Joana Chicau is a designer with a background in dance. She researches the intersection of the body with the designed and programmed environment, aiming at widening the ways in which digital sciences is presented and made accessible to the public. Her practice interweaves web programming with choreography: from web platforms to performances and workshops. She participates in and organizes events on collaborative and algorithmic improvisation, discussions on digital justice and activism.

CURRENTLY
Recent work at: www.joanachicau.com
Undertaking PhD funded by Techne studentship award under supervision of Prof. Rebecca Fiebrink (CCI, UAL)
Associate lecturer and masters supervision at MA Internet Equalities at UAL Creative Computing Institute (CCI, UAL)
Visiting lecturer at The Lucerne School of Art and Design (HSLU), Switzerland

CROSS FIELD COMPETENCIES
Knowledge in research driven and practical assignments across industries;
Experience in handling communication (with companies and clients);
High organizational skills, such as devising project timelines and budget plans;
Record in leading concept development, design production and creative direction;
Experience with collaborative workflows: design sprints, scrums, acquainted with coding dojo and programming iterations, such as agile mob. Including experience hosting ideation sessions;
Practice in producing documentation and tutorials for the use of digital platforms and programming tools;
Experience with testing web interface accessibility and techniques for handling assistive technology;
Consultant for concept design and development of projects, including advice on use of tools and technologies;
Regularly participating in worldwide design and tech meet ups and actively involved in open source communities;
Know-how in writing project briefs and grant proposals. Peer reviewer on multiple conferences and publications.

2023: Research and technologist placement at Normally Studio, London;
2018-2023: Member of Varia — Center for Everyday Technology
2017-2018: Web and Graphic Designer at the support team of the e-learning department at TU Delft
2018: co-founder of Netherlands Coding Live a series of live coding sessions, discussion and more
2015-2016: Researcher in the Study Group at Casco Art Institute, Utrecht
2015-2016: Reporter for the MoneyLab organized by the Institute of Network Cultures, Amsterdam
2015-2016: Graphic designer at Publishing Lab at the Institute of Network Cultures, Amsterdam
2014-2015: Graphic designer at Kinetic Vision, Delft
2014: Graphic designer Intern at Ritator Design Studio, Stockholm

FELLOWSHIPS
2023: Fellow of the Higher Education Academy (FHEA) Professional Standards Framework U.K.
2020: Sandberg Institute Fellowship at Design Department
2019: Fellow Designer at Replica Institute, VW Stiftung, Weizenbaum-Institut and TU Berlin

PUBLIC PRESENTATIONS & PERFORMANCES
Art festivals and cultural events — selection
2024: Li-ma Institute, Amsterdam, NL
2023: Control Shift Festival, Bristol, UK
2022, 21: Iklectik Art Lab, London, UK
2022: Piksel Festival, Bergen, Norway
2022: Artbomb, Doncaster, UK
2022: Hangar, Barcelona, Spain
2022: Cafe OTO London, UK
2022: Live Coding event at Corsica Studios London, UK
2021: DA Z Digital Art Zurich w/ Jonathan Reus, Switzerland
2021: Livework Festival w/ Renick Bell curated by Choy Ka Fai
2021: OTHER SCREENS, Coding as an interactive practice w/ Renick Bell at Instrument Inventors (iii), NL
2020: Criatech Online, Portugal
2020, 2018: Art Meets Radical Openness, Linz, Austria
2020: Adversarial Hacking in the Age of AI by KIM & Transmediale Berlin w/ Jonathan Reus, Germany
2019: Radical Networks NYC, USA
2019: Choreographic Coding Lab by Motion Bank, Amsterdam
2019: CryptoRave São Paulo, Brazil
2019: New Media Bienal de Arte Contemporânea Maia, Portugal
2019: Artist Series 3x3 at V2_Lab for the Unstable Media Rotterdam, NL
2019: Creative Coding and Processing Community Day, at SensorLab Utrecht, NL
2018: Coded Matter(s) at Fiber Festival, with Jonathan Reus, Amsterdam, The Netherlands
2018: Meta Marathon Festival Düsseldorf, Germany

2018: Areté gallery, NYC, USA

2017: Het Nieuwe Instituut: institute for contemporary architecture & design Rotterdam, The Netherlands

2017: Spektrum Berlin, Germany

Conferences — selection

2023: UbiMus International Symposium on Ubiquitous Music, Ireland;

2023: HASTAC, Critical Making & Social Justice, Pratt Institute NY, US

2023, 20, 19, 18, 17: International Live Coding Conference (various locations)

2022: ISEA, 27th International Symposium on Electronic Art Barcelona w/ Jonathan Reus, Spain

2019: International Conference on the History and Philosophy of Computing Milano, Italy

