiliano Zapata's quote, "I prefer to die standing than to live kneeling," emphasizing the importance of civil disobedience and questioning the idealized models of future cities.

The second piece, "Dragove" by Ida Kvetny (Denmark), Ding Ding (China), and Carlos G. Reche (Catalonia), defied conventional notions of relevance and atemporality in art. The work merged the past and present through the use of cutting-edge technologies, offering viewers an immersive experience with complex installations that combined 3D sound, 3D AR object-based video, and motion tracking cameras.

The exhibition ran for several days, from September 21st to 29th, with the exception of September 25th, when it closed for La Merce celebrations. The show provided a platform for a creative exploration of new technologies and their impact on art, offering unique experiences for the audience.

# PREMI IMMENSIVA 2023

## Exposició de projectes immersius

Inauguració: 20 de setembre 2023, 19:30-22:00



21.09-29.09.2023 \*



Projectes i artistes: "Morir de pie" (Maia Basso, Alba González),  
"Dragove" (Ida Kvetny, Ding Ding, Carlos Garcia Reche)

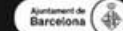
\* Horari:  
Dilluns-Divendres, 17:00-19:30  
Excepte 25.09, La Mercè



IMMENSIVA



MINISTERIO  
DE CULTURA  
Y DEPORTE



Generalitat de Catalunya  
Departament de Cultura



institut  
ramon llull

# CONFERÈNCIA INTERNACIONAL IMMENSIVA



The IMMENSIVA International Conference took place on Wednesday, 7th of June, from 10:30 to 16:30. The event began with a reception and coffee for participants. Eleonora d'Ascenzi delivered the opening keynote on Immersive Storytelling and Transformative Design. Following this, several speakers discussed innovation and social impact, with guest institutions like Neapolis and the Epic Foundation participating.

The conference continued with a presentation on support programs for immersive and interactive projects by institutions such as CCCB, Casa Batlló, EURECAT, and MWC Barcelona. A debate on social impact projects involved institutions like Be Another Lab, Neapolis, and Espronceda. The afternoon featured a lunch with artists, technologists, curators, researchers, and representatives from various institutions and universities. The event concluded with a visit to the Immense Projects Residence 2023 exhibition and the NUBIA Lab Incubation 2023.

# NUBIA



# NUBIA

**NUBIA** is a cutting-edge creative platform and incubation ecosystem that supports the development of innovative, tech-driven art projects. Rooted in Barcelona and powered by ESPRONCEDA – Institute of Art and Culture, IMMENSIVA, and a growing network of international partners, NUBIA bridges the gap between art, technology, and society through immersive, interactive, and socially engaged practices.

## **NUBIA LAB INCUBACIÓ: Where Art Meets Innovation**

At the heart of NUBIA is NUBIA LAB INCUBACIÓ, an incubation program designed for local artists and creatives. Over several weeks, participants receive mentorship from leading figures in digital art and technology, participate in hands-on workshops, and develop their own experimental projects that often blend physical and digital realities. Technologies explored include Virtual Reality (VR), Extended Reality (XR), Artificial Intelligence (AI), 3D sound, robotics, sensors, and more.

At the end of the program, participants showcase their work in a public exhibition. Selected projects are curated for further development and integration into the NUBIA.World platform, expanding their global visibility and engagement.

## **Who Makes NUBIA Possible?**

**ESPRONCEDA – Institute of Art and Culture:** A multidisciplinary hub for cultural research and production. It offers artists access to workspaces, exhibition areas, and residency accommodations, creating an environment where creative innovation flourishes.

**IMMENSIVA:** A visionary platform managed by Espronceda, IMMENSIVA fosters interdisciplinary collaboration and technological experimentation. It supports art-driven teams working with immersive technologies and gamified environments to generate community impact and potential startup creation.

**NUBIA Platform (NFTs Universe in the Blockchain for International Artists):** An extension of IMMENSIVA, NUBIA explores the creation of Metaverses where digital and physical artistic experiences converge. Artists use blockchain technologies and NFTs to build immersive worlds that invite interaction, social engagement, and creative exploration. These environments often feature custom avatars, curated digital artworks, and gamified systems that transform how audiences connect with contemporary art.

## Metaverses, NFTs, and New Realities – A Hybrid Art Experience in Barcelona

The **Nubia Event** took place from September 14 to September 30, 2022, at Espronceda – Institute of Art & Culture in Barcelona, where the gallery showcased a fusion of the physical and digital worlds through the exploration of metaverses, NFTs, and new realities. The exhibition featured a variety of metaverse creations and immersive experiences by Catalan artists, collectives, and international invited artists, who received training, support, and advice in the early stages of their projects. Visitors had the opportunity to experiment, interact, and socialize in new digital worlds, inhabited by avatars and artistic works.

# NUBIA



<https://www.youtube.com/watch?v=CXCfG0qg65Y>

The exhibition was curated by Alejandro Martín, artistic director of IMMENSIVA/Espronceda, with collaboration from Kris Pilcher, director of ATL.NFT, for the American artists section. The event also included a series of workshops, both in-person and online, such as a Virtual Reality Workshop and a session on The Meaning of Art in the Metaverse, led by renowned artists and educators including Fran Maciá, Marcos Morán, Niall Hill, and Justin Case.

Featured artistic projects included works such as “Grand Opening” and “1984” by Obvious Team, “How the Internet Changed My Life” by Nicole Ruggiero, The Glad Scientist, and Dylan Banks, “Solarpunk Daydreams” by Daniel Sabio, and “HEARAFTER” by Niall Hill, Fran Macías, and Marcos Morán, among others. The event successfully brought together both physical and virtual realms, allowing participants to engage in groundbreaking digital art and technology discussions.



# NUBIA — Metaverse Platform/ INTRONS

## Festival for Art, Technology & Society

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The **Ars Electronica Festival 2022** in Linz, Austria, in collaboration with the Espronceda Institute of Art & Culture, presented NUBIA, a metaverse platform that featured the INTRONS project, developed by Soliman López. As part of Ars Electronica's transformation, which included a decentralized event with global contributions, the festival highlighted innovative digital culture and creative responses to the climate crisis.

The festival's program included contributions from various global partners, including Auckland, Barcelona, Bologna, the Bahamas, New York, Taipei, Seoul, Tokyo, and Utrecht. The INTRONS project showcased an evolution in digital identity, blending biotechnology with the artist's vision. The project consisted of 1,500 dynamic, generative NFTs, each representing 15 traits from the owner's genome.

The creation of these NFTs required a saliva test and DNA serum, which allowed the digital identity to evolve and adapt, giving the owner a unique presence in the metaverse. The INTRONS collection included NFTs with varying rarity, determined by the individual's genetic data, creating unique variations in the digital forms. This project marked a groundbreaking step in the intersection of art, technology, and biotechnology, offering new ways for individuals to express their identities in virtual spaces.

The festival also provided online access to curated programs, allowing those unable to attend in person to engage with the exhibitions and discussions on the future of digital culture and the climate crisis.



2022

# NUBIA

## 2023 Incubation Projects

In 2023, **Nubia Lab** presented its mission of fostering groundbreaking artistic expression through its **Incubation Program**, supporting emerging creators whose work sits at the crossroads of art, science, technology, and social inquiry. The selected projects reflect a powerful diversity of approaches, each offering immersive experiences that challenge and expand our understanding of memory, identity, and the natural world. Each of these projects—developed during residencies at Nubia Lab—represents a deep commitment to experimentation, critical thinking, and sensory engagement. By empowering creators to push boundaries and rethink the role of art in a changing world, Nubia continues to shape the future of interdisciplinary artistic innovation.

### Bittersweet Symphony

An immersive sound experience that maps real-time climate data to sounds. By translating real-time climate data into sounds, the project aims to bridge the gap between detached awareness and a deep, personal encounter with the effects of global warming. The project will collect data from AQICN.ORG's Air Quality Index (AQI), focusing on the 20 hottest cities in the world. Nubia Lab Residency Project 2023: Sandra Davis



### NeuraGest

An interactive exhibition in which viewers can create unique pieces of abstract art following the styles of contemporary artists such as Piet Mondrian, Jackson Pollock or Kazimir Malevich. Using Mediapipe's artificial intelligence model, a webcam follows the user's hand movements and gestures to create art without touching any brush or physical element. Nubia Lab Residency Project 2023: Marc López



### Radiome

Interactive experiment on spatial sound and the sense of orientation, which invites attendees to align themselves with the cardinal points of the Earth – using their phones as antennas – to create collaborative soundscapes. The installation works with binaural auditory environments, audioreactive projections, and a performance that reacts to the sounds generated by the attendees. The collective installation is an immersive exploration of sound, connection, and the human landscape. Nubia Lab Residency Project 2023: Esen Küçüktütüncü, Carlos García Reche, Francisco Macía, Niall Hill, Franco Belli, Gabriel Schubert





NUBIA LAB INCUBACIÓ presents its program, featuring the selected projects, mentors, and participating institutions. We are excited for the workshops starting next week.

