

Filipe Pais
Curriculum Vitae
2003 ~ 2014

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Professional Experience

December 2012 > July 2013

Curation of *Re-enter Lisbon* Exhibition at CPAI (Clube Português de Artes e Ideias), Lisbon, Portugal; Praha, Czech Republic

December 2011 > March 2012

Conception and orientation of *Displacing Media* – Art Residency, Guimarães, European Capital of Culture 2012, Portugal

April 2011 > June 2011

Conceptualization of parallel events (Talks, Round Table and Workshops) of André Sier's *64-bits* Exhibition at Who Art Gallery, Lisbon, Portugal.

September 2009 > September 2010

Consultant artist of Pépinières Européennes working for E-mobility Network Project, Lisbon, Portugal; Bucharest, Romania

September 2008 > July 2009

Assistant teacher in the disciplines of:

- Sound Design
- Audiovisual Analysis
- Interdisciplinary Artistic Project (Digital Arts – Installation)

at ESAD.CR, Caldas da Rainha, Portugal

May 2008

Computer Vision and animation Workshop, *Monstra* Animation Festival, Lisbon, Portugal

May 2007 > September 2008

Multimedia designer at Ydreams, Lisbon, Portugal

August 2006

Organization Member, conceptual and strategic development of *Parque Encantado*, New media installations at Park D. Carlos II, Caldas da Rainha, Portugal

September 2005

Organization Member, conceptual and strategic development of Sonda, Festival of arts and performance, Caldas da Rainha, Portugal

Academic experience

September 2014 > ...

Postdoctoral Research – Project Behaviors, Reflective Interaction Research Group at EnsadLab, ENSAD (École Nationale Supérieure des Arts Décoratifs), Paris, France

September 2009 > May 2014

PhD in Digital Media with distinction attributed by all the members of the jury – Dissertation title: *Experience and Meaning-making Process in Interactive Arts. The influence of play and aesthetic distance in interactive art encounters* – UT Austin-Portugal Program at Feup (Faculty of Engineering of Porto University), Porto, Portugal

September 2010 > 2013

Student Researcher at DR11 (Dispositifs Relationnels: Installations Interactives), ENSAD (École Nationale Supérieure des Arts Décoratifs), Paris, France

September 2010 > June 2011

Master of Arts and Politics (*Speap* - Master d'expérimentation Arts et Politique) conducted by Bruno Latour and Valérie Pihet, Sciences Po, Paris, France

September 2003 > July 2007

Sound and Image degree at ESAD.CR (School of Arts and Design), Caldas da Rainha, Portugal

Artistic and Practical Experience

2014

Onomaphonic – Interactive Installation at *Experimenta* Festival, Grenoble, France

2012

Creative Politics – Art Residency at LCD Lab, Guimarães – European Capital of Culture 2012, Portugal

Onomaphonic – Interactive Installation at *Algoritmos Creativos* Exhibition, Pavilhão do Conhecimento, Lisbon, Portugal

Onomaphonic – Interactive Installation at École Nationale Supérieure des Arts Décoratifs, Strasbourg, France

2011

Onomaphonic – Interactive Installation at *Et Lettera* Exhibition, Médiathèque André Malraux, Strasbourg, France

Artist Residency at *O Espaço do Tempo*, Montemor-o-novo, Portugal

Press “S” for speech – Interactive installation at Institute für Raumexperimente, Berlin, Germany

2010

The Bumblefish Effect – Installation at City Gallery, Pixelpoint Festival, Nova Gorica, Slovenia

The Bumblefish Effect – Installation at Sarnıçlar, Tophane-i Âmire, Istanbul, Turkey

Bloop – Installation at LCD LAB, Porto, Portugal

Artist Residency at *O Espaço do Tempo*, Montemor-o-novo, Portugal

The walls have ears – Installation at Artech, Guimarães, Portugal

2009

Living Room Plankton – Installation at Biennial of Young Artists from Europe and Mediterranean, City Museum, Skopje, Republic of Macedonia

2008

Living Room Plankton Installation at *Ovar Video Festival*, Cine-Ovar, Ovar, Portugal

Living Room Plankton – Installation at *Future Places*, FBAUP (Faculty of Fine Arts of Porto University), Porto, Portugal

Interaction Sound Design for *Mudança* – Interactive installation at Portuguese Pavilion at Expo Zaragoza 2008, Zaragoza, Spain

Interactive 3D Poster for *Monstra* Animation Festival, Lisbon, Portugal

Interactive words – Interactive Installation for *Monstra* Animation Festival, Lisbon, Portugal

2007

Soundscapes from underwater - Installation at *Prémio Mapa* Exhibition, Reitoria da Universidade do Porto, Porto, Portugal

Living Room Plankton – Interactive Installation at *TeDance* Festival, Culturgest, Lisbon, Portugal

Living Room Plankton – Interactive Installation, Ceres Building, Caldas da Rainha, Portugal

Living Room Plankton – Interactive Installation, Jovens Criadores 2007 Exhibition, Centro de Artes, Loures, Portugal

Living Room Plankton Interactive Installation at Jovens Criadores 2007 Exhibition, Centro de Congressos, Lisbon, Portugal

Living Room Plankton – Interactive Installation, Animation Festival FIRST, ESAD, Caldas da Rainha, Portugal

Installation-performance *Living Room Plankton*, at *Guetto gallery*, Caldas da Rainha, Portugal

2006

Synesthesia Machines II – Audiovisual Installation, Castelo de S. Jorge, Lisbon, Portugal

Synesthesia Machines II – Audiovisual Installation, Festival Mundo Mix 06, S. Paulo, Brasil

Public communications and talks

2013

The Sense Making Process in The Legible City at Third International Conference on Arts and Technology, 21 – 23 March 2013, Milano, Italy

2012

Evaluating the Influence of Play in Interactive Art, at The Art of Research IV: Making, Reflecting and Understanding, 28 – 29 November 2012, Aalto University School of Arts, Design and Architecture Helsinki, Finland.