2019: AI, Design, Art Conference hosted by Institute of Experimental Design and Media Cultures of the Academy of Art and Design FHNW in collaboration with Haus der elektronischen Künste Basel (H3K) w/ Jonathan Reus; Switzerland

2018: Computer Chaos Congress Leipzig, Germany

2018: Interface Politics Barcelona, Spain

2018: MozFest by Mozilla Foundation, London, UK

2018: International Conference on Live Interfaces Porto, Portugal

2017: XcoaX — 5th Conference on Computation, Communication, Aesthetics & X Lisbon, Portugal

2017: 4th International Conference on Movement Computing (MoCo2017) London, UK

2017: Intervention#4 Work, Body and Leisure at ArtEZ, The Netherlands

2017: International Conference for Live Coding speaker at panel "Meshworks: diversity and equity in live coding practice", MX

2017: Participated in the symposium Digital Echoes — Dance Data: libraries and processes at C-DaRE, UK

2016: Digital<Dis-Orders> at Goethe University Frankfurt am Main, Germany

2016: Artists Symposium and Festival of Algorithmic and Mechanical Movement Sheffield, UK

2016: SenseLab 'Speakers Series' Montreal, Canada

2016: Libre Graphics Meeting London, U.K.

LECTURING (selection)

2021-23: Associate lecturer at BsC Graphic and Media Design at London College of Communication UAL, UK

2022-23: Guest lecturer at Interaction Design Course, at HCI program, University of Cambridge, UK

2020-22: Associate lecturer of Web Development Studio at Bsc, Creative Computing Institute UAL, UK

2019-20: Lecturer at Willem Kooning Academy, in Rotterdam, The Netherlands

WORKSHOPS (selection)

2024: TEI'24, Tangible and Embodied Interaction Conference, Cork, Ireland

2022-23: Workshop series at MA Data Visualization at London College of Communication UAL, UK

2021-22: Mentor and lecturer at the Digital Innovation Season at Central St Martins UAL, UK

2022: Workshop series at BA UX Design at London College of Communication UAL, UK

2022: Workshop Re-writing / Re-reading at CTM Festival Berlin collab w/ Jonathan Reus and Varia

2022: Masterclass at School of Cultural Technology at Xi'an Jiaotong-Liverpool University in China

2021/19/18: Guest lecturer at Aarhus University, Software Studies / Aesthetic Programming Course, Denmark

2021: Online Workshop at BMA lab w/ Renick Bell

2020, 18: Workshop at The Reading Room at Stroom and Page Not Found, Den Haag, The Netherlands

2020: Creative Course at India Institute of Technology Jammu, India

2020: HKU Graphic Design Department, Utrecht, The Netherlands

2020: Online lecture at Architecture et Scénographies est proposé par l'Ensa de Paris-Belleville;

2020: Workshop Corpo-Real Discourse at ArtEZ University of the Arts (Master interior architecture)

2020: Workshop and lecture at Interface Culture program at the Linz University of Arts Department of Media;

2019: Guest lecture at Digital Media Major Leuphana University, Germany

2019: Workshop at Salwa Foundation Amsterdam, NL

2018: Workshop at 10th edition of Seoul Mediacity Biennale, South Korea,

2018: Hackers&Designers Summer Academy, Amsterdam, NL

2018: Workshop at Libre Software Meeting (LSM) Digital education, France

2018: Masterclass at Node 9 Summer School, Mc Master University, Canada

2018: Workshop at deliver: Agile Conference, Austin Texas USA

2018: Workshop at Integrated Digital Media department at New York University, USA

2017: Workshop in collaboration with LavaLab and Why Not, Amsterdam, NL

EXHIBITIONS

Onsite (selection)

2021: Panke Gallery Berlin, w/ Renee Carmichael

2020: VII Artishok Biennial in Tallinn, Estonia

2020: The Stage is (a)Live w/ Renick Bell at Gnration, Braga, Portugal

2019: Perpetual Interpreter at LOKALE, Copenhagen, DK

2019: Reboot Festival in Lisboa, Portugal

2019: Performative Computation at Navel, LA USA

2018: Dutch Design Week, NL

2017: CNEAI= Magasins Généraux in Paris, France

2015: Internet Yami-ichi /Black Market edition Amsterdam, NL

Online (selection)

2022: Tanzmesse at Tanzhaus NRW Düsseldorf, Germany

2021: Online Exhibition at Homeostasis Lab w/ Renick Bell

2019: ACM SIGGRAPH: The Urgency of Reality in a Hyper-Connected Age exhibition

2018: Near Enough? – 3rd Near-Field Communication Digital Art Biennale (#nfcdab 2018)

2018: Internet Moon Gallery Online VR Gallery

2017-18: Nervous Online exhibition at Wrong Biennial

RESIDENCIES

2023: Touch Praxis at PAF, Performing Arts Forum, France

2020: Joint residency on Methods, Affects & Practical Pedagogies at SOC The School of Commons w/ Varia