# NUBIA Lab Metavers Navas

Residents Reimagined Their  
Neighborhood Through Virtual  
Reality

In a forward-thinking initiative that blended technology with citizen engagement, the **NUBIA Lab Metavers Navas** project successfully invited residents of the Navas and Sant Andreu neighborhoods in Barcelona to reimagine their urban environment using the tools of the Metaverse.

Organized by NUBIA Lab, the project aimed to enable local citizens to propose and visualize neighborhood improvements through a liminal space that merged the physical and digital worlds. This space was accessed via a physical portal and a VR-based Metaverse platform that allowed participants to interactively explore and design their visions for the area.

Within this immersive environment, participants submitted proposals that targeted key goals such as the enhancement of public spaces, the promotion of local culture, sustainable mobility, support for small businesses, improved public safety, and the integration of technology into artistic and cultural expression.

By the end of the project, the virtual space had evolved into a vibrant, collective landscape shaped by residents' creativity and practical insights. Each idea submitted during the workshops was stored in a shared database, forming a body of community-led proposals that could be formally presented to the city council for potential real-world implementation.

The Navas Metaverse became more than a digital simulation; it was a collaborative tool for civic empowerment. With its unique combination of virtual reality, community design, and public engagement, the NUBIA Lab Metavers Navas initiative positioned itself as a pioneering model in the city one with the potential to inspire similar efforts in other neighborhoods.

The outcome of the project reflected the potential of the Metaverse as a civic platform not just for entertainment or technology, but as a new form of social participation. NUBIA Lab hopes to continue expanding



# NUBIA Dynamic Community

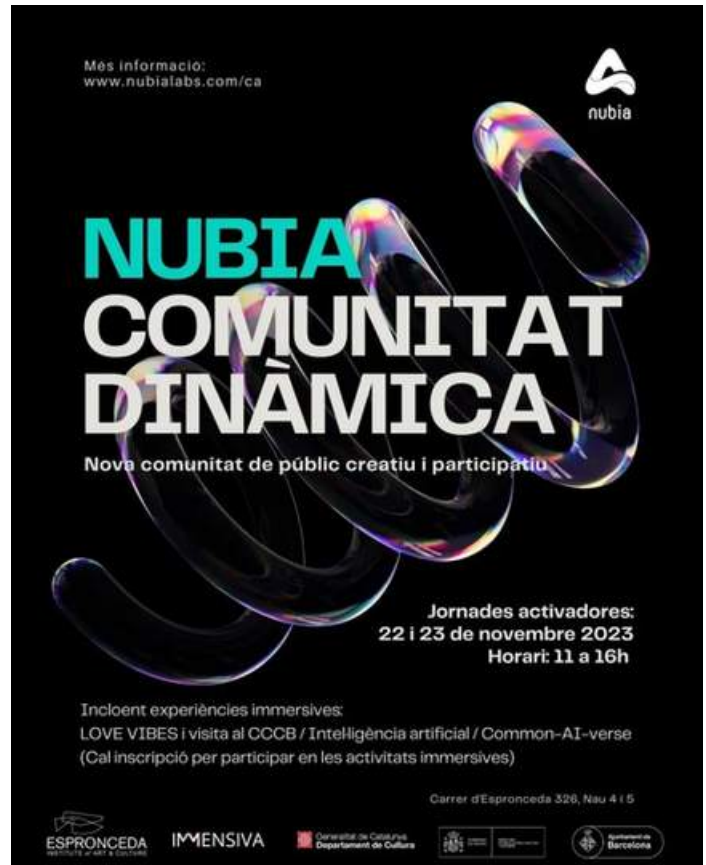
A Two-Day Journey into Creative Co-Creation and Immersive Technology

On November 22 and 23, 2023, ESPRONCEDA launched its new initiative, the **NUBIA Dynamic Community**, bringing together a vibrant group of creative and participatory audiences. Over two immersive days, participants engaged in cutting-edge digital experiences using technologies such as virtual reality, augmented reality, artificial intelligence, and haptic devices. These tools served not only as mediums for artistic expression but also as instruments for dynamic, performative interaction.

With a strong focus on interactivity and storytelling, the initiative offered training in immersive narrative creation and introduced attendees to a web-based community and online metaverse designed to foster ongoing dialogue and co-creation between the public and digital creators.

## Day 1: November 22

The first day began at 11:00 am with a warm reception and an overview of the NUBIA Dynamic Community's purpose and upcoming activities. From 11:30 am to 12:30 pm, participants explored Creative Artificial Intelligence through a case study on Common-AI-verse, presented by Dr. Jordi Sabater and Dr. Lissette Lemus from CSIC-IIIÀ.



Following this, a session introduced the online NUBIA community, designed to extend the collaborative spirit beyond the physical event. After a light lunch from 1:00 to 2:00 pm, the day concluded with an immersive and performative experience, LOVE VIBES, which engaged participants in a deeply sensory and participatory digital installation.

## Day 2: November 23

The second day also began with participant reception and a brief recap of the previous day's highlights. A key component of this day was a workshop from 11:30 am to 12:30 pm on the creation of storytelling for immersive and interactive installations, followed by a co-creation workshop that explored how to build and sustain collaborative communities through art and technology.

After lunch and a transfer to the Centre de Cultura Contemporània de Barcelona (CCCB), participants took part in a guided experience of the COMMON-AI-VERSE installation. This session offered a hands-on understanding of how artificial intelligence can intersect with artistic expression in dynamic and public-facing ways.

The NUBIA Dynamic Community successfully initiated a new kind of creative network, one built on shared experiences, innovation, and digital interactivity. By blending artistic practices with emerging technologies, this ESPRONCEDA initiative has laid the foundation for an evolving community of forward-thinking creators and engaged audiences.

# NUBIA Workshops 2023

A Fusion of Art, Technology, and  
Immersive Learning

On May 18 and 19, 2023, ESPRONCEDA Institute of Art & Culture hosted a series of innovative and interactive workshops under the banner of the NUBIA Workshops 2023. These sessions focused on the intersection of new technologies, immersive experiences, and creative practice, bringing together artists, researchers, and technologists to share their knowledge and engage participants in cutting-edge explorations of sound, visual art, and virtual environments. The workshops featured a distinguished lineup of international creators and researchers, each contributing a unique perspective on how emerging technologies can reshape creative expression:

## Matthew Yee-King

A renowned British electronic musician and researcher, Yee-King is known for blending music, science, and artificial intelligence. His collaborative projects, such as creating music from brainwaves, reflect his commitment to experimental sound and computational creativity. Yee-King currently teaches at the Department of Computer Science at Goldsmiths, University of London.

## Carlos García Reche

A composer with a formal education from Conservatori Liceu and a Master's degree in Music and Sound from ENTI, University of Barcelona, Reche brings deep musical expertise in orchestral and audiovisual composition. A self-taught pianist and music editor, his work spans traditional forms and contemporary media, offering participants insights into compositional techniques and narrative-driven sound design.

## Esen Küçüktütüncü

A documentary filmmaker, visual artist, and VR researcher, Küçüktütüncü's work focuses on memory, presence, and digital identity. Her recent works, including Disintegrate, showcased in the Virtual Museum Project (MEKAN.SPACE) during Sonar Istanbul 2020, highlight her expertise in Virtual and Augmented Reality. Currently pursuing a PhD at Universitat de Barcelona's Event Lab, she continues to explore the psychological and artistic dimensions of XR technologies.

## Fran Macía Varela

With a solid foundation in neuropsychology and a comprehensive technical grasp of virtual reality development, Varela bridges the worlds of science, art, and immersive technology. His expertise in the creation of VR environments supports deeply interactive and sensory experiences, where cognitive science and digital storytelling meet.

The NUBIA Workshops 2023 reflected ESPRONCEDA's ongoing commitment to fostering creative experimentation through technology. Over two dynamic days, participants had the opportunity to learn directly from leading voices in electronic music, virtual reality, composition, and cognitive media, forming a vibrant, interdisciplinary community at the cutting edge of contemporary art and innovation.



# OTHER PROJECTS

# NEW EUROPEAN BAUHAUS



New European Bauhaus  
beautiful | sustainable | together



**ESPRONCEDA – Institute of Art & Culture** is a proud official partner of the New **European Bauhaus (NEB)**, a visionary initiative by the European Commission that merges creativity, technology, sustainability, and social inclusion. The NEB aims to shape a better future by fostering environments and practices that are not only functional and green, but also inclusive and aesthetically inspiring.

Through its dedicated program **NEB & Inclusion**, ESPRONCEDA brings this vision to life by placing art at the center of interdisciplinary collaboration. The initiative explores how cultural practices and digital innovation can work together to address pressing societal challenges and create new social narratives. It encourages participation from diverse communities and fosters dialogue between artists, scientists, technologists, and citizens.

