

[Joana Chicau](#) is a designer with a background in dance. Chicau's research seeks to increase public understanding of computational processes through embodied and choreographic approaches. 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 art, 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

2024: Connected by Data Fellowship (connectedbydata.org)

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: Mesh Festival, Basel, CH

2022-: Live Coding events at various venues Corsica Studios, The Crypt London, UK

2024: Lima 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

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
2016: SenseLab 'Speakers Series' by Erin Manning, Canada

Conferences — selection

2017, 2024: XcoaX — Conference on Computation, Communication, Aesthetics & X Portugal and Italy
2024: 22nd European Conference on Computer-Supported Cooperative Work (ECSCW), Italy
2024: Designing Interactive Systems (DIS), Denmark
2024: Tangible and Embodied Interaction (TEI), Ireland
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: 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: 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: Guest lecture, Pratt Institute NYC, USA
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)

2025: Everyday Algorithms, The NewBridge Project, Newcastle UK
2024: Net Art in the Bermuda Triangle, CAAA Center for Art and Architecture Affairs, Guimarães, Portugal
2021: Panke Gallery Berlin, w/ Renee Carmichael
2020: VII Artishok Biennial in Tallinn, Estonia
2020: The Stage is (a)Live w/ Renick Bell at Gnraton, 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 (#nfcadab 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)

2025: Artworks at Chair at ACM Creativity and Cognition Conference, UK
2024: Artworks Chair at 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/>
Chicau, J. 2022. Web Choreographies & Other Stories, The Lazy Art of Screenshot. Available at: <https://networkcultures.org/prtsn/2022/03/16/web-choroographies-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

Griffiths, D., Wilson, E., Paz, I., McLean, et al. 2023. Patterns in Deep Time. <https://2023.xcoax.org/pdf/griffiths.pdf>

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)

Updated list: <https://orcid.org/0000-0001-8703-7276>

Chicau *et al.* (2025). Human-Computer Counter-Choreographies: Raising Awareness of Data Tracking through Live Coding. In CHI Conference on Human Factors in Computing Systems (CHI '25), April 26–May 01, 2025, Yokohama, Japan. ACM, New York, NY, USA.

Samani, H. *et al.* (2025). Curtain Up on Creative Robotics in Theatrical Experiments. In: Palinko, O., *et al.* Social Robotics. ICSR + AI 2024. Lecture Notes in Computer Science(), vol 15563. Springer, Singapore. https://doi.org/10.1007/978-981-96-3525-2_16

Samani, H. *et al.* (2024) 'Creative Robotics Theatre: Designing Creative Interactions with Tangible and Embodied Interfaces', in *Designing Interactive Systems Conference. DIS '24: Designing Interactive Systems Conference*, IT University of Copenhagen Denmark

Chicau, J. 2024 and 2017 in Proceedings of Conference on Computation, Communication, Aesthetics & X.

Chicau, Popova, and Fiebrink. 2024. From Individual Discomfort to Collective Solidarity: Choreographic Exploration of Extractivist Technology. In Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '24), Cork, Ireland

Chicau, J. and Reus, J. 2023. Anatomical Intelligence: Live coding as performative dissection. Organised Sound. Cambridge Uni. Press.

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

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, International Conference. Gredits, BAU, Barcelona, Spain

Church, L. and Chicau, J., 2017. Scores & Scripts-a Bestiary of Intents. In *PPIG* (p. 8).

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, Mexico

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 Beutlei* (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.

Knowledgeable 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