

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

Dr. Terhi Marttila & Dr. Luciana Lima

INTERACTIVE  
TECHNOLOGIES  
INSTITUTE



$\frac{b}{a}$

belas-artes  
ulisboa

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

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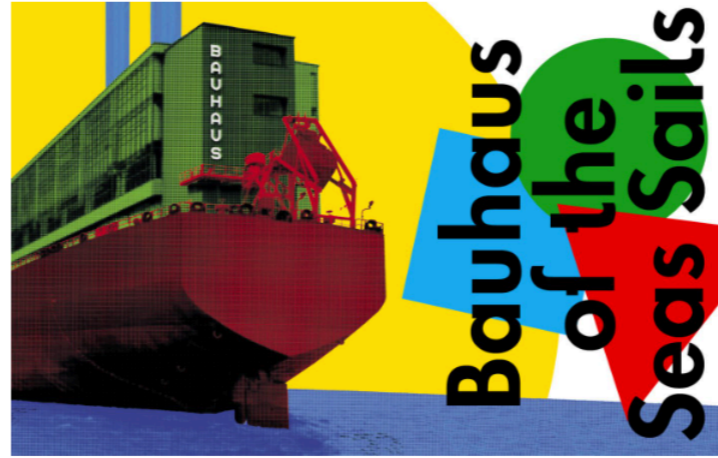
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Bauhaus of the Seas Sails

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



eGamesLab

PORTUGAL

eGamesLab

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

DCitizens

Fostering Digital Civics Research and Innovation in



Locative Games for Cultural Heritage

<https://iti.larsys.pt/>

# PT eGamesLab

A unique egames development ecosystem in the world

## WHAT'S ON

Tuesday July 4, 2023



New 21 research positions now available!


Sunday July 2, 2023



[FootAR showcases AR innovations @ Vivatech Paris](#)

FootAR showcases AR innovations @ Vivatech Paris

[View All](#) →

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

NEWS

<https://egameslab.pt/>



"about"

[team]

<keynotes>

'publications'

(support)

/contact-us/



# Game Art and Gender Equity

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



U LISBOA

UNIVERSIDADE  
DE LISBOA

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belas-artes  
ulisboa

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

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



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



**Gouveia 2010**

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

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

# Playmode



11/09 → 19/12/2019

exposições



Curadoria  
Patrícia Gouveia  
Filipe Pais

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

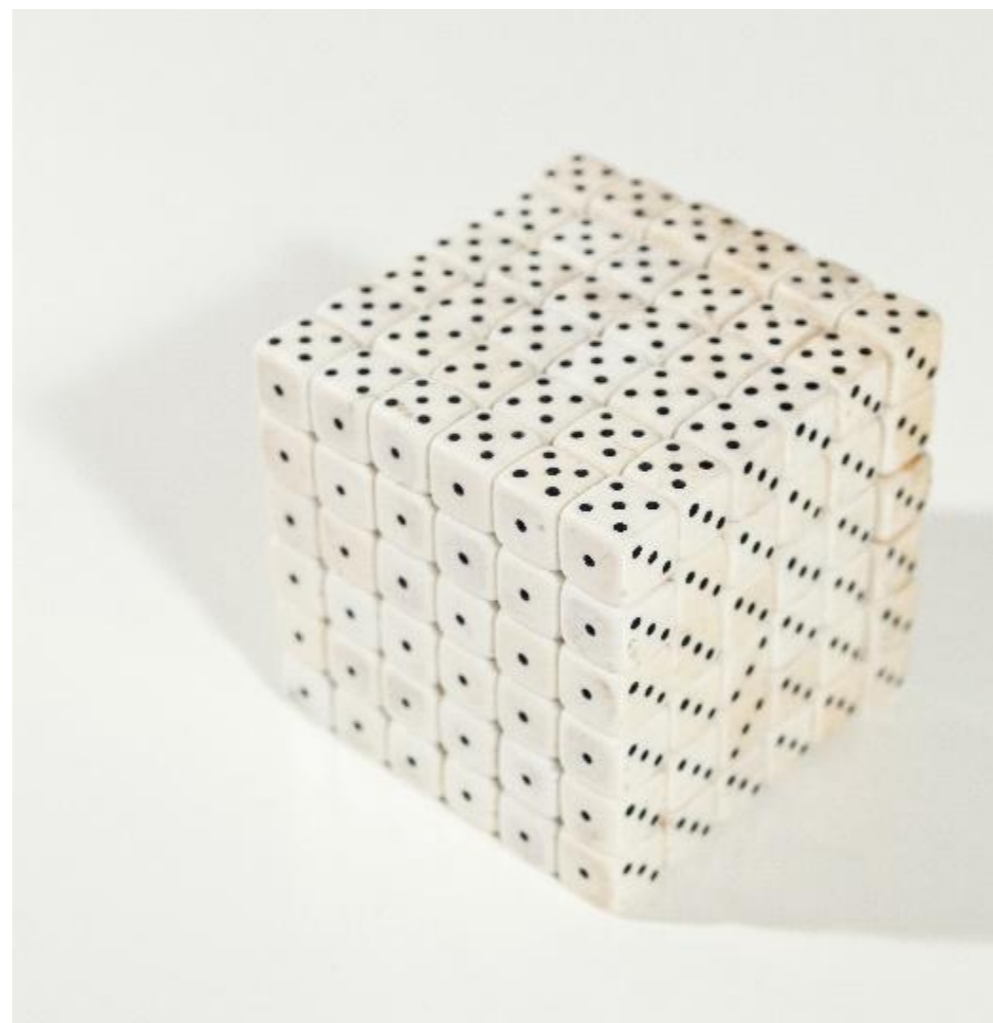
<https://www.maat.pt/en/exhibition/playmode>