Since 2022, ESPRONCEDA has activated the NEB framework through impactful events and programs. It began with the NEB LAB Symposium, which explored strategies for sustainable cultural ecosystems. In 2023, the focus shifted to immersive technologies, with artistic residencies centered on virtual reality, Web3, and blockchain. These efforts were amplified through participation in key international events like Ars Electronica (Austria), the NEB Festival (Brussels), and the MEET Center (Milan).

In 2024, the program deepened its social mission, emphasizing decentralization and broader cultural access. Key initiatives included RISE UP – Voices of Community, a residency connecting artists with marginalized groups; KEILI, a digital identity project presented at Sónar Festival; and IMMENSIVA, an international platform for XR, AI, and metaverse-based art. The Hackathon Metavers Navas further demonstrated the power of local, inclusive innovation by engaging the Navas neighborhood in creative tech experimentation.

Looking toward 2025, ESPRONCEDA continues to align with the NEB's goals, reinforcing its commitment to cultural innovation, sustainability, and inclusion. Through art and interdisciplinary practice, ESPRONCEDA contributes to rethinking how we live, build, and connect—placing people and the planet at the center of transformation.

# NEB LAB Symposium <sup>2022</sup>

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New European Bauhaus  
beautiful | sustainable | together



The NEB LAB Symposium held on October 20, 2022, at Espronceda – Institute of Art & Culture in Barcelona, was a significant event focused on creating sustainable cultural ecosystems. It brought together a diverse group of scholars, artists, and activists to discuss how art and culture can contribute to environmental sustainability and how cultural institutions can adapt to these pressing challenges. The symposium was aligned with the New European Bauhaus Mission and aimed to explore sustainable practices within cultural institutions and foster collaborations to address ecological and societal issues.

The event featured several key presentations, including an introduction to sustainability in cultural organizations, the role of culture in building a sustainable future, and the creation of a new NEB LAB for Sustainable Culture. Key speakers included Lucía Vázquez from REDS, Mr. Guillem Camprodon from FAB LAB BCN, and Christian Alonso, a cultural researcher and curator. The day included discussions on integrating sustainability into cultural practices, with institutional presentations showcasing actions in sustainable culture.

The symposium also served as the starting point for ongoing activities, such as the launch of an open call for interdisciplinary projects, which took place in late October 2022, followed by the selection of projects to enter the incubation phase. The final presentations and exhibition of selected works were scheduled for spring 2023. These projects aimed to promote collaboration and the integration of sustainability in the arts, contributing to the goals of the New European Bauhaus initiative. In addition to the symposium, Espronceda Institute of Art & Culture also participated in the New European Bauhaus Festival 2022 and ISEA2022 Barcelona.

They organized a major exhibition and workshops exploring digital awareness, sustainable futures, and the intersection of art, artificial intelligence, and activism. The exhibition featured projects like INTRONS by Solimán López, AI4Future, and Heritage as a Source of Knowledge in Art and Design Education by Aalto University. These events aimed to engage with the digital and physical realms, addressing challenges such as climate change, social issues, and sustainability. Through these collaborations, Espronceda played a key role in advancing the dialogue around sustainable cultural practices and the role of art in shaping a more sustainable and inclusive future.

# CONVENCIÓN ANUAL NEB LAB 2023 – Ecosistema Cultura Sostenible



The NEB Lab Annual Convention 2023 – Sustainable Culture Ecosystem took place on June 29, 2023. The event began with a welcome session, followed by an introduction to the NEB Lab and its focus on sustainable culture.

Savina Tarsitano presented actions related to the sustainable culture ecosystem, and institutions such as Fundació Catalunya Cultura and Fundació Epica shared their efforts in promoting communities. The event also featured presentations by institutions with a social impact, including Volungo. A debate on the New European Bauhaus was held with all attending speakers. The day concluded with an aperitif, networking, and a visit to the Ecosystem of Sustainable Culture exhibition.

2023

# RESIDENCES & EXHIBITIONS

# ARRIBA, ABAJO, AL CENTRO Y ADENTRO

2022

by artists Nadoe, Alberto Alejandro Rodríguez, Ana Karen Rodríguez and Laura Such



The group exhibition *Arriba, abajo, al centro y adentro* took place from July 8 to July 15, 2022, with an opening on July 7, and was part of the emerging art festival *Art Nou Primera Visió*. The exhibition showcased the projects developed by four artists—Nadoe (South Korea), Alberto Alejandro Rodríguez (Cuba), Ana Karen Rodríguez (Mexico), and Laura Such (United Kingdom)—as part of the Nectar Artist-in-Residence Program, in collaboration with Espronceda Institute of Art & Culture.

The exhibition aimed to reflect on the relationship between rural and urban spaces and how art can be used as a tool to question these dynamics. The artists' works explored themes related to the urban/rural binary, drawing inspiration from their personal experiences in a rural environment while engaging with the broader Barcelona art scene.

Alberto Alejandro Rodríguez's project examined the relationship between architecture and landscape, focusing on abandoned or obsolete structures. His work highlighted the traces and materials of these forgotten spaces, creating poetic visual representations that evoke their history and memory.

Laura Such's work explored the connection between humans, nature, and culture, using playful and reflective language to address both personal and global issues. Through her sculptures, she employed contemporary and traditional materials to create visual contradictions and tensions, questioning human limitations and societal norms.

Nadoe's project focused on the concept of "home" in modern times, exploring its emotional and physical aspects in both the urban and rural context. For Nadoe, "home" is a dynamic, abstract, and subjective concept, and her work sought to uncover the elemental qualities that provide emotional comfort and protection, returning to the primitive spirit of home. Ana Karen Rodríguez's work stemmed from her observations and interactions with her environment, focusing on phenomena tied to symbolic, global, and industrialized economies and violence. By combining form, materiality, and color, her projects presented reinterpretations of her personal experience and relationship with the place, proposing new perspectives on the everyday.

*Arriba, abajo, al centro y adentro* successfully invited viewers to contemplate the complexities of rural and urban life, encouraging a deeper reflection on the transition towards a more sustainable future through art.

2022





# The Light of the Stones

Talk with Savina Tarsitano 2022

On June 13th, the exhibition *Ombre e Falesie* offered a unique interdisciplinary experience that combined photography and poetry. The event featured a visit to the exhibition in the presence of the Italian artist Savina Tarsitano, who discussed her artistic process and the origins of the project. This collaboration between Tarsitano and Romanian poet Dinu Flamând explored the human experience, the relationship with nature, and the significance of place and memory through photographs.

The exhibition stemmed from the artists' partnership, which resulted in the publication of the book *Ombre e Falesie* in 2018, blending image and poetry. Their collaboration continued with the release of seven volumes of poetic anthologies in various languages, including Catalan, Hebrew, English, Italian, German, and Romanian. The exhibition has been presented internationally in various European countries and beyond, showcasing their exploration of nature, identity, and cultural heritage.

The project incorporates poetry, photography, and, more recently, music, with contributions from maestro Marco Misciagna. The photographs on display were taken during artistic residencies in locations such as Greenland, Mauritius, Cuba, Martinique, Calabria, and Germany, often featuring abandoned places and monuments under restoration. Supported by the European Parliament of Culture and the Bogliasco Foundation in New York, the project highlights the power of art to convey social impact. The exhibition was also presented at the Centres des Arts Ecolint in Geneva, Switzerland, in September as part of Michelangelo Pistoletto's Art for Social Impact project.



RESIDENCEIS &  
EXHIBITIONS

# ON THE FLIP SIDE

Curated by Savina Tarsitano

The 6th edition of the Espronceda ERBA-ESA Prize, in collaboration with the Royal Academy of Fine Arts of Brussels and the Faculty of Fine Arts of Barcelona, was presented as part of the Art Nou Contemporary Art circuit. The exhibition, titled *On the Flip Side*, opened on July 26, 2022, and was curated by Savina Tarsitano, with the collaboration of Enzo Pezzella, director of the Brussels Academy.

This collective exhibition aimed to explore new alliances in the art world and investigate the need for time, reflection, and research for emerging artists, allowing them to find their own artistic language without external pressures. The prize served as a bridge between the academic world, art centers, and galleries, encouraging collaboration and fostering human values in the art community.