2020: Digital Residency at Umanesimo Artificiale w/ Jonathan Reus

2020: Guest Residency Program w/ Jonathan Reus at Instrument Inventors (iii)

2019: Hackathon Automation And Me, Leeds International Festival, UK

2017 & 2018: Constant Worksessions

2017: *Ways of moving: Butoh*, in collaboration with Tama University, Tokyo, Japan

2017: Online residency at x-temporary.org platform

2016: Interactive Residencies: Creative and Collaborative Uses of Digital Technology, Media Lab Prado, Madrid, Spain

2016: *Ways of moving: Tango,* co-production of Untref/Espacio Nixso Argentina and V2_ NL

AWARDS

2020, 2022: Funded projects by StimuleringsFonds, the Creative Industries Fund NL, category Digital Culture

2019: Nominated finalist for The Cultural Innovation International Prize at Centre of Contemporary Culture of Barcelona

2017-18: Grant Programme for Talent Development by The Creative Industries Fund NL

2017: O&O subsidy from CBK Rotterdam

2013: First prize of the Centre Mondial de la Paix de Verdun for the 12th International Triennial of the Political Poster Show

CURATION, JURY and ADVISOR (selection)

2024: Conference Chair Programming Conference, Lund, Sweden

2022: Summer Sessions Residencies, V2_ Lab for the Unstable Media Rotterdam, NL

2021: On the Fly Residencies, co-funded by the Creative Europe Program of the European Union

2019: Co-organizer of Relearn a collective learning experiment with Varia.zone.

2017-2019: Curator of Algo~Rhythms series of performances and talks on inclusion and diversity at Worm, Rotterdam

2017: Dance&Code Remix co-organized with Flee Immediately! (Renée Carmichael) at Panke Gallery part of Transmediale festival for media art and digital culture, in Berlin and vorspiel.berlin

PUBLICATIONS
Contributions

're-coding everyday technology' VOL. 1. 2023. Available at: https://re-coding.technology/choreographing-you/

Jones, N. and Skinner, S. 2023. Bibliotech. Torque Editions, UK.

Chicau, J. 2022. Web Choroegraphies & Other Stories*, The Lazy Art of Screenshot. Available at:

https://networkcultures.org/prtscn/2022/03/16/web-choroegraphies-other-stories/ (Accessed: 31 January 2023).

Xin, X. and Moriwaki K. 2022. Critical Coding Cookbook: Intersectional Feminist Approaches to Teaching and Learning.

Blackwell, A. F. et al. eds. 2021. Live Coding A User's Manual. MIT Press

Ribas, L. et al. 2022. The book of X, 10th anniversary xCoAx, conference series on Computation, Communication, Aesthetics and X

Chicau, J. 2018. Choreo-Graphic-Hypothesis. Self-published (available at Monoskop.org and Aaaaarg)

Cramer, F. et al. 2018. Relay Conversation the Reading Room #27 & #28 - Post-Digital Publishing.

Snelting, F. et al. 2017. The Techno-Galactic Guide to Software Observation. ISBN: 978-9-0811-4596-1

Choi, B. et al. 2016. Drawn in, drawn out, studying the commons. Casco.Art

Martinez, Y., Trees, J. and Olsson, K. 2015. The multiple lives of a blank book. Books from the Future, London

Featured in

Merino, M. and Sáenz, J. 2023. The Art of Creating Code-Based Artworks. In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23), Hamburg, Germany. https://doi.org/10.1145/3544549.3585743

Sturdee *et al.*, 2022 The State of the (CHI)Art. In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22). Association for Computing Machinery, New York, NY, USA, Article 104, 1–6. https://doi.org/10.1145/3491101.3503722

Soon, W., and Cox, G. 2021. *Aesthetic Programming 2020: A Handbook of Software Studies*. Open Humanities Press.

Academic Papers (selection)

Chicau, J. and Reus, J. 2023. Organised Sound. Issue: Live Coding Sonic Creativities. Cambridge University Press.

Champlin, A. et al. 2023. Community Report: Livecodera. In Proceedings of the International Conference on Live Coding. Utrecht, The Netherlands

Sluijs, F. et al. 2023. Community Report: NLCL. In Proceedings of the International Conference on Live Coding. Utrecht, NL

Chicau, J. and Reus, J. 2020. Anatomies of Intelligence. In Proceedings of the International Conference on Live Coding. Limerick, Ireland

Chicau, J. and Bell, R. 2019. Círculo e Meio (Circle and Half). In Proceedings of the International Live Coding Conference. Madrid, Spain

Chicau, J. and Bell, R. 2018. 'A Trans-Disciplinary Tool for Collaborative, Choreographed, and Embodied Audio-Visual Live Coding'. In Proceedings of the International Conference on Live Interfaces. Porto, Portugal