Revealing the Spell of Media, Code and Transparency at Code 2012 - A Conference on Media, Games & Art, 21 – 23 November 2012, Swinburne University of Technology, Melbourne, Australia.

The Postdigital Art is Made of Paper, Cardboard and ABS at Computer Art Congress 3 - Postdigital Art, de 26 - 29 de November 2012, 104.fr, Paris, France.

Infiltrating the Public Space, Tactics for Interactive Art at New Media and the Public Sphere, 8 - 9 November 2012, University of Copenhagen, Copenhagen, Denmark.

The Experience of Flow in Interactive Art at 7th Conference of the Research Network Sociology of the Arts, 5 - 8 September 2012, Vienna University of Music and Performing Arts, Vienna, Austria.

Play, Aesthetic Distance and the Sensemaking Process in Interactive Arts at Somatics and Technology Conference, 22 – 23 June 2012, University of Chichester, United Kingdom.

2011

Please Touch! – a story about the body, the spectator and the gallery at Art Gallery Who, Lisbon, Portugal

Arte, ciência e tecnologia: Do estúdio ao Laboratório – Round Table Mediation. Participants: Ivo Andrade, Stephan Jurgens, Herwig Turk, Marta Menezes, Simão Costa. In the context of André Sier's Solo Exhibition 64-bits at Art Gallery Who, Lisbon, Portugal

2010

Routine as Aesthetic Moment and Augmented reality, at Gear Festival, Covilhã, Portugal

2008

Routine as Aesthetic Moment and Augmented reality at *Close Encounters*, Ydreams, Lisbon, Portugal

Talk at *Digital Image Seminary* at Restart, Lisbon, Portugal

2007

New ways of learning: Digital Arts and the Portuguese Panorama at Animation Festival FIRST, ESAD, Caldas da Rainha, Portugal

Publications

Pais, F., "The Sense Making Process in The Legible City" in Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering Volume 116, Springer, 2013, pp. 105-112.

Pais, F., "Displacing Media: LCD LAB Artistic Residence". In Citar Journal of Science and Technology of the Arts, Vol 4, No 1 (2012), ISBN 978-989-95776-0-2.

Pais, F., "The Postdigital Art is Made of Paper, Cardboard and ABS" In Proceedings of the 3rd Computer Art Congress, 25, February, 2013, ISBN-10 9791090094123.

Pais, F., "Recovering the Activist Force in Interactive Arts" In Proceedings of 6th International Conference on Digital Arts - Crossing Digital Boundaries, ARTECH 2012", T. Chambel, A. Ariza, G. Perin, M. Tavares, J. Bidarra, M. Figueiredo (Editors). ISBN: 978-972-98464-7-2, 2012, pp. 219-226.

Pais, F., "Evaluating the Influence of Play in Interactive Art". In The Art of Research 2012: Making, Reflecting and Understanding. 28-29 November 2012 at Aalto University School of Arts, Design and Architecture Helsinki, Finland. http://designresearch.aalto.fi/events/aor2012/selected_papers_3.php.

Awards

Living Room Plankton – 1st prize at *Ovar Video Festival*, Ovar – Portugal, December 2008

Living Room Plankton – 1st prize at *Future Places Festival*, Porto – Portugal, October 2008

Soundscapes from underwater – Honor mention attributed by the jury (Zachary Lieberman, Marius Watz, Bruce Pennycook, Claudia Giannetti and Adriana Sá), Prémio Mapa 2007, Porto – Portugal, November 2007

Synesthesia Machines II – 1st Multimedia Prize at *Mundo Mix 2006*, Lisbon, Portugal, May 2006

Synesthesia machines – 2nd Prize *Atmosferas* – Digital Arts Contest 2004, Lisbon – Portugal, September 2004

Conceptual Skills

- Media Studies
- Digital Art Aesthetics
- New Media Art History
- Project Managing
- Play Theory
- Qualitative Studies
- Phenomenology
- Sound Design
- Audio-visual Analysis
- New Media Arts Curation

Technical Skills/Tools

- Text Processing Software (Microsoft Word; Open Office)
- Visual Programming (Max Msp; Isadora; VVVV)
- Programming (Processing; Arduino)
- Digital Video Recording
- Video Editing (Final Cut Pro; Adobe Premiere)
- Video Post-Production (Adobe After Effects; Autodesk Combustion)
- Animation (Adobe Flash; Adobe After Effects)
- Physical Computing (Basic electronics; Arduino; Soldering)
- Digital Photography (Reflex Cameras, Photoshop)
- Sound Editing/Production (Nuendo; Ableton Live)
- Sound Manipulation / Mixing (Turntables; Mixers)

Languages

- Portuguese (Native Speaker)
- English (Full Professional Proficiency)
- French (Professional Working Proficiency)
- Spanish (Limited Working Proficiency)

Interests

I'm interested about things around me, dreaming with the unknown and striving to see below the surface and normality of things and routines. Yet it is still possible to identify a few subjects and interests that occupy most of my time:

- People; Art; Nature;
- How technology and media shape people and society;
- Art History and Media Archaeology
- BOOKS! (Old illustration books, popup books, exotic book formats; all kinds of books)
- Cinema; Vinyl; Turntables;
- Travelling; Islands;
- Games.