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



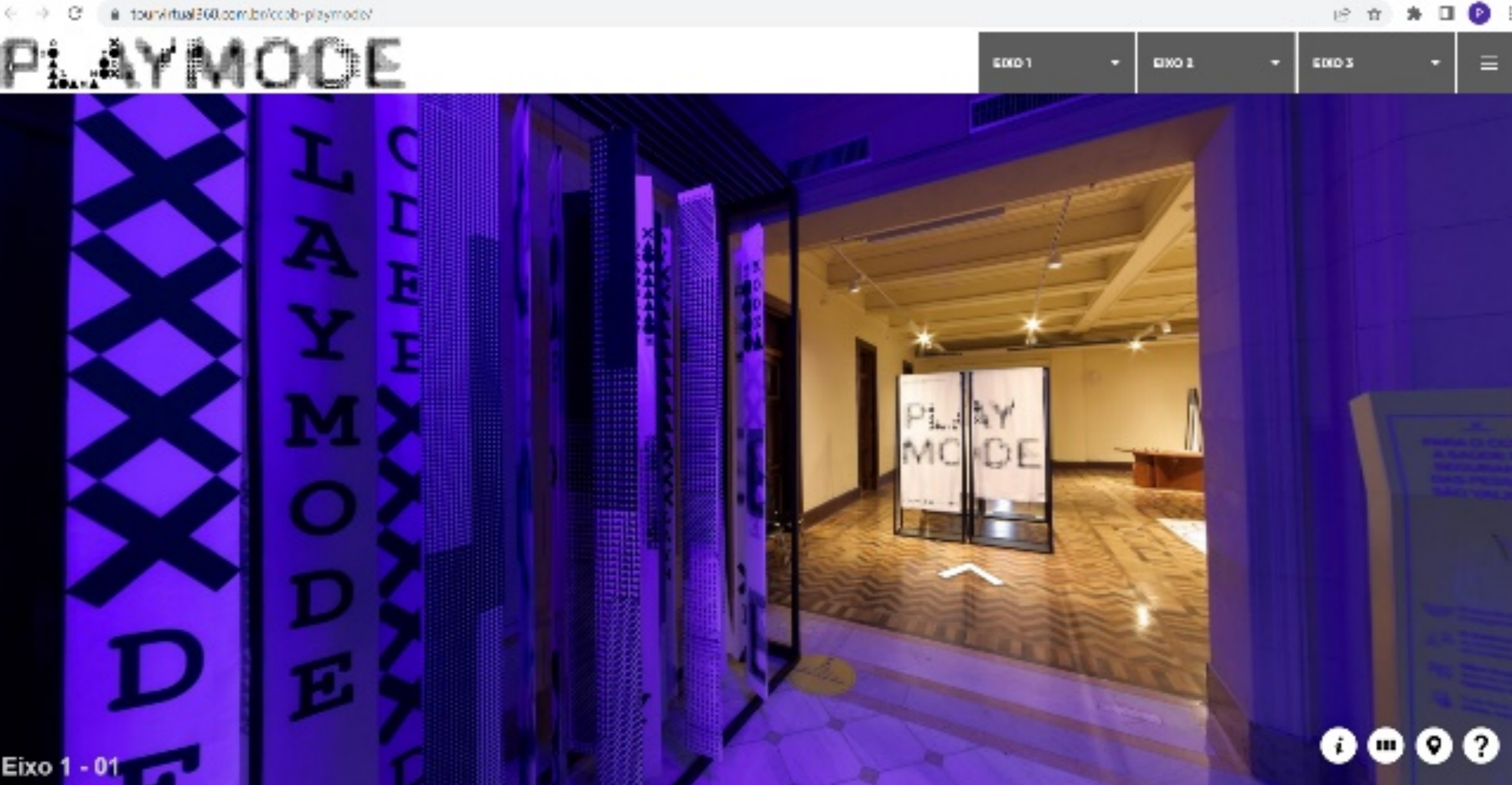
**“INTERGENERATIONAL INTERACTION \* TRANSMEDIA STUDIES \*  
ARTISTIC MANIFESTO ON THE 21st CENTURY PLAYFUL  
CULTURE” (Gouveia)**



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

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

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



***PLAYMODE VIRTUAL TOUR (BELO HORIZONTE)@CCBB BRASIL***

***[HTTPS://WWW.TOURVIRTUAL360.COM.BR/CCBB-PLAYMODE/](https://www.tourvirtual360.com.br/ccbb-playmode/)***

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



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



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

**My work**



I help because I from the State will benefit

I help because I curious love

I help because it fun am

I help because I want to help shape these refugees

I help because I don't love that help

I help because my children myself heard

I help because I challenge white

## **Give me a reason (2016)**

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





from France

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

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

what is this?

