



NATIOONS – 2024 National Engagement Event in

SUSTAINABLE/BIOLOGICAL HUMAN-COMPUTER INTERACTIONS (BAUHAUS OF THE SEAS SAILS)

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INTERACTIVE
TECHNOLOGIES
INSTITUTE

eGamesLab^{PT} 

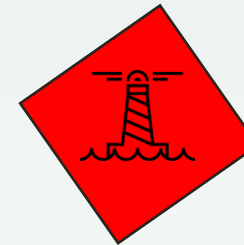
**Bauhaus
of the
Seas Sails**

The vision of the **Bauhaus of the Seas sails** is to **demonstrate and archive solutions for climate neutrality** with a particular focus on coastal cities as an interface to healthy seas, ocean and water bodies envisioning a new triangle of **sustainability, inclusion and design**.

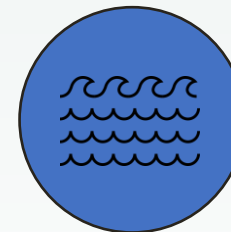
The **eGames Lab** is a unique **egames development and creative industries cluster** in Portugal, bringing together 14 companies, R&D centres and public & private entities in order **to leverage the competitiveness of the sector and positioning itself globally**.

TIDAL ArtS will reconcile the **dichotomy of human versus nature**, tackling the current climate, environmental and biodiversity crisis. To this end, **art and science must work in alliance with civil society, citizens, cultural and technological institutions** to increase awareness about the challenges faced by ocean and inland waters, and inspire the mobilisation of creative, circular solutions for their protection and restoration.

Sea
Öresund & Genoa



Ocean
Delta & Hamburg



Lagoon
Venice



River
Lisbon & Oeiras



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Nisi, V., James, S., Bala, P., Del Bue, A., & Nunes, N. J. (2023, October). **Inclusive Digital Storytelling: Artificial Intelligence and Augmented Reality to Re-centre Stories from the Margins.** In *International Conference on Interactive Digital Storytelling* (pp. 117-137). Cham: Springer Nature Switzerland.

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**an intergenerational,
interspecies and
intercultural...
...design movement**

**Revolving around a variety of
knowledge practices
emerging from qualitative and
quantitative knowledge**

**Recording the network of
exchanges of all human and
non-human agents and the
interlinked impacts**

**Promoting de-centralised
governance and participatory
design practices**