

As a Multiplier event, part of the Erasmus+ Project: Method Cards for Movement-based Interaction Design (MeCaMInD), we are glad to invite you to the workshop:

How will we interact with data in the future?

Embodied exploration and ideation of multisensory interaction with immersive data representations



Experience first person how we can design multisensory interactions with immersive data representations in a different and innovative way, using embodied design methods.

In this free workshop, we will experience and first person explore a live installation of immersive data representation, enacted by a dance group, who will respond to the presence and action of people in the room. Through our joint experience, we will reflect and ideate new ways of interacting bodily with immersive data representations.

For whom is this workshop? General public over 18 years old. No previous experience with technology, nor artistic or immersive installations is required. Come in particular if you are interested in immersive experiences, in XR (VR/AR...), and/or in data representations. You may be interested in these things at a user level, or you may even be a designers/researcher in these areas, although this is not a requirement.

When is the workshop? Thursday the 26th of January at 15:00 (duration ~3h)

Where? UC3M Leganés. Avenida de la Universidad 30. 28911 Leganés. [Sala de ensayos del AUDITORIO.](#)

How can you register? Book your spot [here](#).

This workshop is organized by: Elena Márquez Segura (Computer Science and Engineering Department, UC3M) y Alfredo Mirallés Benito (Aula de las Artes, UC3M), with the collaboration of Ana Tajadura Jiménez (Computer Science and Engineering Department, UC3M); Mercedes Pedroche y Josefina Gorostiza (choreographers); Nicole Sazo Cariola, Javiera Paz Vial, Eliana Caporalini, David Ricardo Meneses Salvo, Adrián Villén Estrada (dancers), Pedro Fraguela (music).

This workshop is part of the following projects:

- MeCaMInD Erasmus+ Project: Method Cards for Movement-based Interaction Design (2020-1-DK01- KA203-075164), focused on understanding and synthesizing embodied design methods in the form of cards for designers.
- Sense2MakeSense Project (PID2019-109388GB-I00). National Project funded by the *Agencia Estatal de Investigación* (AEI); where we explore, investigate, and design multisensory and immersive data representations.
- MovIntPlayLab-CM-UC3M project, supported by the Madrid Government (Comunidad de Madrid) under the Multiannual Agreement with UC3M in the line of "Research Funds for Beatriz Galindo Fellowships" (MovIntPlayLab-CM-UC3M), and in the context of the V PRICIT (Regional Programme of Research and Technological Innovation). As part of this project, we investigate and design innovative movement-based methods that use movement, the body, and the physical and social space to design future technology.
- Magic outFit Project (PID2019-105579RB-I00). National project funded by the *Agencia Estatal de Investigación* (AEI); where we investigate how to change body perception through multisensory and wearable technology to promote physical and emotional health.
- BODYinTRANSIT Project. European project funded by the European Research Council (ERC) in the EU research and innovation framework Horizon 2020 (grant n° 101002711), where we investigate how to design transformative body experiences in everyday contexts.
- CONJUNTOS Project: UC3M Art and Science platform, funded by *Fundación Daniel y Nina Carasso*