I am from Canada

I am from the United Kingdom

I am from America

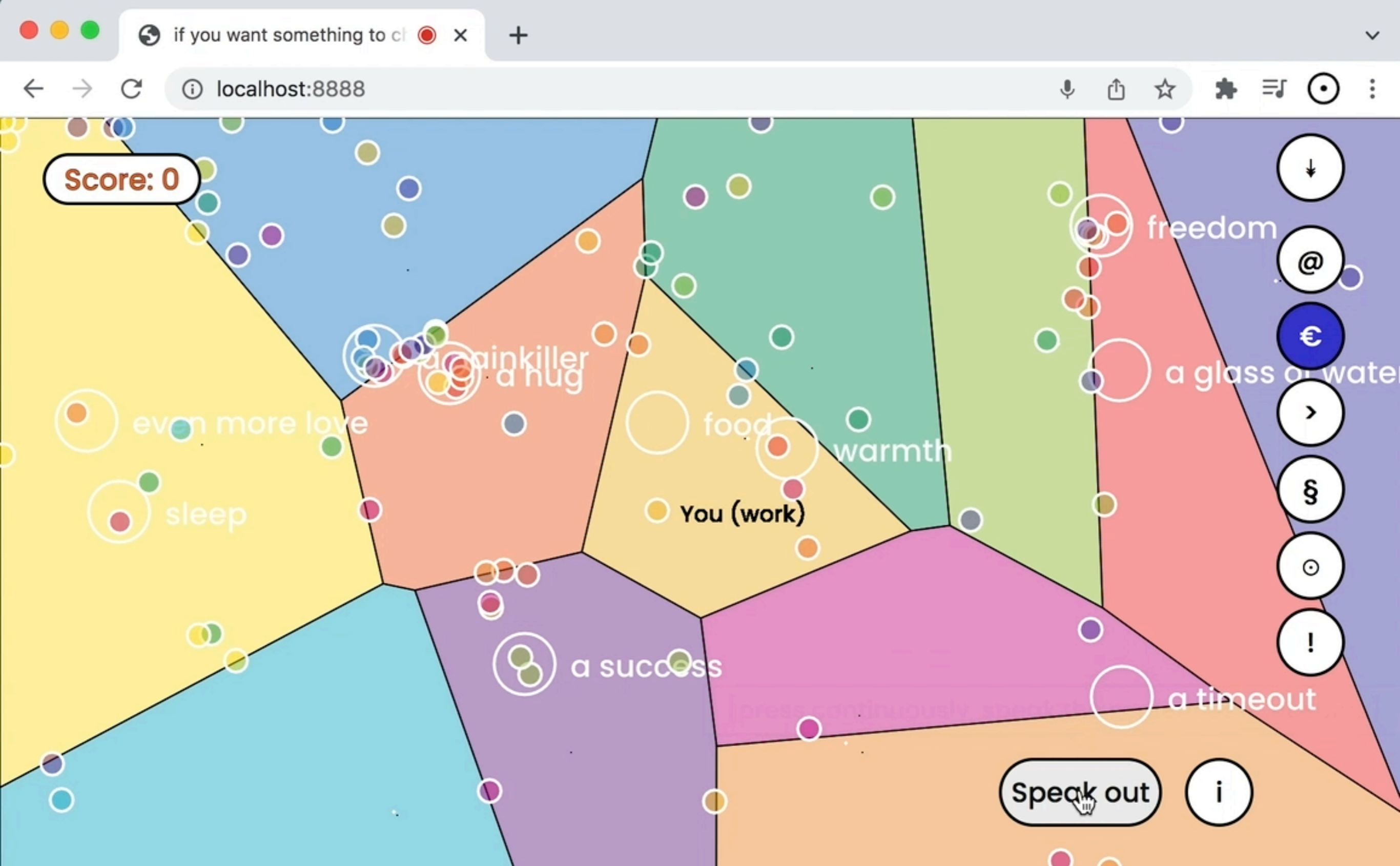
I am from France

I am from South Korea

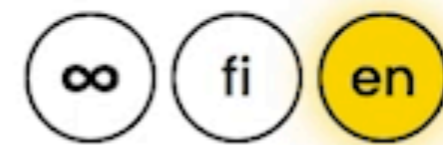
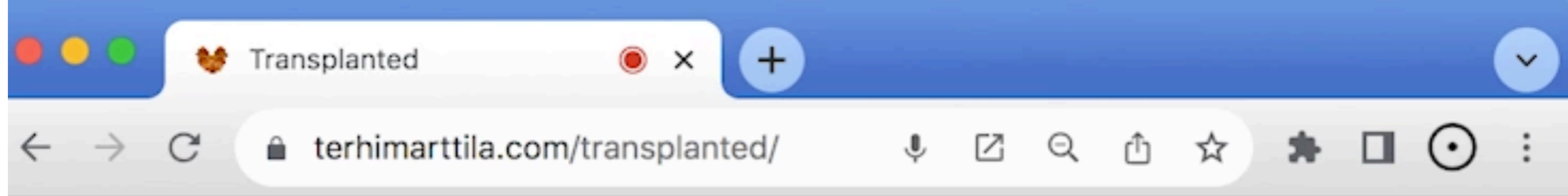
I am from Czech Republic

**We cannot take them all (2019)**

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



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



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## Transplanted (2021)

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

- ↓ pdf
- dissertation
- works
- defense

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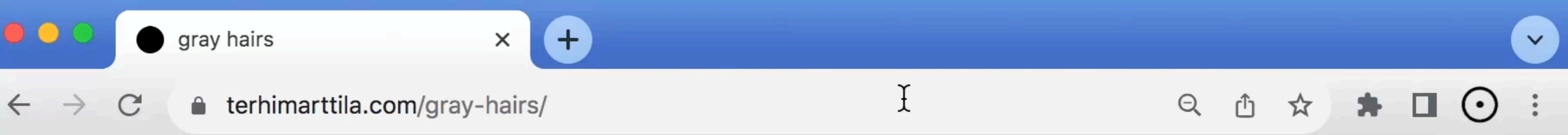
# *Migration as movement*

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

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TERHI MARTTILA 2022

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



*wait for the first gray hair, then tap it*

## Gray hairs (2023)

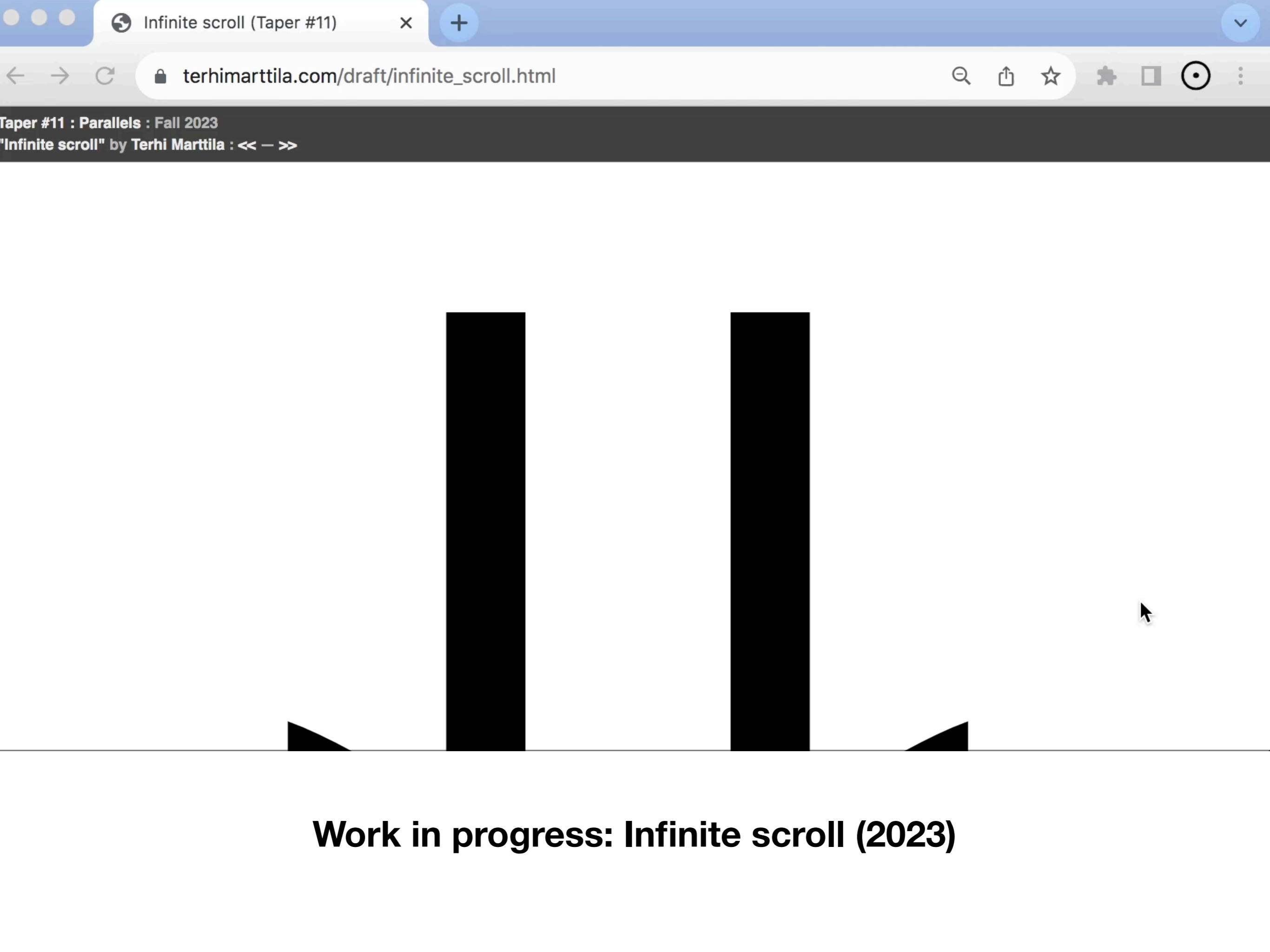
<https://thenewriver.us/2407-2/>



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

I found gray hair





**Work in progress: Infinite scroll (2023)**

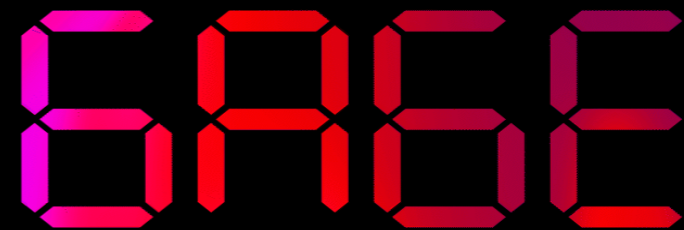


**GAGE**

# The GAGE Project

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

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

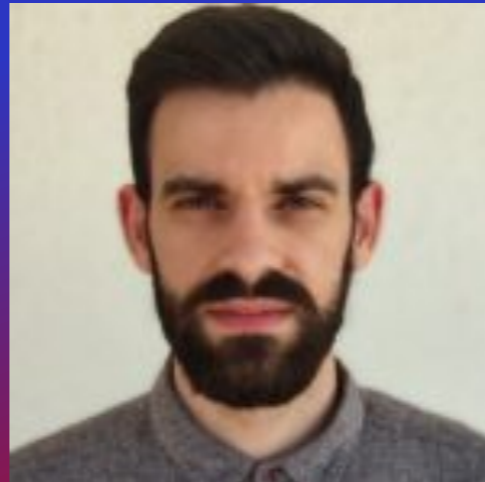


GAGE

[gameartandgenderequity.com](http://gameartandgenderequity.com)