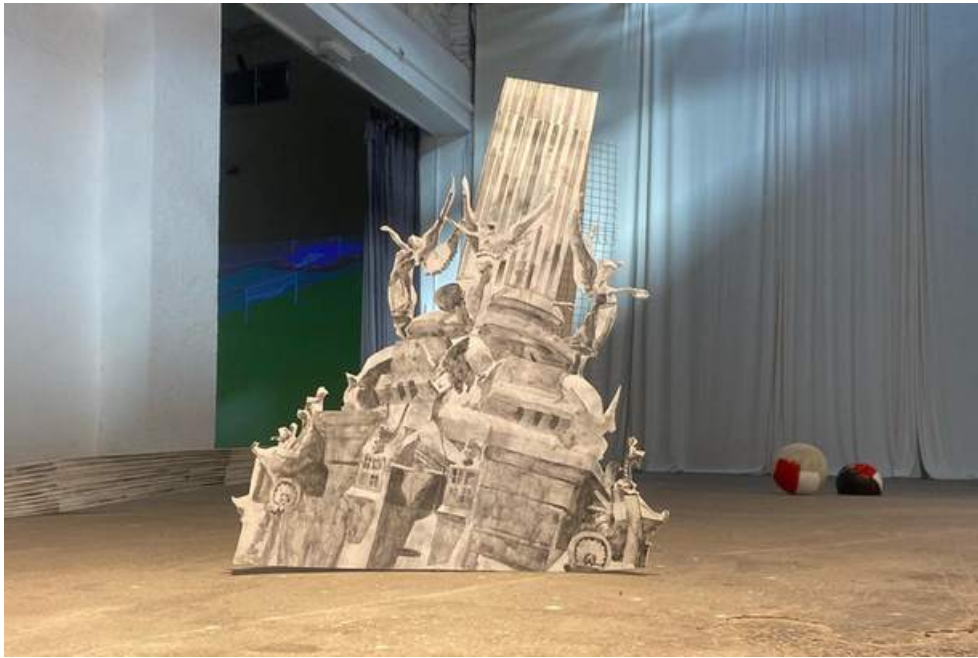
2022

The exhibition featured the works of four emerging artists: Alizée Loubet, Emir Gómez Farah, Juliene Lousson, and Teresa W., who each challenged their own artistic boundaries and engaged with the concept of identity, territory, and human connection. The artists explored the themes of social integration, identity, the relationship between technology and spirituality, and the transformation of space and time.

Loubet's work focused on the identity of Barcelona and the concept of independence, using elements like a football, a balcony, and the Catalan flag to question cultural cohesion and the borders between center and periphery. Lousson's work addressed the monumental aspects of architecture, transforming them into poetic, miniature representations that invite reflection on the passage of time and the relationship between man and place.

Farah's work explored the intersection of technology, the unconscious, and the invisible, creating installations that engage with natural elements and invite the viewer to contemplate spirituality and the three-dimensional nature of existence. Teresa W.'s work led the audience on a journey between past, present, and future, using abandoned places and the image of a slide as metaphors for time and memory.

*On the Flip Side* was a thought-provoking exhibition that encouraged viewers to question reality, identity, and the boundaries between the physical and the conceptual. The works invited reflection on personal and collective histories, inviting the audience to reimagine their relationship with the world around them.



# SOMETHING HAS BEEN SAID

## FINISSAGE & Performance by *Cercle de Fades*

2022



The collective exhibition *On the Flip Side* concluded with a special finissage event, featuring a performance titled “Something Has Been Said” by the multidisciplinary collective *Cercle de Fades*.

During the finissage, *Cercle de Fades* presented their sound performance, “Something Has Been Said”, which explored the search for a new method of expression and communication beyond verbal language. The performance included rhythmic sentences, danced words, and incomprehensible actions, attempting to articulate meaning from the very origins of language. It was a celebration of expression in all its forms, emphasizing the human connection that exists beyond words.

*Cercle de Fades*, a collective formed in Barcelona in 2021, focuses on exploring the boundaries of language through visual and sound art. Their work aims to create an open dialogue about human relationships and bonds in the spaces where language is not fully understandable or communicable. The exhibition *On the Flip Side* provided a platform for this exploration, offering an immersive experience into the limits of communication and artistic expression.



# The SWAB / ESPRONCEDA Art Prize 2022 exhibition

By Andrés Waissman and Santiago Paredes 2022



The SWAB / ESPRONCEDA Art Prize 2022 exhibition took place from October 6 to 15, with the official opening on October 5. The event marked the third edition of the collaboration between Espronceda and Swab, aimed at fostering alliances within the art world and supporting emerging artists through artistic residencies. Curated by Maribel Navarro, the exhibition featured the works of Andrés Waissman (winner of the first edition, whose presentation had been postponed due to COVID) and Santiago Paredes (winner of the third edition).

The exhibition also included a book launch at 18:30h on October 5, where independent curator Alejandra Gatti presented the book *Andrés Waissman 2010-2018*, documenting the artist's transformation of matter across several key series, including *Blanco & Negro*, *Emboscada*, and *Encapotado*.

This collaboration between Espronceda and Swab reflects Espronceda's ongoing commitment to supporting artists and creating new forms of collaboration within the art market. The residency offered both artists a period of reflection and research in Barcelona, contributing to their artistic growth and visibility.



2022



# FARNESINA

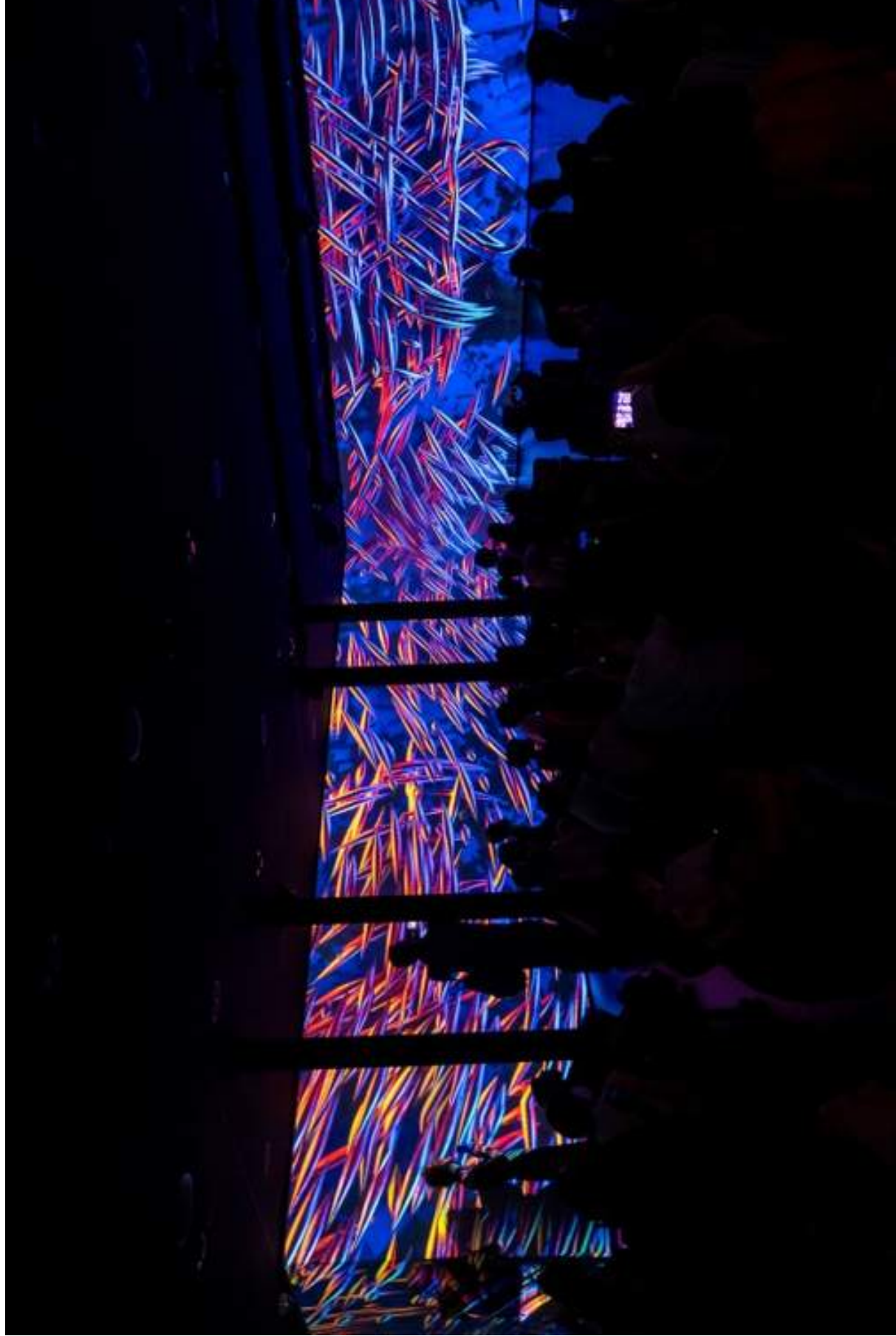
## Digital Art Experience ; Immersive Exhibition 2022



The Farnesina – Immersive Art Experience exhibition took place from November 10 to November 25, 2022, as part of the Loop City Screen festival. Curated by Stefano Fake and Savina Tarsitano, the exhibition opened with a grand opening event on November 10, 2022, from 19:30 to 21:30. The exhibition was open to the public from November 11 to November 25, 2022, with visiting hours from Tuesday to Saturday, 16:00 to 20:00.