Chicau, J. and Bell, R. 2018. Círculo e Meio: An Audio-Visual Live Coding Performance Combining Choreographic Thinking and Algorithmic Improvisation. In Proceedings of the International Conference on Live Interfaces 2018. Porto, Portugal

Chicau, J. 2018. A WebPage in III Acts. In Proceedings of the Interface Politics, 2nd International Conference. Gredits, BAU Editions. Barcelona, Spain

Chicau, J. 2017. Tango for Us Two/Too. In Proceedings of the International Live Coding Conference Merida, Mexico

Kahlina, D, Chicau, J, and Villa Torres, A. 2017. 'Transmutations' In Proceedings of the International Live Coding Conference Merida, Mexico

Chicau, J. 2017. 'A WebPage in Two Acts' In Proceedings of xCoAx the 9th Conference on Computation, Communication, Aesthetics & X. Lisbon, Portugal

Chicau, J. 2016. 'WebPage Act I, II and III' In Proceedings of the International Live Coding Conference. McMaster Uni., Canada

PRESS (selection)

2021: Visual artworks published in Still Point Mag, issue: Silence: https://stillpointmag.org

2020: Project Featured at ARIAS Platform for research through the Arts and Sciences: https://arias.amsterdam/not-for-any

2019: Interview at: https://jegensentevens.nl/2020/05/meet-iii-resident-joana-chicau

2019: An article by Daniel Temkin in: esoteric.codes

2018: Interview at: eyeondesign.aiga.org/dancing-with-the-screen-what-choreography-can-teach-ux-designers

2018: Interview at: hackersanddesigners.nl

2018: Featured in: womenofgraphicdesign.org

2017: Interview at: curatingthecontemporary.org

EDUCATION

2022-ongoing: PhD funded by Techne studentship award supervised by Prof. Rebecca Fiebrink at CCI, UAL

2014-2016, Master Media Design and Communication at Piet Zwart Institute in Rotterdam, the Netherlands

2015: Bauhaus SummerSchool, Architecture /Urbanism: Spatial Poetry, in Weimar, Germany

2012: Service Marketing and Design Course at the Hanken School of Economics in Helsinki, Finland

2012: Erasmus exchange at the Academy of Fine Arts in Krakow, Poland

2011: Course on introduction to fashion design at Saint Martins College of Art and Design, in London, U.K.

2010-2014: Communication Design undergraduate degree at the Faculdade de Belas Artes, Porto, Portugal

PERFORMANCE BACKGROUND

1997-2010: completed the advanced II degree of *Cecchetti Classical Ballet* at the academic *Pirmin Treku*, in Porto. Performed regularly for big audiences, in venues such as *The Casa da Música, Coliseu and Rivoli Theatre*, in Porto. Worked with choreographers from *Gulbenkian* and the *Companhia Nacional de Bailado*, including the choreographer *Benvindo Fonseca*.

2011-ongoing: to name a few workshops and dance classes: *Dansateliers (*The Netherlands, 2016-20); Movement Research (New York, 2018-19); *SKVR / ICKAmsterdam / Nicole Beutler* (The Netherlands, 2015); Open Source Publishing and *Adva Zakai (Belgium, 2015)*; *Companhia Instável* (Portugal, 2014); *Eshkol-Wachman* (The Netherlands, 2016) and currently at Siobhan Davies London.

2018: contributed to the *6th IDOCDE Symposium* during Impulstanz Dance Festival, Austria.

HUMAN & COMPUTER LANGUAGES

Fluent in JavaScript and various JS libraries, such as P5.JS.

Interested in generative AI, some experience with Chat GPT API.

Briefly introduced to PureData, OpenFrameworks and Python libraries.

Skillful with markup languages for web-design and electronic publishing.

Knowledgable with customization of Wordpress, Wikis, and various CMS and blogging platforms.

Proficient with UX/UI software such as Figma for building flow diagrams, wireframes and high fidelity prototypes.

Experience with UI and UX testing, including eye tracking and haptic design research experiments.

Knowledge prototyping immersive environments and tools for creating experimental algorithmic generated audio-visuals;

Regular user of Free and Open Source software (FLOSS), such as Libre Office, Scribus, Gimp, Blender and Audacity.

Competent with Adobe (Illustrator, Indesign, Photoshop, Premier) and Microsoft programs.
Interested in tools for (a)synchronous collaboration and workflows that combine network publishing tools such as Pandoc.

Portuguese (mother tongue);
Cambridge Certificate in Advanced English (2008) and TOEFL 92/120 (2009).
Studied 3 years of French. Can write, read and speak colloquial Spanish. Basic level of Dutch (A1/A2).

For further information, please contact: web@joanachicau.com