# Who are we?

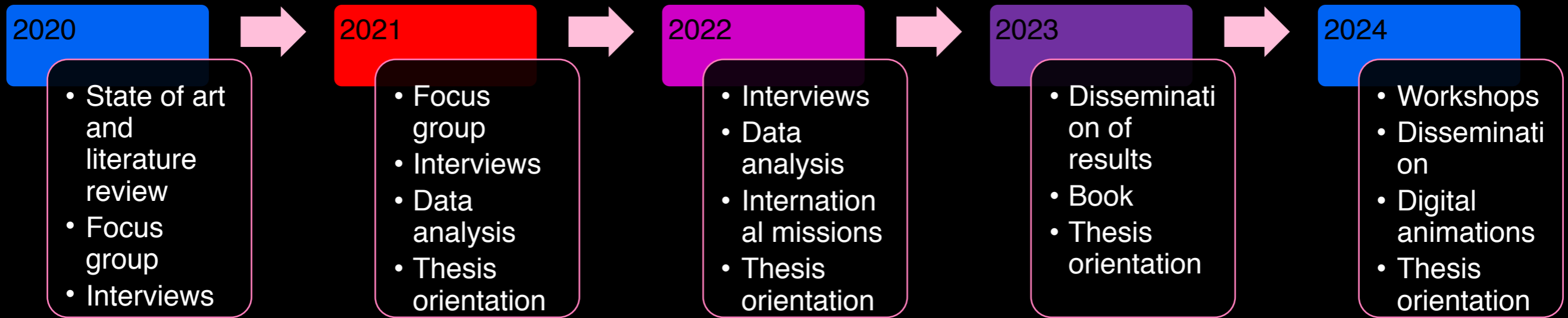


**Dr. PATRÍCIA GOUVEIA & Dr. TERESA FURTADO (SCHOLARS, PORTUGAL), Dr. LUCIANA LIMA (RESEARCHER, BRAZIL)**

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

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

[gameartandgenderequity.com](http://gameartandgenderequity.com)



BASE

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

Source: Directorate General of Education and Science Statistics.

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

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Conferences > 2021 IEEE Conference on Games... ?

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

**Publisher: IEEE**

[Cite This](#)

[PDF](#)

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

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

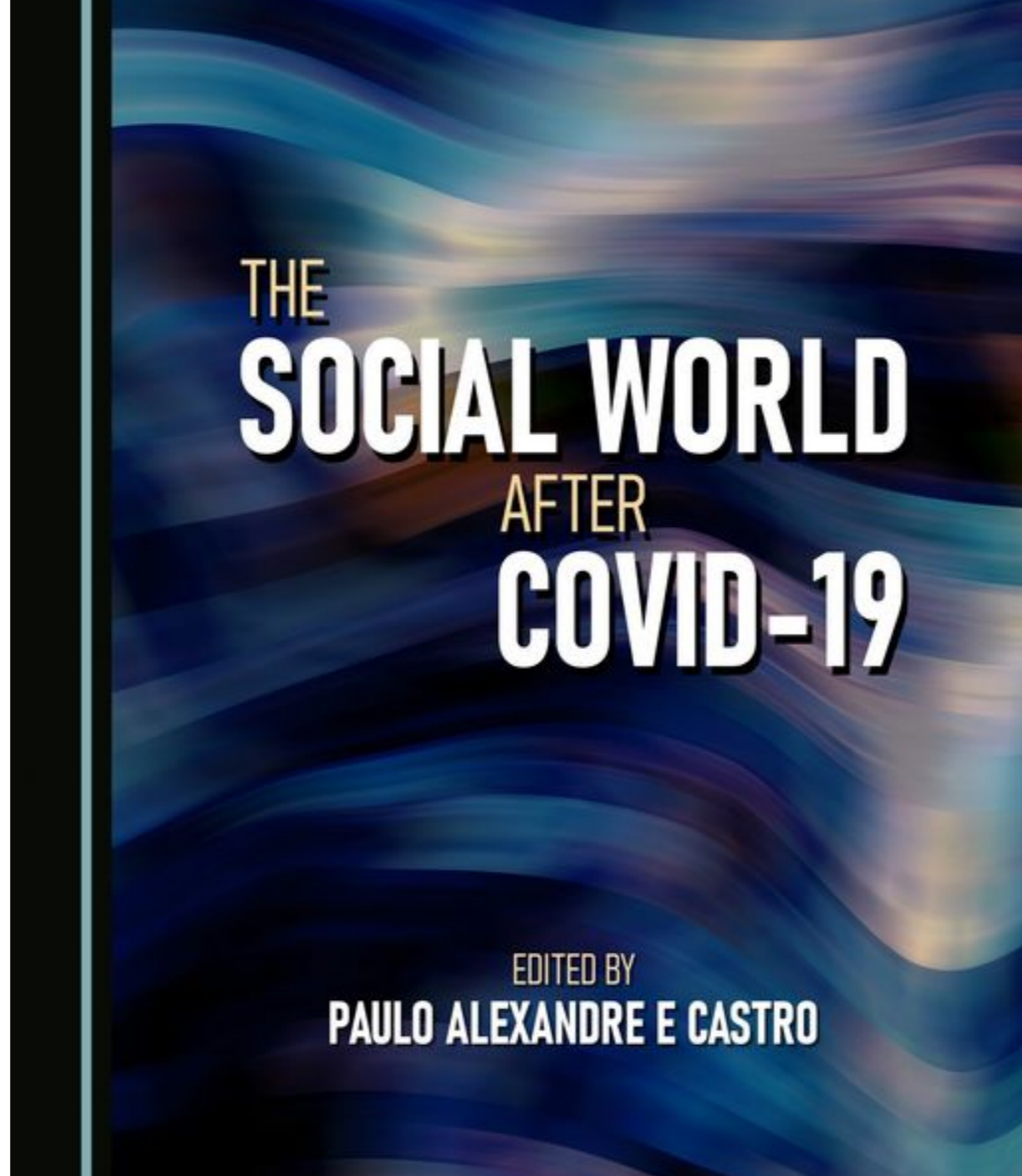
# GENESIS OF A GAMING CULTURE: A HISTORICAL ANALYSIS BASED ON THE COMPUTER PRESS IN PORTUGAL