The exhibition presented immersive art, an art form that seeks to engage viewers by involving them in the artwork through light, sound, images, and animated graphics. The immersive experience aimed to create a "container of emotions" that triggered a seamless sensory flow for visitors. Organized in collaboration with the Italian Cultural Institute of Barcelona, the Italian Embassy in Madrid, the Consulate General, and Espronceda Institute of Art & Culture, the Farnesina Digital Art Experience featured the work of 26 Italian artists and studios.

The project was promoted by the Ministry of Foreign Affairs and International Cooperation and curated by Bright Festival and ImmersiveExperience.Art, with artistic direction by Stefano Fake. This exhibition showcased Italian excellence in digital art, emphasizing cultural exchanges and dialogue between cultures. Stefano Fake, an Italian artist and video designer known for his immersive art installations, played a key role in the exhibition. Since 2019, Fake has been the creator and artistic director of the Farnesina Digital Art Experience, which promotes digital art in Italy and abroad. The Farnesina – Immersive Art Experience exhibition marked an exciting addition to the Loop City Screen festival, offering a unique, sensory journey through digital art.



# GALAXY NETWORK 2022

VR Exhibition – 2022



The Galaxy Network VR Exhibition – 2022 was a groundbreaking event held in Barcelona, featuring a curated selection of international award-winning virtual reality (VR) experiences. The exhibition was part of the Galaxy Network, a community of art institutions united to showcase high-quality VR content to a wide audience. Espronceda – Institute of Art & Culture hosted the Barcelona location of the exhibition, which included simultaneous showcases across other global locations, such as Chroniques – Biennale des Imaginaires Numériques, MEET Digital Culture Center, and Bucheon International Fantastic Film Festival.

The event offered a unique opportunity for the public to experience some of the best VR art from recent years, featuring a variety of genres, from 360-degree experiences to PC VR and multi-user online spaces. The exhibition was free with a donation at the door, and special viewings were available upon request. The event celebrated the collaboration of international art institutions and the expanding possibilities of VR as a medium for cultural expression.

The exhibition featured a diverse lineup of premium VR experiences, providing visitors with an immersive journey through cutting-edge digital art. The selection included titles such as Biolum by Abel Kohen, Bodyless by Hsin Chien Huang, and The Scream VR by Sandra Paugam & Charles Ayats, as well as works like Strands of Mind by Adrian Meyer and In the Land of the Flabby Shnook by François Gélinas. Visitors were also able to explore 2nd Step by Jörg Courtial and Caravaggio in Tenebris by Matthieu Von Eeckhout, alongside Affiorare/Surfacing by Rossella Schillaci and HanaHana Multi-Bloom by Mélodie Mousset.

**2022**

## VR EXHIBITION 2022

Selection of the best VR experiences from last years, premium experiences and accessible to a large audience at the same time:

### 1. Biolum

by Abel Kohen

Year: 2021

Length: 25min

PC VR Experience

Germany

Trailer: Biolum VR – OFFICIAL TRAILER – YouTube



### 2. Bodyless

by Hsin Chien Huang

Year: 2019

Length: 24min

PC VR Experience

Taiwan

Trailer: Bodyless Trailer – YouTube



### 3. The Scream VR

by Sandra Paugam & Charles Ayats

Year: 2019

Length: 15min

PC VR Experience

France

Trailer: The Scream VR | VR Documentary on the famous painting by Edvard Munch – by BackLight – YouTube



### 4. Strands of Mind

by Adrian Meyer

Year: 2021

Length: 12min

360 Experience

France

Trailer: Strands of Mind – Cinematic 360° VR Experience (2021) | Trailer – YouTube



## 5. In the Land of the Flabby Schnook

by François Gélinas

Year: 2020

Length: 6min

360 Experience

Canada

Trailer: Lileina Joy: "In the Land of the Flabby Schnook" Trailer (Canadian Academy Award Nominated) – YouTube



## 6. 2nd Step

by Jörg Courtial

Year: 2018

Length: 10min

360 Experience

Germany

Trailer: 2nd Step – From Moon to Mars and Beyond |

Trailer – YouTube

## 7. Caravaggio in Tenebris

by Matthieu Von Eeckhout

Year: 2019

Length: 7min

360 Experience

France

Trailer: Caravaggio In Tenebris VR – OFFICIAL TRAILER – YouTube



## 8. Affiorare/Surfacing

by Rossella Schillaci

Year: 2022

Length: 20min

360 Experience

Italy, Portugal

Trailer: AFFIORARE | SURFACING – A film by Rossella Schillaci. -Trailer – YouTube

## 9. HanaHana Multi-Bloom

by Mélodie Mousset

Year: 2016 – today

PCVR Online Experience

Multi user online space

Length: 20min

Switzerland

Trailer: HanaHana by Mélodie Mousset – YouTube



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# DEAMBULANTES

by Saray puto, Felipe Franco,  
Jitka Králová and Elio Jesus

2023



The DEAMBULANTES exhibition, part of the Nectar Artist-in-Residence Program, showcased the works of artists Saray Puto, Felipe Franco, Jitka Králová, and Elio Jesus. Curated by Olga Sureda and Tai Lomas, the exhibition highlighted the projects developed by the artists during their residency at Espronceda Institute of Art & Culture, in collaboration with On Mediation.

Now in its second edition, the Nectar Residency aimed to foster connections between rural and urban worlds, offering artists the opportunity to create in isolation amidst the natural beauty of the Pyrenees in Barcelona. The program emphasized the role of nature in the creative process, as well as Espronceda's commitment to sustainability, the use of natural materials, and the appreciation of cultural and natural heritage. Through production grants, the residency provided both the space and support necessary for the artists to bring their visions to life.



# EFEMERAINFINITE

by Estelle Garcia Blanco, Basile Richon and Lorenzo Lunghi

Curated by Savina Tarsitano

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**2023**

The Ephemeral/Infinite exhibition explores the interdisciplinarity of artistic languages, bringing together design, sculpture, video, and music. Emerging artists engage with the Barcelona area, creating a dynamic dialogue between their creative processes and the spaces of Espronceda. The exhibition intertwines themes of sustainability, examining the relationship between materials, nature, and human behavior, and inviting both the public and artists to question the territory and embark on an exploratory journey through human experience.

Now in its sixth edition, the exhibition features artists from the Nectar Artist-in-Residence Program, including Estelle Garcia Blanco, Basile Richon, and Lorenzo Longhi, in collaboration with the Royal Academy of Fine Arts in Brussels and the Rome Quadrennial. The residency's objective is to foster artistic research and reflection, emphasizing the importance of time and space as pivotal moments for creative exploration.

Curated by Savina Tarsitano and with the presence of Enzo Pezzella, artistic director of the Royal Fine Arts Academy of Brussels, the exhibition delves into the ephemerality of life and the infinite numerical possibilities that shape our existenc





# DUST MIGHT

Opening Night: Gabriel Ribeiro  
Curated by Ian Gavião

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The opening night of the exhibition **DUST MIGHT** by Brazilian artist Gabriel Ribeiro, curated by Ian Gavião, took place on October 6, 2023, marking the official launch of the 4th edition of the Swab – Espronceda Art Prize. The event was hosted at Espronceda Institute of Art & Culture, continuing the collaboration between Espronceda and Swab Art Fair, a partnership designed to strengthen connections between artists, galleries, art fairs, and the broader art market.

The Swab – Espronceda Art Prize offered the selected artist an opportunity to participate in a residency in Barcelona, providing a space for reflection, research, and production. Gabriel Ribeiro was the 2023 recipient of this award, recognized for his multidisciplinary practice that moves fluidly between photography, video, and sculpture, exploring the discursive and transformative possibilities of matter.

Curator Ian Gavião developed a curatorial concept grounded in a poetic and sensory experience of dust, sun, illness, and transformation. The exhibition text described a feverish landscape where dust mites, foam, heat, and time merged into solar-processed images—“Yellowing Poems for Dust Mites”—that paid tribute to the invisible life forms around us. The works visualized the tension between presence and absence, highlighting the intimate relationship between the microscopic world and the human body.

The opening night was warmly received, and Espronceda extended thanks to everyone who attended. For those who couldn't make it, the exhibition remained accessible during the dates above.

The event was supported by Swab Art Fair and reflected Espronceda's ongoing commitment to fostering international contemporary art, experimentation, and dialogue.



# BIOWAVES

by Soliman Lopez

2023



At PUZZLE X 2023, Solimán López, in collaboration with Dr. Zina Cinker, Cache DNA, and Twist Bioscience, presented BIOWAVES, a pioneering exhibition that explored the intersection of human and nature heritage through a unique data repository concept. The project aimed to merge brain waves, extracted from brilliant minds, with DNA as extensive as the human genome. This data was then integrated into recycled plastic sourced from the Mediterranean Sea, which was used to create a vinyl music album.

