

ESPRONCEDA INSTITUTE OF ART & CULTURE

About

Espronceda - Institute of Art & Culture was founded in **2013** in **Barcelona** and is an **innovative centre for the contemporary arts, education and Cultural Events**.

Its mission is to **provide multidisciplinary environment and a platform for creation** which **promotes international dialogue between artists, curators, critics, gallery owners, collectors, cultural institutions and lovers of art & culture**.

The Espronceda programme provides production **residencies** for national/international artists & curators and curates a cumulative **exhibition** of their work in Barcelona at the end of each residency.

Espronceda encourages international artists, both established and emerging, to develop their own work and creativity, and to spread their inspiration beyond their physical stay in space.

The centre promotes **educational and cultural programs** and diffusions by **presenting exhibitions and concepts** by renowned artist as well as by exploring curatorial concepts and by organising a variety of **concerts, workshops, roundtables** and hosting **meetings** for art professionals.

Espronceda believes in **international cooperation** and has established agreements with internationally renowned organisations like **APT** (Artists Pension Trust), **RUFA - Rome fine arts University, the Royal College of Arts London, the prestigious Arte Laguna prize from Venice**, and many more to allow for the development of a global exchange of ideas, and for creators to contribute to a greater tolerance and understanding of world cultures. Also, Espronceda was member of european network of culture and training of Bruxelles (**ENCATC**).

CONTENTS

EUROPEAN PROJECTS

Espronceda has participated in European projects since 2018, from HORIZON 2020 projects (including a S+T+Arts Horizon 2020 project) to CREATIVE EUROPE, CREATIVE MEDIA projects, as well as ERASMUS+ and projects within the CERV (Citizens, Equality, Rights, and Values) program

IMMENSIVA

IMMENSIVA is Espronceda's flagship platform for research, experimentation, and creation at the intersection of art, science, and immersive technologies. Through residencies, exhibitions, and public programs, IMMENSIVA supports artists and creators working with XR, AI, haptics, and other emerging media, fostering new forms of storytelling and sensorial experience.

NUBIA

INUBIA is an incubation and residency platform developed by Espronceda – Institute of Art & Culture, focused on innovation through immersive technologies such as XR, AI, Web3, and the Metaverse. It supports both local and international artists in the development of cutting-edge digital projects, offering mentoring, technical resources, and creative guidance. NUBIA fosters experimentation and interdisciplinary collaboration, culminating in public exhibitions and opportunities for international showcasing at events like Venice Immersive and Cannes XR.

OTHER PROJECTS

RESIDENCIES & EXHIBITIONS

Espronceda hosts both local and international artists for residencies that culminate in exhibitions or public presentations. Whether site-specific or part of an ongoing research process, these exhibitions reflect strong conceptual depth and visual innovation. Espronceda also supports curated group shows and festival-linked exhibitions, fostering dialogue among artists and audiences.

CULTURAL EVENTS

Espronceda regularly organizes and hosts a variety of cultural events including performances, installations, artist talks, lectures, and debates. These events are designed to foster public engagement, encourage dialogue across sectors, and support innovative and experimental forms of cultural expression.

PARTNERS

EUROPEAN PROJECTS



THEATER IN PALM

Theatre in Palm (TIP), supported by **Creative Europe**, is a platform dedicated to **supporting emerging European theater artists** through a variety of initiatives such as workshops, digital talks, and residencies.

These activities are hosted and organized by ESPRONCEDA, which serves as a central hub for fostering collaboration among artists and building a strong professional network.

TIP's mission is to **create a sustainable ecosystem that nurtures and promotes diverse theatrical expressions across Europe, providing** emerging artists with the **tools and opportunities** needed to advance their careers while contributing to the cultural richness of the European theater scene.

Through its innovative approach, TIP is helping shape the future of European theater by **encouraging cross-border cooperation, creativity, and cultural exchange.**



Theatre in palm residency

European Theatre platform for supporting emerging artists cooperation and resilience

Theatre in Palm is a European Theatre platform for **supporting emerging artists, cooperation, and resilience, funded through the Creative Europe Programme**, under the Sub-programme European Platforms for the promotion of emerging artists (CREA-CULT-2021-PLAT).

Running from 2022 to 2025, it aims to **foster intercultural exchange, artist mobility, and innovative projects beyond European borders.**

Artistic practices operate on both symbolic and real levels, influencing emotions and shaping imaginaries that promote cooperation and ecological awareness.

Understanding the interconnectedness of beings and their environments, as highlighted by **Lynn Margulis and Félix Guattari**, is crucial in addressing the ecological crisis and fostering balanced, inclusive decision-making.

This residency **invites reflection on creating new narratives** that embrace **heterogeneity, post-capitalist futures, and decolonized perspectives on nature.**

The program is led by Espronceda, in collaboration with **ICM Barcelona, La Panera Art Centre, and the University of Barcelona's VIGEO** research group, alongside artists and partners committed to exploring new artistic and ecological perspectives.



Theatre in Palm Residency Performance “Faces to the Sea”

Theatre in Palm residency explored the **intersection of art, science, and ecology**, using myths, storytelling, dance, theatre, and film to reflect on biodiversity and human-marine interconnectivity.

The **performance** imagined a future where borders dissolve, ecosystems merge, and survival depends on cooperation.

Featuring artists **Anita Szymańska (Poland)**, **Eirini Petraki (Greece-UK)**, **Ellen Finnerty (Ireland)**, **Marcos Mereles (UK)**, and **Sabine Neilande (Latvia)**, the project blended movement, voice, and imagery to create an immersive experience.