Full text: [PDF](#)

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

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

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



**2023**

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

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



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

ISEA 2022

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

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

**Typology:** Paper

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

**Venue:** CCCB

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

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

## LIMITS AND MARGINS OF GAMES

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

Luciana Lima, Camila Pinto, Terhi Marttila, Patrícia Gouveia  
Seville, 2023

#### Outline

GAGE project, research, and methodology

Piracy as democratization of access to software

Piracy as democratization of access to programming information

Piracy as a generator of culture and capital accumulation

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

Edited by Renata Frade and Mário Vairinhos



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

**Gouveia &  
Lima 2023**

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



***Thinking gender  
through digital games***

**Lima 2023**

**<https://booksarenotdead.com/>**

# Call for Papers

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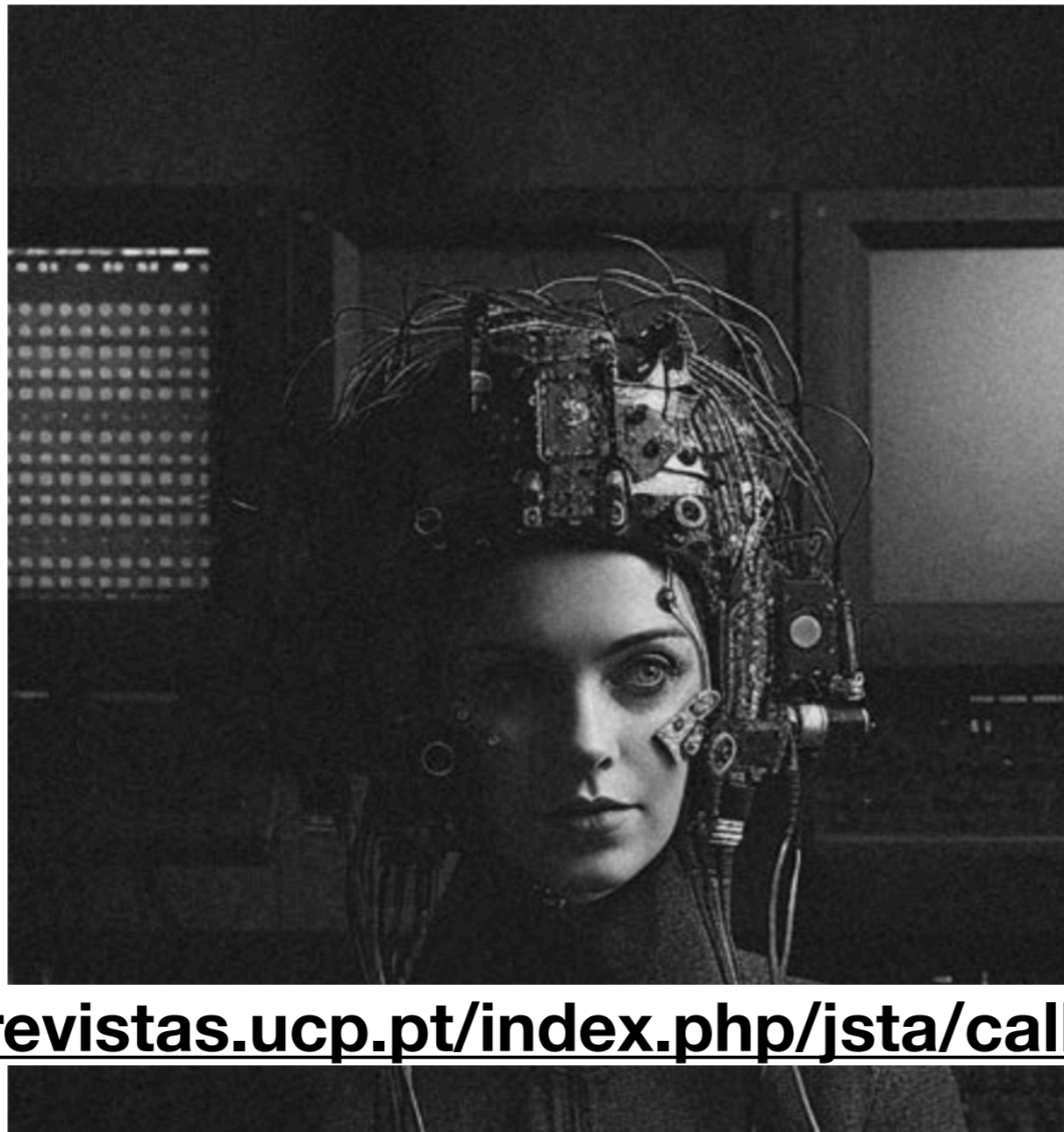
## Current open Call for Papers:

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

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

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

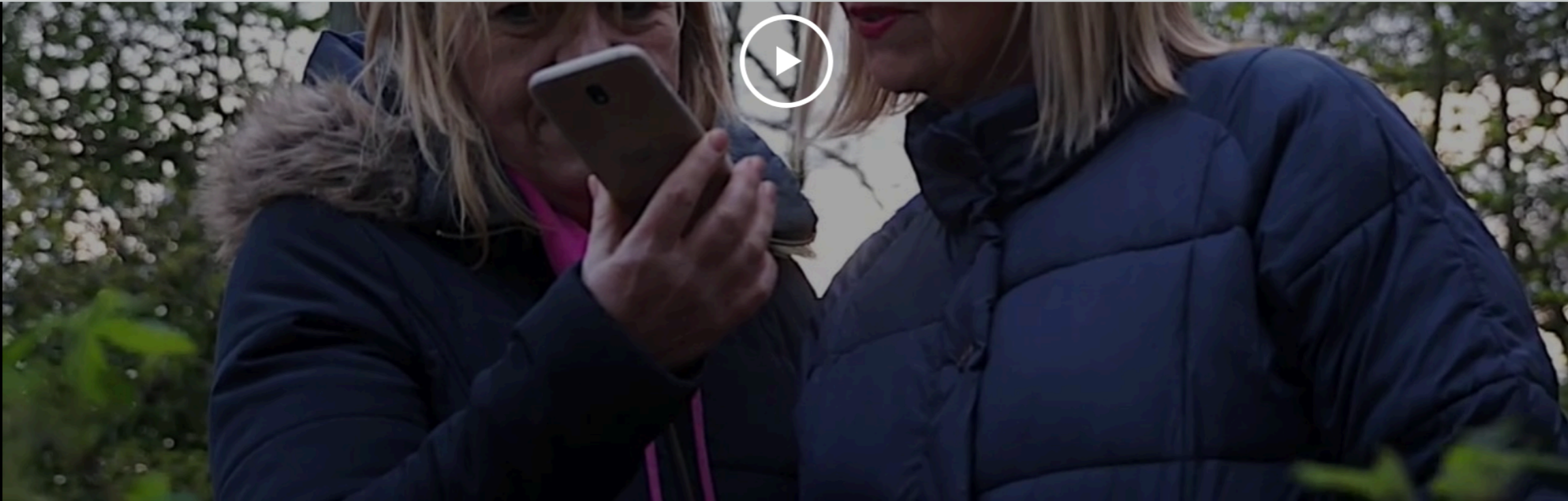
+++



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

**Future work:**

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



## Generation ZX(x)

**A hybrid, mixed-reality performance in Dundee, Scotland**

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

**Dr. Mona Bozdog (2019)**

**[performingplay.co.uk/](https://performingplay.co.uk/)**



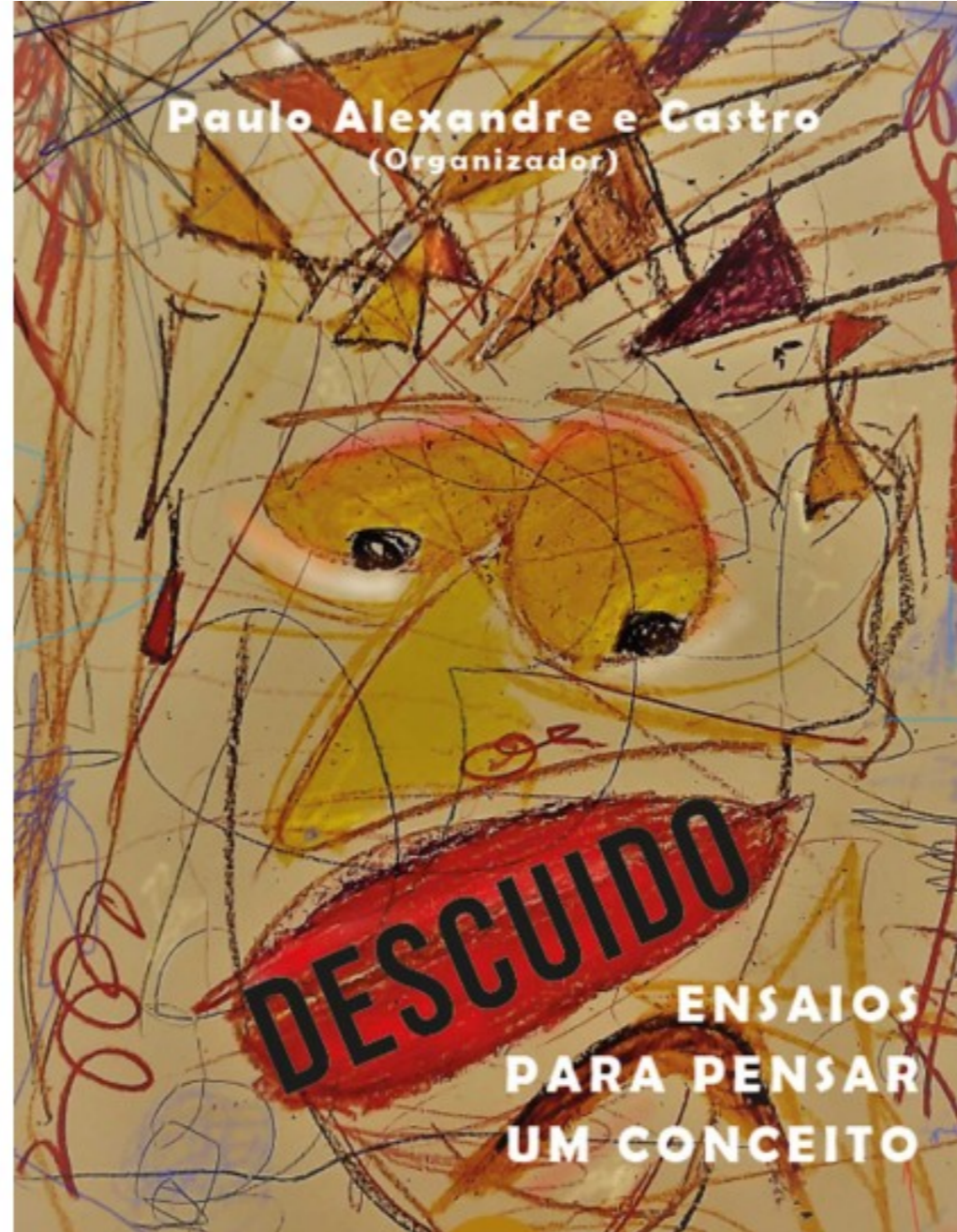


**(women of timex animation)**

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

**Luciana Lima**  
**gameartandgenderequity.com**  
**gagegeral@gmail.com**

**Work by the GAGE team**







2022

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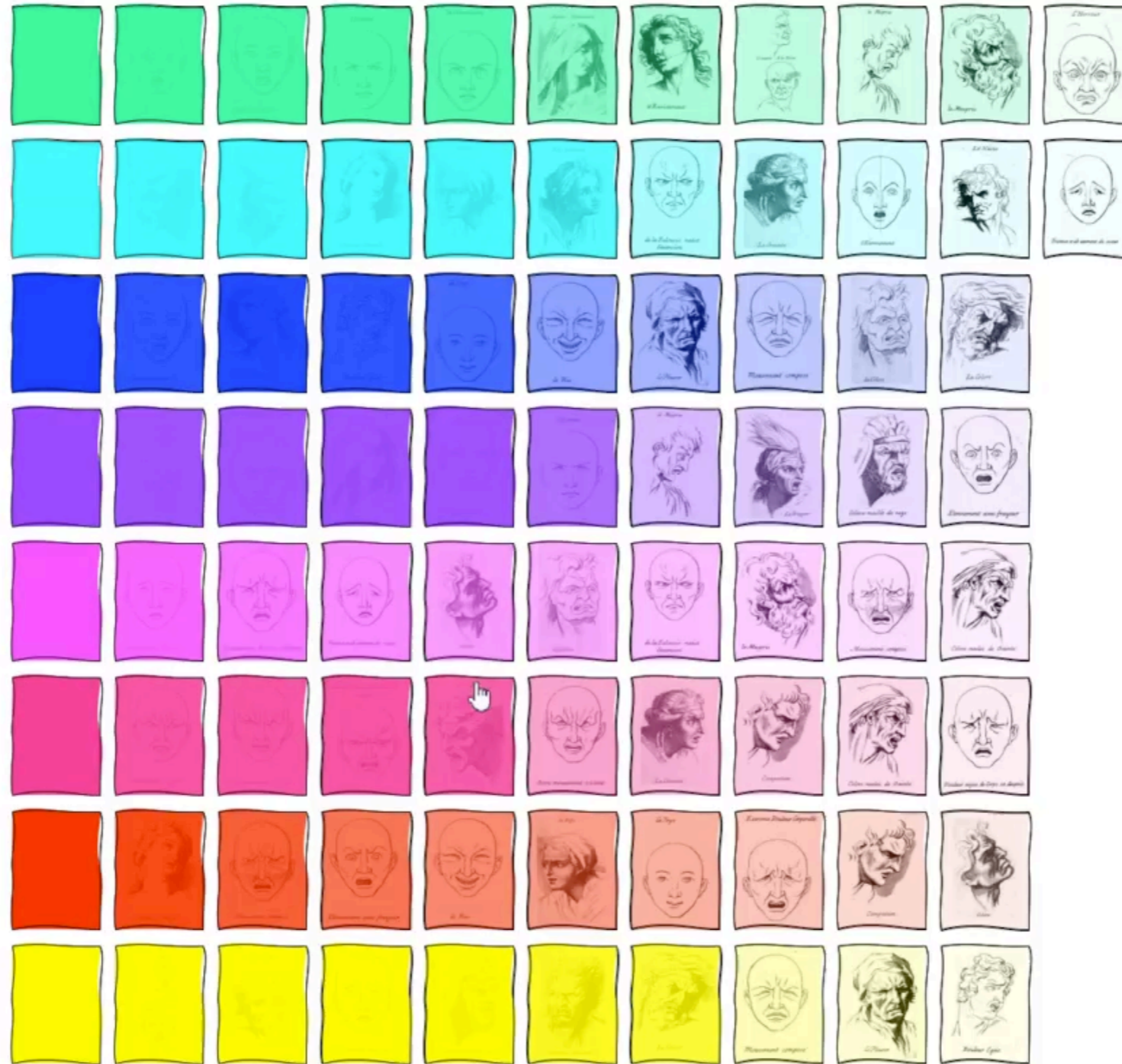
Título: O mundo expandido das imagens invisíveis : obras artísticas de Anna Unterholzner e Diana Carvalho