The album featured the sounds of marine mammal communication, blending human brain wave frequencies with the natural frequencies of the ocean in a one-of-a-kind auditory experience. The BIOWAVES exhibition highlighted environmental sustainability by utilizing recycled materials and connecting human thought with the natural world. A limited edition of the vinyl album was made available after the event, offering attendees a special artifact that encapsulated both human and marine life frequencies. The exhibition was part of the PUZZLE X 2023 event, held at Fira Barcelona Gran Via from November 7-9, 2023.



# CULTURAL EVENTS

## VIRTUAL VISUALISATION OF REAL EMOTIONS



On 24 February, at 7 p.m., Espronceda – Institute of Art & Culture presented Virtual Visualization of Real Emotions (VVER), a collaborative educational project exploring the emotional impact of isolation during the 2020 health crisis, especially on young people in the Navas neighbourhood of Barcelona.

Through creative workshops combining emotional awareness, audiovisual art, and virtual reality techniques, participants were guided to express their feelings and explore their creativity. The initiative aimed to empower youth by offering them artistic tools and fostering collective expression.

The project was developed in collaboration with Pla Comunitari Navas, BeAnotherLab, and Lichen Innovación Social, and was the winner of the “Premis Barcelona 2020” grant. It culminated in two virtual works: one inspired by Vivaldi’s Four Seasons—a poetic journey through nature and self-discovery; and another, a virtual narrative documenting the creative and emotional process of the workshops, touching on themes such as bullying, hope, and imagination.

The works were not final products, but evolving narratives reflecting the months-long journey of co-creation with the participants. The project involved a dedicated team of curators, artists, and community coordinators, and received vital support from the Joan Fuster Institute and the Navas community.

**2022**



# Kids Guernica International Award



On April 26, 2025, during the 85th anniversary commemoration of the bombing of Guernica, the Kids Guernica International Peace Project was honored with the “Gernika for Peace” Award. The award ceremony took place as part of a broader series of events organized to remember the tragedy of the Spanish Civil War and to promote a culture of peace and reconciliation.

Savina Tarsitano attended the ceremony to represent the Kids Guernica initiative, accepting the award on behalf of the international project. Originating in Japan, Kids Guernica was founded to commemorate the 50th anniversary of the Hiroshima nuclear attack, with the aim of fostering peace and intercultural dialogue through art created by children. Over the years, the initiative has empowered young people around the world to express messages of peace through large collaborative murals inspired by Picasso’s iconic Guernica.

In addition to Kids Guernica, the International Peace Brigades—an organization committed to defending human rights in conflict zones—was also recognized. Both were awarded for their ongoing contributions to conflict resolution, human rights advocacy, and global peacebuilding efforts.

The Gernika Awards for Peace and Reconciliation were established in 2005 by the Gernika-Lumo and Pforzheim City Councils, along with the Gernika Peace Museum Foundation, Gernika Gogoratuz, the Gernika-Lumo House of Culture, and the Basque-German association Wilhelm Humboldt. These awards publicly acknowledge individuals and organizations that contribute meaningfully to peacebuilding, reconciliation, social justice, and the promotion of human rights.

In a time marked by ongoing global conflict, the recognition of Kids Guernica served as a powerful reminder of the importance of nurturing peace from a young age and across borders.

## New perspectives for a future collaboration between the art world and the academic world, focused on emergent artists

Salon of espronceda



On 14 July, as part of the Art Nou initiative and within the framework of the Salon d'Espronceda project, a round table was held to explore new perspectives for collaboration between the art world and academia, with a focus on supporting emerging artists.

The event brought together the four finalists of the Espronceda Prize, in collaboration with universities from Brussels and Barcelona, to engage in an open dialogue with Savina Tarsitano. The discussion centred on the challenges young artists face and highlighted the importance of building alliances to foster solidarity and create more professional opportunities in the contemporary art scene.

By giving a platform to emerging voices, the round table served as a meaningful step toward envisioning a more inclusive and supportive future for artists at the start of their careers.

2022



# PASTE UP BARCELONA

Street Art Fest

2022

The BCNUP FEST, held from September 16th to 18th, 2022, was the first International Paste Up Festival in Barcelona. Organized by the BCNPasteUp collective, the festival aimed to promote the Paste Up culture on a global scale, with Barcelona being a key reference for urban art capitals worldwide.

On September 18th, the Espronceda Institute of Art and Culture hosted the final day of the festival, which included a paste-up session at their facilities, followed by a collaborative creation of paste-up collages with the local community and neighbors. More than 300 artists participated in the festival, which featured urban art galleries such as Nau Bostik and Arnau Gallery, as well as contemporary art spaces like Galeria Beaskoa.

The festival explored various artistic expressions using four essential elements: paper, glue, wall, and the unique illustration techniques of the artists. Espronceda also launched the Espronceda Urban Art Prize, which offered the winner an artistic residency, allowing them to create their work in collaboration with the local community and culminate the residency with an exhibition at the BCNUP festival. The event was a celebration of the diversity and cultural richness of urban art.



# CULTURAL DIPLOMACY AND ART

2022 - 2023

1st Edition

The Cultural Diplomacy – 1st Edition event brought together artists, civil society practitioners, students, and young professionals from around the world to explore the role of art in societal transformation, both before and after the Covid-19 pandemic. The initiative focused on fostering new alliances in cultural diplomacy and examining how art could contribute to the implementation of the UN's Agenda 2030, including its 17 Sustainable Development Goals. The event highlighted art's role in shaping intercultural relations, providing a platform for cultural exchange and the promotion of solidarity across Europe and internationally. It emphasized the importance of culture and art as powerful instruments for regenerating new models of collaboration, opening dialogue, and promoting social justice.



A key component of the project was the collaboration with the Consulate General of Germany and the Embajada del Arte – Ukraine, founded by Victoria Tissot. The project included both online and in-person artist residencies, where international artists collaborated to address global conflicts and promote peace, particularly in relation to war and its impact on societies.

The event featured several workshops with Ukrainian refugees, kids, and families, helping to bridge cultural gaps and promote solidarity. A piano concert by artist Maryna Naydon at the Reial Cercle Artistic was part of the cultural program, alongside a Dialogue Exhibition, which showcased the artworks created during the artist residency. The exhibition presented the collective efforts of the artists, offering a space for dialogue and reflection on global issues, particularly in relation to peace and solidarity.



2022 - 2023

The cultural event Dialogue took place from February 3rd to 13th, 2023, at the Espronceda Institute of Art and Culture, with an opening event on February 2nd. Curated by Savina Tarsitano and Victoria Tissot, this exhibition was part of the Cultural Diplomacy – Peace, Solidarity, Art and Diplomacy initiative, in collaboration with the German Consulate of Barcelona and under the patronage of ENCATC.

The exhibition featured nine artists Fabian Vogler, Sanja Milenkovic, Maryam Mohry, Aljoscha, Eugenio Shapoval, Alem Teklu, Raffael Lomas, Jessica Von Helmolt, and Maryna Naydon many of whom hailed from Ukraine, a country facing the threat of totalitarian forces attempting to erase its culture. Dialogue served as a powerful testament to the resilience of these artists, whose works expressed their defiance in the face of aggression, fear, and censorship.

The exhibition demonstrated how art can be a diplomatic force, fostering peace, solidarity, and cultural dialogue. By providing a platform for these artists, Dialogue highlighted the role of creative expression in promoting unity and raising awareness about global issues.

# DIALOGUE

By abian Vogler, Sanja Milenkovic, Maryam Mohry, Aljoscha, Eugenio Shapoval, Alem Teklu, Raffael Lomas, Jessica Von Helmolt, and Maryna Naydo

2022

**ESPRONCEDA**  
INSTITUTE OF ART & CULTURE

Generalkonsulat  
der Bundesrepublik Deutschland  
Barcelona

Consulado General  
de la República Federal de Alemania  
Barcelona

**Cultural Diplomacy**  
Peace, Solidarity,  
Art & Diplomacy

**DIA  
LO  
GUE**

**Curated by**  
Savina Tarsitano  
Victoria Tissot

**Artists**  
Fabian Vogler  
Sanja Milenkovic  
Maryam Mohry  
Aljoscha  
Eugenio Shapoval  
Alem Teklu  
Raffael Lomas  
Jessica von Helmolt  
Maryna Naydon

3rd—13th  
February

**Opening**  
2nd February  
18h30  
Nave 5  
C. d'Espronceda, 326  
08027 Barcelona

under the patronage:

89 TC



# The Salon of Espronceda

## “Damaged Cultural Heritage in Ukraine”



As part of the Cultural Diplomacy project, in collaboration with the German Consulate of Barcelona, a webinar titled Salon of Espronceda – Talk with a Special Guest was held on December 13th at 6:30 pm. The discussion focused on the topic “Damaged Cultural Heritage in Ukraine.”

