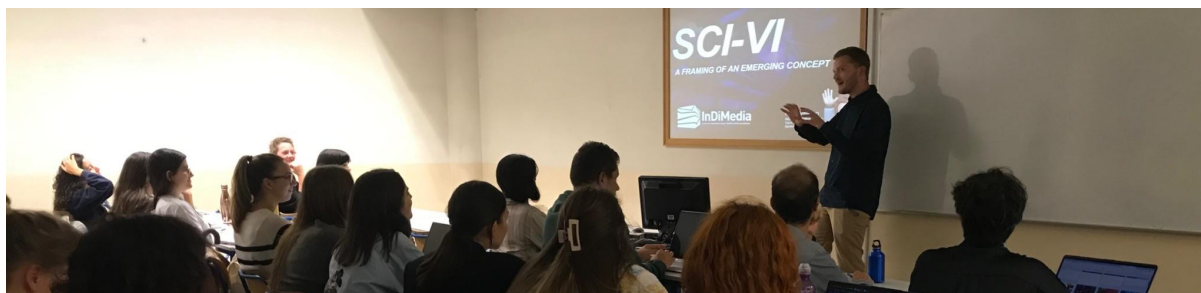


SCI-VI SEMINAR LISBON about SCIENCE ANIMATION

How to communicate your research visually?

26-27 October 2023 // 10-15h // NOVA FCSH Lisbon, Portugal



Day 1 - Sci-Vi (science visualization) Principles & Cases and Sci-Vi Pitch Training

How to tell your own story and choose the right platforms for your message and target audience?

Day 2 - Artist Case-Study presentations, Artist-Researcher Matchmaking

How to collaborate with artists and plan a science animation production?

The Sci-Vi Seminar Lisbon organizes its third yearly event in October 2023. This year's program is a fusion of the last two years' seminars, where 2021 focused on the theoretical syllabus, and 2022 introduced a science communication matchmaking session between researchers and artists. Science animation production as a collaborative process offers new opportunities for flexible production planning and tools to keep up with the media novelties. The 2023 seminar summarizes visual science communication theory and practice, where the participants use their own research and develop their own science visualization plan with the help of animation professionals. This two-day seminar is a test ride for the future plans of a longer Sci-Vi Course, where the participants, besides learning and practicing visual science communication theory, collaborate with the visual artists to create a short animated explainer about their research.

The 2023 event is organized and founded by iNOVA Media Lab/ICNOVA and hosted by NOVA FCSH in collaboration with the [Sci-Vi Initiative](#) (from The Animation Workshop, VIA UC, Viborg, Denmark) on the 26th and 27th of October 2023 in Lisbon, Portugal.

Subscription is obligatory by emailing a short CV and a one-page-long research project description to agotavegso@gmail.com. The One-pager should resume the research as an abstract, and share information about the current development stage, possible visualization ideas, and target audience. The maximum participant number is 10. The application deadline is the 5th of October, 2023, and notification is expected on the 12th of October, 2023.

The seminar introduces science visualization possibilities and collaboration opportunities with the animation industry. Sci-Vi Initiative seeks to explore and unfold science animation as a field and improve audio-visual science communication. The Sci-Vi Initiative Team has nine years of experience producing science animations and six years of creating conferences, seminars, and workshops where they nurture the bridge-building between visual storytellers and science researchers. The Sci-Vi core team is based in Denmark and Portugal: [Sia Søndergaard](#) from The Animation Workshop/VIA University College in Viborg, [Peter Vistisen](#) from Aalborg University, and [Ágota Végsó](#) from NOVA FCSH, Lisbon. They invited two animators from the Sci-Vi Community, [Mette Ilene Holmriis](#) and [Zsuzsanna Kreif](#), who worked on several scientific projects over the year, including [TED-Ed video lectures](#). The Sci-Vi Seminar brings researchers, animators, and visual storytellers to discuss, exchange knowledge, and learn from state-of-the-art case studies and ongoing research projects.

Previous Editions in 2021 and 2022

The spread of animation in education and science visualization has exploded due to technical developments like affordable and easy-to-use software, small and quality video formats, faster video streaming, and cheap mobile internet in the last ten years. It has been given a dominant role in classroom curricula with online education and on many other fronts due to its versatility. Reinforced by the need for online teaching during the 2020 COVID-19 pandemic, animation shows a great importance in science communication. Using the opportunity of the growing need for storytelling training for science researchers and science communication training for visual storytellers, Sci-Vi wishes to organize seminars like this one to create more meeting points for researchers and artists. ***The role of animation is shifting from an applied art to a collaborative partner in research dissemination.***



Sci-Vi Seminar Presentations by prof. Peter Vistisen and prof. Ana Figueiras on the 8th of October in 2021 at NOVA FCSH University Lisbon. Topic: Science for Society - Visual storytelling in science dissemination.

The first Sci-Vi seminar was held as an open seminar day on the [8th of October, 2021](#). The program contained a presentation about what Sci-Vi is, how animation contributes to the science communication field, and what are the important discussion points regarding science animation production. The invited scholars, artists, and industry professionals introduced their theoretical work, state-of-the-art case studies, and projects.

The second Sci-Vi Seminar was on the [25th of October, 2022](#). The participants enjoyed a more active and productive workshop-like seminar with a matchmaking session with visual artists. The ultimate aim was to spark interest and make science visualization project plans that help mapping the science animation needs in research communication.



Matchmaking session and audio-visual project discussion between the Science Communication MA students and the Sci-Vi Animation Artists at NOVA FCSH University Lisbon /Sci-Vi Seminar on the 25th of October in 2022/.