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Autor: Gouveia, Patrícia   
Lima, Luciana   
Unterholzner, Anna Rebecca   
CARVALHO, DIANA 

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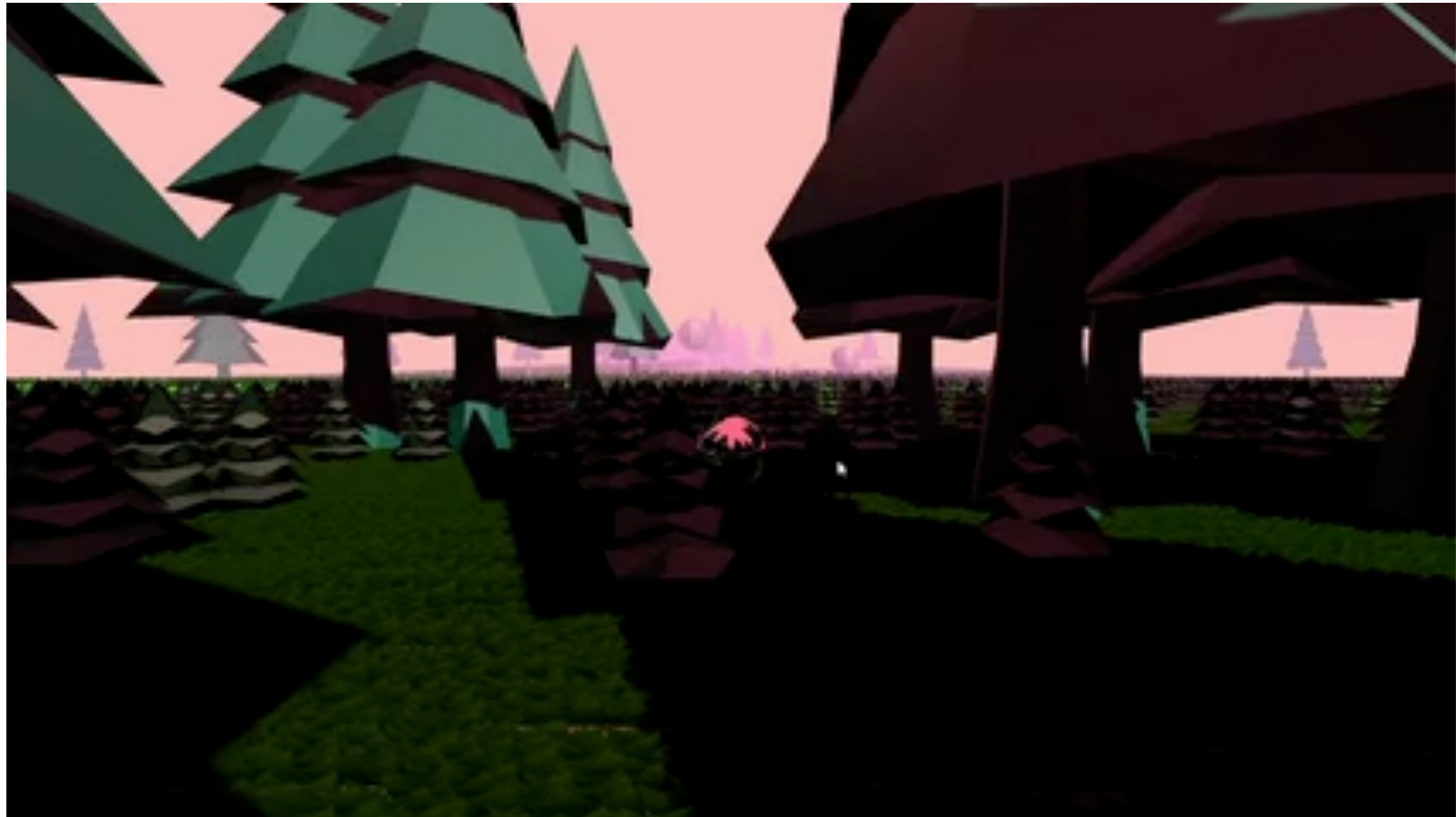
**Anna Unterholzner: Digital Matching Game of Charles Le Brun's  
Illustrations of Facial Expressions (2021)**