2023

The event featured Victoria Tissot, curator of the project Vesna presented at the National Art Museum of Catalunya and founder of the art association Embajada del Arte de Ucrania, and Maddalena D'Alfonso, an architect, essayist, researcher, and board member of ICOM-ICAMT (International Council of Museums). The talk was moderated by artist and artistic director of the Cultural Diplomacy project, Savina Tarsitano.

Maddalena D'Alfonso, qualified as an Associate Professor in 2017, held a PhD in interior, museography, and exhibit design. She was a long-standing member of DASTU (Department of Architecture and Urban Studies of Milan) and served on the scientific board of ICOM Italy since 2019. Her work included award-winning projects such as the book Warm Modernity and the exhibition The Landscape of Rights, which received recognition from the Italian Republic. In 2019, she founded Md'A Design agency to promote sustainable and accessible design solutions in museum and exhibition spaces.

Victoria Tissot, a French-Ukrainian cultural advocate based in Barcelona, held a PhD in Literature and History from a Ukrainian university. With a strong background in international public relations and project management, she dedicated recent years to art and cultural promotion. She founded Embajada del Arte to support Ukrainian artists and promote peace through culture. She curated over 20 events, including Vesna, and organized initiatives such as the Music for Peace concert at the Reial Cercle Artistic of Barcelona and the Ukrainian Music in a Classical Canvas concert in the Sala Oval of MNAC.

# PEACE OF MIND

By Naila Kuhlmann



Espronceda Institute for Art and Culture, in collaboration with Be Another Lab, hosted an exclusive event featuring Naila Kuhlmann, a researcher and artist focused on conveying the embodied experiences of individuals with Parkinson's disease. The event coincided with the World Parkinson Congress held in Barcelona, where Kuhlmann was actively involved.

The gathering included a screening of Kuhlmann's work with the Piece of Mind collective, alongside a presentation from Be Another Lab on their research into empathy through "body swap" experiences. The aim of the event was to foster interdisciplinary collaboration and drive future innovation in understanding and empathizing with diverse experiences. The event was by invitation only.

2023



# Lithium Republic XYZ – Territorio Virtual.

On September 1st, 2023, the Espronceda Institute of Art & Culture in Barcelona hosted the presentation of Lithium Republic XYZ – Virtual Territory, a project promoted and created by architect Cristian Espinoza and curator Merlina Rañi. The event provided an overview of the project, focusing on the fragile natural territories of the lithium triangle, located in the wetlands region between Chile, Bolivia, and Argentina. The aim was to stimulate a critical discourse on preserving these ecosystems through the potential of new technologies, particularly the metaverse.

Lithium Republic XYZ – Virtual Territory explored the use of the metaverse to simulate environments in crisis, supporting interdisciplinary research on the current situation of the lithium triangle. It sought to address the intersection of energy futures, geohumanities, and indigenous critique. The project emphasized the use of virtual resources like simulation and virtuality to present various discourses on the crisis, encouraging reflection and the testing of alternative narratives.

The project, which encourages participation and decentralization, also aimed to de-hierarchize virtual discourses typically dominated by hegemonic centers of power. The presentation was moderated by Alessia Gervasone, Project Manager and Curator at Espronceda, and featured insights from both Rañi and Espinoza. The event highlighted the growing role of the metaverse and other digital media in environmental activism and the need for a more ecocentric worldview.

2023



Lithium Republic XYZ – Territorio Virtual.

# LOVE VIBES

Ars Electronica Garden Barcelona

The Love Vibes exhibition was part of the Ars Electronica 2023 Postcity event, held from September 6th to 10th. Powered by the Espronceda Institute of Art and Culture, Love Vibes combined Virtual Reality, dance, and subjective truth, offering a dynamic and immersive experience that responded to live music.

The exhibition encouraged participants to engage with music through visuals that synced with beats and genres, promoting love, empathy, and connection. It was an inclusive experience, using Oculus Quest 2 and pass-through technology to create a judgment-free digital space, allowing visitors to explore the present moment and their consciousness.

Throughout the event, the immersive environment, filled with colorful filters and particles, aimed to foster a sense of freedom and unity. The experience was designed to evoke empathy, celebrate human expression, and challenge traditional perceptions of truth.

Love Vibes rejected separation and embraced connection, aiming to create transformative, shared experiences that encouraged reflection on the nature of reality, love, and human connection. The exhibition offered various performance schedules, with each participant able to immerse themselves for around 8 to 10 minutes, with a maximum of 10 people allowed in the space at a time. Love Vibes was curated by Alejandro Martín and featured artists Daniel González Franco and Cathline Smoos, who focused on designing experiences that foster empathy and human connection through virtual presence and emotion. The event was powered by the Institut Ramon Llull, promoting Catalan culture globally through its support of contemporary arts and cultural exchange



# Common AI Verse

A sensory journey for the collective construction



On October 17th, 2023, Espronceda – Institute of Art & Culture presented the Common-AI-Verse project at the Artificial Intelligence exhibition at the Centre de Cultura Contemporània de Barcelona (CCCB). Commissioned by CCCB and produced by Espronceda with support from the Generalitat de Catalunya-Departament de Cultura, the project offered a unique sensory journey where participants collaborated with different artificial intelligences to construct a common space in the Metaverse.

The installation was an interactive experience that invited visitors to engage with AI through emotions and physical dynamics. Participants, in groups of three, interacted with laser lights, reflecting surfaces, and LED screens that responded to their emotions. These interactions helped AI systems learn and co-create dynamic forms, resulting in a digital object that participants could take away.

The project emphasized co-creation and community, aiming to break down barriers of individuality in technology development. It was a collaboration between digital artists—Solimán López, Mohsen Hazrati, Esen Ku, and Kris Pilcher—and AI experts from IIIA-CSIC, including Jordi Colomer, Lissette Lemus, Joan Jené, and Cristian Cozar.

The Common-AI-Verse project is a significant step in Espronceda's exploration of digital art, immersive experiences, and collaborative innovation, aligning with the goals of the New European Bauhaus and EIT Culture and Creativity initiatives. The exhibition opened new possibilities for future collaboration, community-building, and the evolution of

2023



# PASTE UP BARCELONA 2nd

## Street art fest

The 2nd edition of the Barcelona International Paste Up Street Art Fest took place on November 17, from 12:00 to 20:00, celebrating the culture of Paste Up art. Organized by the BCNPasteUp collective, the festival aimed to promote the Paste Up art form on an international scale, with Barcelona positioned as a central hub in the world of urban art.

In collaboration with various urban and contemporary art galleries, the festival gathered a diverse audience to explore the cultural and artistic values of the community, showcasing different artistic expressions.

The Espronceda Institute of Art & Culture played a key role by offering a space for creative collaboration, encouraging community integration, and providing an artistic residency for the winning artist, selected by a panel of jurors. The artist had the opportunity to develop their work in the neighborhood and collaborate with the locals, culminating in the exhibition of their art during the BCNUP festival.

# Salon of Espronceda, Talk with a Special Guest.

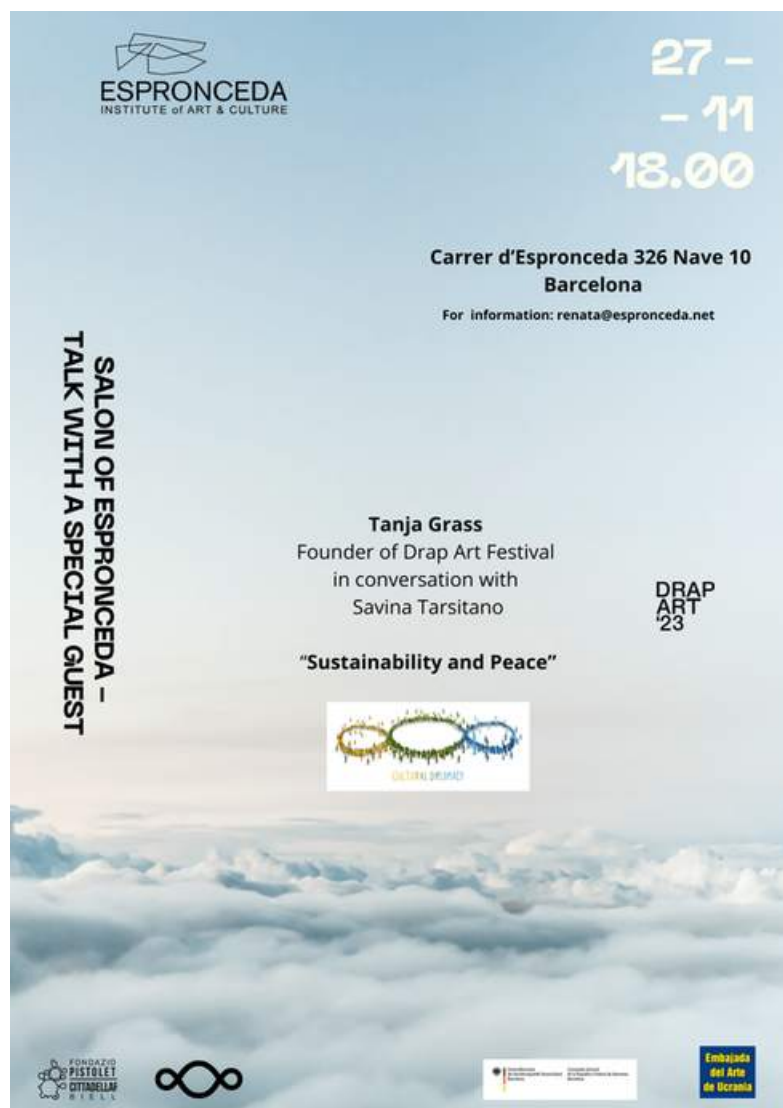
## Featuring Tanja Grass

2023

On November 27, 2023, Espronceda Institute of Art & Culture hosted the Salon of Espronceda – Talk with a Special Guest, featuring Tanja Grass, founder and director of Drap-Art. The event aimed to connect individuals from diverse fields, such as art, culture, education, science, and politics, through meaningful dialogue, with a particular focus on art. Tanja Grass, a certified translator and interpreter, discussed her work with Drap-Art, a platform for sustainable art made from reused materials.