2023 PROGRAM

The seminar will have two parts.

The first day will focus on science communication theory and practice, pitch training, and transforming research into digestible messages. In the first 2 hours, the participants will attend three lectures establishing their knowledge about science visualization as an academic discipline, and learn about guiding principles for discussions, production details, and examples from the industry. After lunch, they will practice summarizing and communicating their research and collecting ideas for potential animated dissemination of their current topic.

The second day will focus on science animation in practice, introducing case studies and creating groups where each researcher can discuss their visual communication possibilities with one of the guest artists. The artists will receive the One-pagers in advance to be able to prepare ideas. Each participant will have time to consult with one of the artists. The exact timetable depends on the final participant number. The consultation with the artists will happen in groups to allow the participants to listen to each other's discussions and open new perspectives. After the seminar, the artist will provide the sketches with some notes to the participants.

Time	DAY 1 - Sci-Vi Theory & Practice 26th of October 2023 Thursday	DAY 2 - Artist-Researcher Matchmaking 27th of October 2023 Friday
10:00 - 11:00	Introduction Ágota Végső , Project manager and Producer at the Sci-Vi Initiative, Ph.D. candidate in Digital Media at NOVA FCSH	Artistic Research & Sci-Vi production- producer talk Ágota Végső , Project manager and Producer at the Sci-Vi Initiative, Ph.D. candidate in Digital Media at NOVA FCSH
11:00 - 11:30	Academic Perspectives: The Sci-Vi Principles Peter Vistisen , Ph.D., Associate Professor of Design & Visualization at Aalborg University, at the Department of Communication & Psychology	Participants' short pitch Depending on the number of participants, approx. 5 minutes quick summary of their research and imagined visualization
11:30 - 12:00	Project examples: Projects over the years and their journey Sia Søndergaard , Project manager and Producer at The Animation Workshop / VIA University College, Head of the Sci-Vi Initiative	Sci-Vi production- artist talk by Mette Ilene Holmriis Mette Ilene Holmriis , a Copenhagen-based internationally acknowledged animation film director and illustrator, graduated from TAW (The Animation Workshop in Denmark) in 2009.
12:00 - 13:00	Lunch Break	Lunch Break
13:00 - 13:30	Sci-Vi Pitch Practice Ágota Végső , Project manager and Producer at the Sci-Vi Initiative, Ph.D. student in Digital Media at NOVA FCSH	Sci-Vi production- artist talk by Zsuzsanna Kreif Zsuzsanna Kreif , a Hungarian award-winning director and illustrator, graduated from MOME (Moholy-Nagy University of Art and Design in Hungary) in 2014.
13:30 - 15:00	One-on-One consultations	Matchmaking session with Mette Ilene Holmriis and Zsuzsanna Kreif

Presenters' Bios

Peter Vistisen (DK), Ph.D., is an Associate professor of Design and Visualization at [Aalborg University](#), in the Department of Communication and Psychology. In his research, Peter studies the use of animation as a functional design medium to be used to facilitate better communication of complex information. Peter has been teaching bachelor's and master's students and has consulted for academic institutions and industry stakeholders. He is a member of the Sci-Vi Initiative and the advisory board on Viborg Municipality's Animation Strategy. He has written the academic textbook 'Sketching with Animation'.

Sia Søndergaard (DK) is a Project manager and Producer at The Animation Workshop / VIA University College in the departments of Research, Development and Projects, Center for Animation, Visualization, and Digital Storytelling (www.animwork.dk). She has been the Head of the Sci-Vi Initiative – Science Visualization (www.scivi.dk), and the lead organizer of the yearly [Sci-Vi Conference](#) since 2017. She is the project manager in the pedagogical department Animated Learning Lab. Her main objective in her work is to discover how we could strengthen the cooperation between scientists and visual storytellers.

Mette Ilene Holmriis (DK) graduated in 2009 from [The Animation Workshop](#) in Denmark. Currently, she is freelancing from Copenhagen, Denmark. Primarily educated in Character Animation but has additional experience with illustration, storyboarding, layout, compositing, modeling, and production. In 2021 she worked on Cartoon Network's animated series called '[The Heroic Quest of the Valiant Prince Ivandoe](#)' and in '[Flee](#)', which made history by its 2022 Academy Award nominations across three separate feature film categories: documentary, animated feature and international film.

Zsuzsanna Kreif (HU) is a freelance animation director and illustrator based in Budapest; she graduated from MOME in 2014. Her first film, [Limbo-Limbo Travel](#), co-directed with Bori Zétényi, was a Hungarian-French co-production of MOME and Lardux Films. The film was selected for several festivals, including Sundance, Annecy, and Clermont-Ferrand, and was eligible for the Oscars in 2016. From 2015 until 2018 she directed 13 episodes of the satirical Tv-series [Candide](#), written and co-directed with Nándor Bera and Balázs Turai. Her last project, "Dino Doom On Desert Planet," was selected for the [Annecy Residency](#) program and was presented at MIFA in 2022.

Ágota Végső (HU) is a Ph.D. Candidate in Digital Media at NOVA FCSH Lisboa. Ágota is a Hungarian animated film director, illustrator, and producer. She finished her studies at the Moholy-Nagy University of Art and Design, MOME, in Budapest. Since 2014 she has worked for The Animation Workshop/VIA University College as a production manager and producer, leading a collaboration with TED-Ed. She is part of the Sci-Vi Initiative in Viborg, Denmark. Currently, she is investigating the vital role of animation in science communication as a member of the iNova Media Lab in Lisbon, Portugal.



The Animation Workshop
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