<https://aarruu.com/>



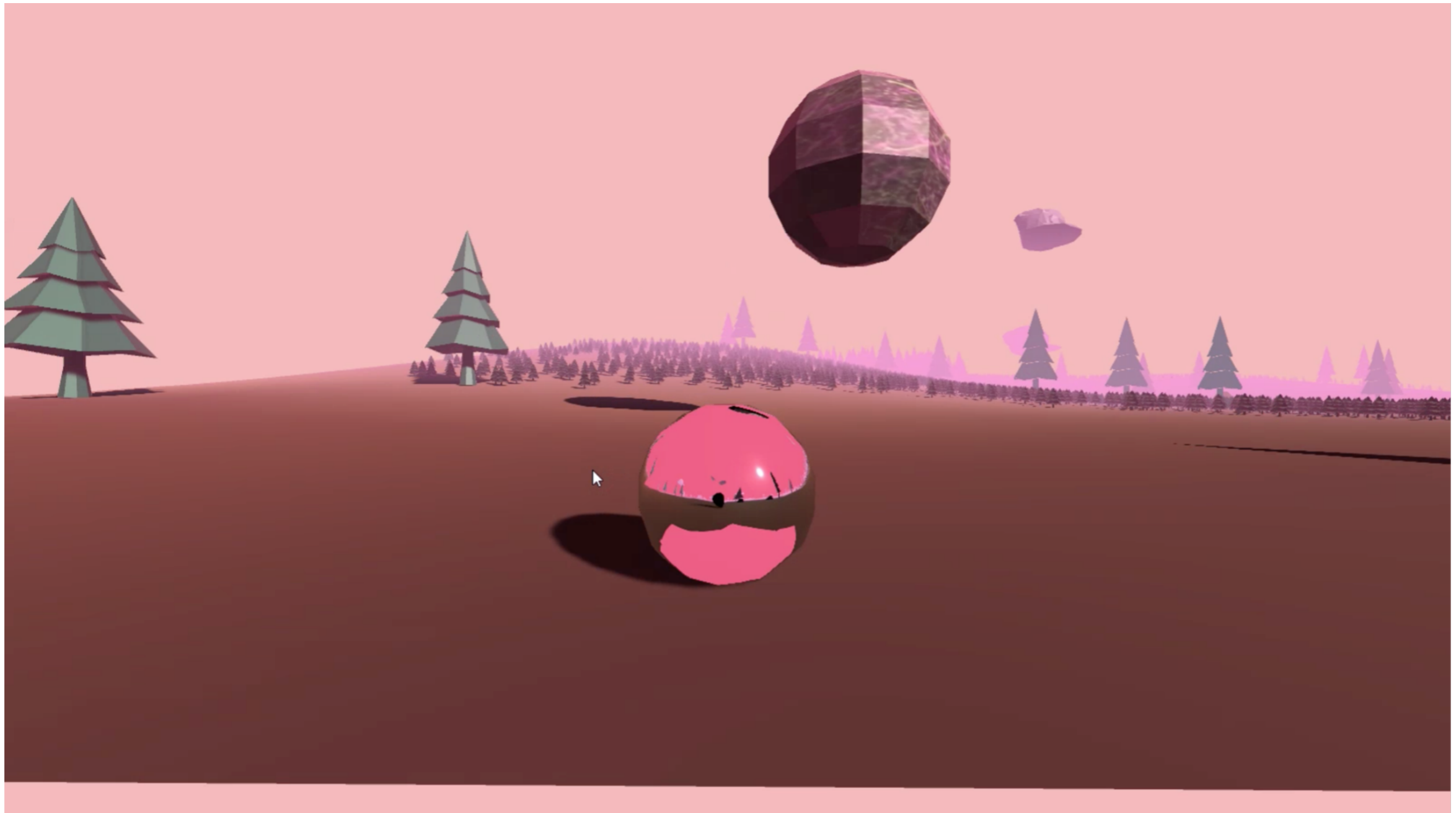
# Anna Unterholzner: Digital Matching Game of Charles Le Brun's Illustrations of Facial Expressions (2021)

<https://aarruu.com/>



**Anna Unterholzner: Mirror Neurons and Nature Feelings (2021)**

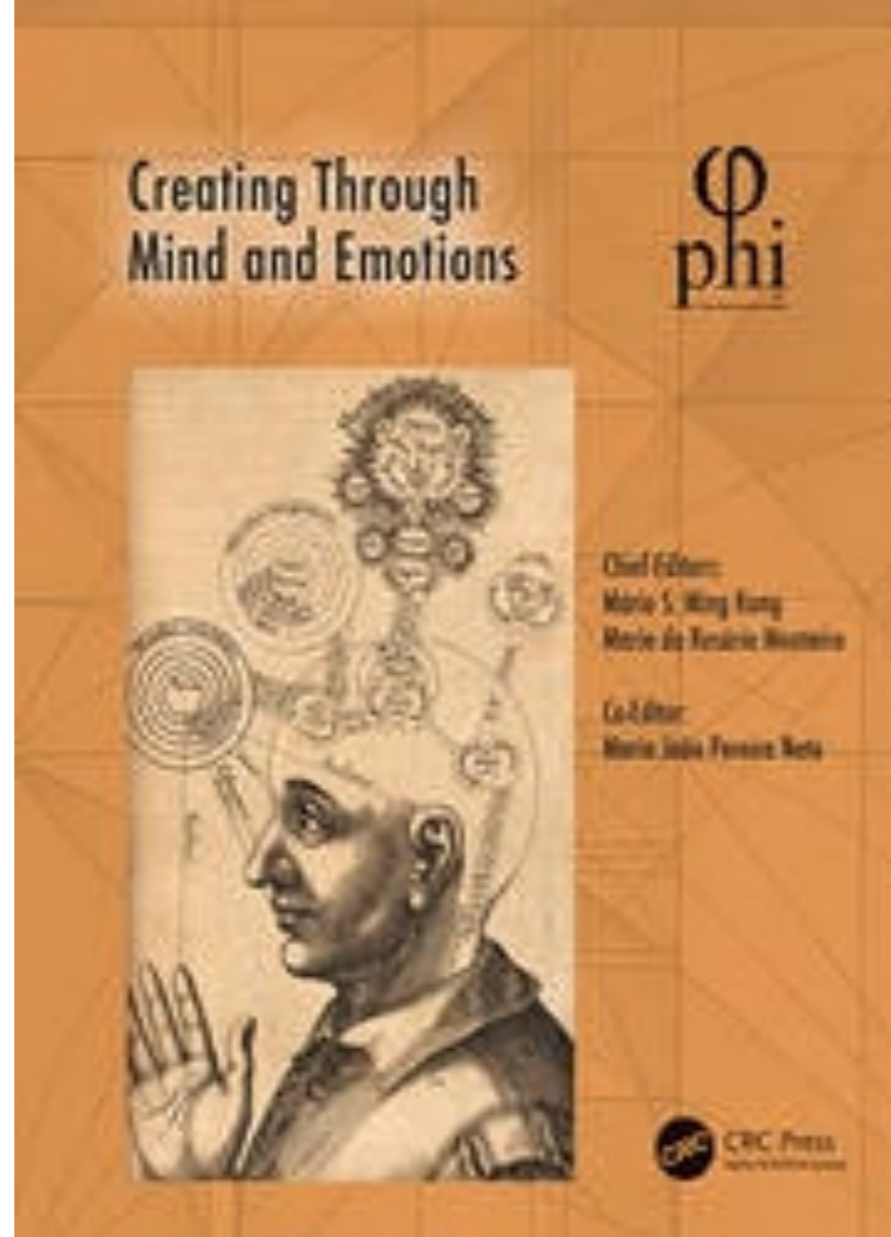
**<https://aarruu.com/>**



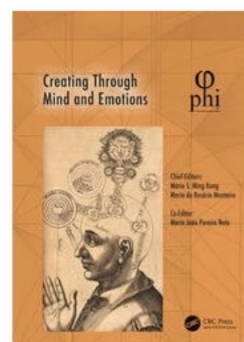
**Anna Unterholzner: Mirror Neurons and Nature Feelings (2021)**

**<https://aarruu.com/>**





2022



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

By Anna Unterholzner, Patrícia Gouveia

Book [Creating Through Mind and Emotions](#)

Edition	1st Edition
First Published	2022
Imprint	CRC Press
Pages	7
eBook ISBN	9780429299070



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MTF LABS AVEIRO 2022 | ECOSYSTEM LIVING

<https://mtflabs.net/>

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

**Luciana Lima**  
**gameartandgenderequity.com**  
**gagegeral@gmail.com**