Drap-Art, founded in 1995 in Barcelona, has spread the global movement of sustainable art and has been present in over 16 countries. The event fostered a conversation on how art can reflect and address environmental concerns, showcasing the work of over 780 artists.

The Salon of Espronceda project aims to bridge local and international communities, exploring contemporary art practices across cultures and countries. It seeks to foster dialogue between different generations and perspectives, touching on various themes such as social change, sustainability, and the role of the artist. The event was organized in a hybrid format, both virtual and in-person at Espronceda, creating a space for connection, collaboration, and the exchange of ideas.



# The Hackathon

2023



On December 16th, 2023, the Disrupt Open Culture Hackathon took place in Barcelona, focusing on the intersection of technology and culture. The event aimed to explore decentralized solutions for digital culture, with an emphasis on preservation, innovation, and transparency. Participants worked on projects related to 3D, art, and music, unlocking the potential of open data in the cultural sector.

Prizes included 500€ worth of \$CTX by Context and FC Barcelona NFTs by Plastiks. The event brought together technology and culture to explore new, innovative approaches to managing and preserving cultural data.

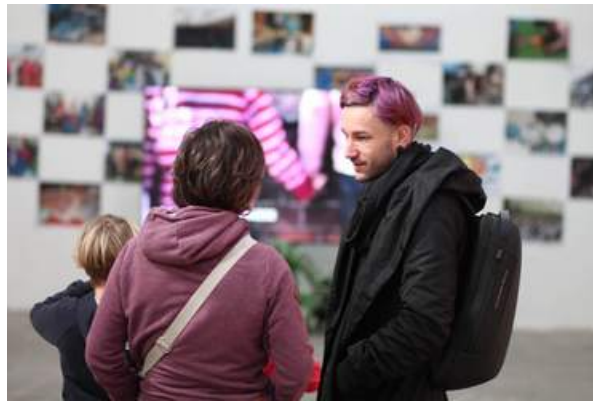
The hackathon featured a pre-event agenda with on-demand sessions covering topics such as blockchain, smart contracts, decentralized data storage (Arweave, IPFS, Context Protocol), and NFTs. On the day of the hackathon, the event kicked off with breakfast and team development, followed by a conference on the role of open data in culture and social impact. The day continued with team work, a lunch break, and project development, culminating in presentations to judges and the selection of winners.

# Kids Guernica & Third Paradise: Jornadas Dedicadas – Cultural Diplomacy



From December 8th to 12th, 2023, the second edition of the Cultural Diplomacy, Art, Peace and Solidarity project took place, in collaboration with the German Consulate in Barcelona.

The event featured an exhibition of large Kids Guernica canvases inspired by Pablo Picasso's work, in partnership with Michelangelo Pistoletto's Terzo Paradiso and Cittadellarte's Preventive Peace project. The exhibition, curated by Savina Tarsitano, Takuya Kaneda, and Victoria Tissot, focused on reflecting and fostering dialogue on peace education, the role of schools and communities, and the importance of freedom of expression.



One of the highlights of the exhibition was the display of a Kids Guernica canvas created by Ukrainian refugee families in collaboration with Catalan families, coordinated by Jessica Von Helmholt and Victoria Tissot. This particular artwork was also exhibited in Tokyo, Japan. The event encouraged active participation, dialogue, and sharing on topics such as refugees and conflict resolution.

The event featured various activities from December 8th to 15th, including meetings, concerts, interviews, and discussions. Participants were invited to contribute thoughts and reflections on how to prevent conflict and promote peace through daily actions. The exhibition concluded on December 15th with a finissage.

**2023**



# REBIRTH DAY 2023

Rebirth-day 2023 took place on December 21st, from 12:00 to 19:00, marking the closing of the international sustainability festival Drap-Art'23 and aligning with the Cultural Diplomacy project in collaboration with the German Consulate in Barcelona. The event, promoted by Cittadellarte and Michelangelo Pistoletto, brought together people worldwide to seek solutions for safeguarding the planet.

The celebration in Piazza Merce featured a performance, a solidarity banquet, a moment of silence, and workshops inspired by Pablo Picasso's Guernica as part of the Peace Kids Guernica project. The event also showcased artists from the Drap-Art gallery, focusing on sustainability. The project was curated by Savina Tarsitano and Saverio Teruzzi, the worldwide coordinator of the Third Paradise.

This event marked the continuation of the ongoing collaboration between Espronceda and Drap-Art, which began three years ago, fostering new collaborations and events.

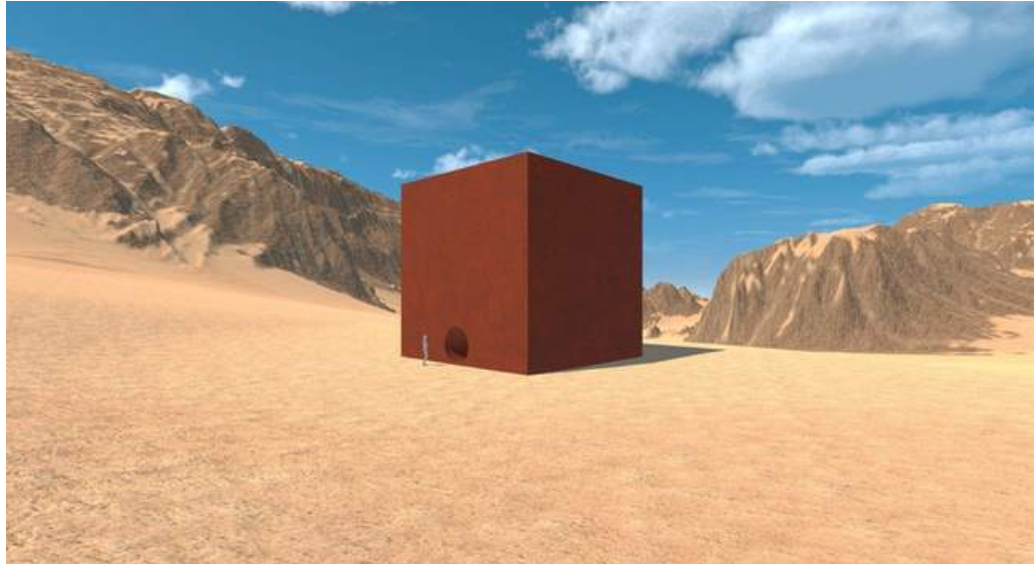
**2023**



# Temples del Zenit VR Experience

Fundació l'Olivar

2023



The Temples of the Zenith project, presented by Espronceda Institute of Art & Culture in collaboration with Fundació l'Olivar, offers a groundbreaking virtual reality (VR) experience that fuses art, technology, and culture. Led by artist Enric Pladevall, the project draws inspiration from the concept of the "zenith," symbolizing a celestial connection, and integrates elements from various cultural and historical references, such as dolmens, Shinto shrines, and modern architecture.

Espronceda played a key role in bringing this vision to life, with VR developer Marc Galvez ensuring an immersive experience through high-quality VR content rendered in 8K using Unity. The exhibition features seven virtual temples, each uniquely designed and placed in diverse global environments, from Iceland to Namibia and Japan. These virtual temples are complemented by 3D models, videos, and photographs, enhancing the immersive experience.

The project, which ran from August 2022 to January 2023, represents a fusion of ancient spirituality and modern technology, showcasing the potential of combining art and digital innovation. Enric Pladevall, a renowned Catalan sculptor, has a long history of creating public sculptures worldwide, and this project reflects his personal vision of merging art with nature at the Fundació l'Olivar, his cultural center in Ventalló.

Temples of the Zenith stands as a celebration of the possibilities when art, culture, and cutting-edge technology intersect, offering a unique journey for viewers to explore the intersections of ancient reverence and modern creativity.



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