Curated by **Alessia Gervasone** (Espronceda) and **Elisabetta Broglio** (ICM – CSIC), it was developed in collaboration with **ICM Barcelona**, **La Panera Art Centre**, and the **University of Barcelona’s VIGEO** research group, as part of the Creative Europe Programme, fostering innovative connections between art and science.



Watch the full performance on Youtube.



Faces to the Sea: Full Performance | Theatre in Palm Residency 2024

Watch the full Official Trailer on Youtube.



Faces to the Sea: Official Trailer | Theatre in Palm Residency 2024

Art and science in dialogue: Reflections from the Theatre in Palm Residency



The **Theatre in Palm residency** at Espronceda Institute of Art & Culture brought together artists, scientists, and thinkers to explore interdisciplinary approaches to today's ecological and social challenges. Two standout talks deepened this exploration, emphasizing the power of collaboration between art and science.

Oceans and Human Health

Dr. Josep Lloret (Institut de Ciències del Mar – CSIC) introduced the field of Oceans and Human Health, highlighting how marine ecosystems impact human well-being. His talk addressed the dual role of oceans as sources of nutrition and medicine, as well as zones at risk from pollution and climate change. He emphasized the need to protect marine environments not just ecologically, but for their direct influence on human health.



Institutional Eco-logics

Dr. Christian Alonso, director of La Panera Art Centre, explored how art institutions can adopt sustainable, ecosocial models. Drawing on philosopher Félix Guattari and case studies from La Panera, Alonso advocated for cultural spaces to act not only as storytellers of environmental issues but as agents of change through programming and practice.

Shared Purpose

These talks exemplified the residency's core goal: fostering dialogue between disciplines to address urgent planetary concerns. By merging critical thinking and creativity, the Theatre in Palm residency highlighted the essential role of both science and the arts in imagining a more connected and sustainable future.



CUERPOS ERRANTES

Theatre in Palm Roadshow and LOOP
City Screen 2024



Cuerpos Errantes is the translation of the Greek 'plankton', describing a collection of organisms floating adrift. Their role in aquatic ecosystems, especially marine ecosystems, is essential, as among other things they contribute to oxygen production, carbon absorption and cloud formation.

On **November 15th, 2024**, Espronceda Institute of Art & Culture proudly presented **Cuerpos Errantes** as part of the Theatre in Palm Roadshow and LOOP City Screen 2024. This multifaceted project—blending **performance, video art, and science communication**—invited audiences into a unique space of reflection, where movement, sound, and image explored the profound interconnection between humans and the ocean's smallest life forms.

This **experimental project**, the result of a collaboration between the **Marine Sciences Institute (CSIC), Espronceda Institute of Art & Culture, and the Inervo Company**, aims to make the invisible visible and explore through different performative audiovisual expressions the interconnection between the human and non-human worlds.

The project highlights the need for **dialogue between science and art for the creation of new narratives**.

The **Cuerpos Errantes** project is proposed as a place of group experimentation for the creation of narratives between the symbolic and the real, born from the interdisciplinary dialogue between science and art.

This dialogue, which flows through alternative channels, fluctuating between rigor and poetics, arises from the desire to share visions on marine ecosystems, the relationships established between tiny living beings, between artists and scientists, and between microorganisms and all.

FEATURED WORKS

Theatre in Palm Roadshow and
LOOP City Screen 2024



The Micro, the Macro, and the Human

Using archival footage and generative AI, this piece offered a saturated, textured visual language that underscored the fragility of planktonic organisms and the urgency of protecting marine life. It merged micro and macro perspectives, emphasizing the interconnectedness of even the smallest life forms with planetary systems.



Ascent and Descent

A video-dance exploration of oceanic vertical migration and the carbon cycle, where dancers' bodies mirrored the rise and fall of marine processes. Through visual effects and biomimicry, human and non-human forms fused, reimagining the body as a living part of ecological flow.



United and Interconnected

Set between sea and sky, this meditative work evoked the “oceanic feeling”—a deep sense of unity beyond individuality. Inspired by the writings of Romain Rolland and Timothy Morton, the piece called for a reimagining of subjectivity within a web of ecological relations.

Acidification

Through a lo-fi aesthetic and performative footage, this emotionally resonant video embodied the voice of a dying plankton, facing the impact of ocean acidification. With a farewell letter as narrative thread, the work became a metaphor for ecological fragility and the urgency of care.



LUZ LÍQUIDA Laboratory

The genesis of Cuerpos Errantes was LUZ LÍQUIDA, a transdisciplinary lab held in May 2024 that brought together artists, scientists, and theorists. The project exemplifies how collaborative research between disciplines can catalyze awareness, inspire change, and create a shared language for ecological transformation.



INTER RELATIO

A Living Performance of Balance and Interdependence



Inter Relatio was an innovative, site-specific performance that blended **dance, visual art, and ecofeminism** to explore themes of balance and interdependence in both nature and society. Supported by the ESPRONCEDA Institute of Art & Culture, the piece was showcased at the **Stockholm Fringe Festival 2024**.

The performance featured an installation made of **reeds**, which were physically activated by a dancer's movements. This interaction symbolized the ripple effects of even the smallest actions, embodying the interconnectedness of all life. Drawing from **constructivist ecofeminism**, the piece emphasized the entanglement of **ecological, social, and gendered systems** and invited **audiences to reflect** on their shared responsibility in sustaining global balance.

Inter Relatio was the result of a **collaborative effort between choreographer Ana Rosa Manzanera, visual artist Ángeles Císcar, and electroacoustic composer Ricardo Cortés**. The installation, designed to adapt to different environments, became a dynamic structure that evolved with each performance. Císcar's sculptural reed forms responded physically to the dancer, while Manzanera's choreography engaged with space and material, transforming the reeds through movement. Cortés created an immersive soundscape that deepened the sensory and emotional resonance of the piece.

Through this interdisciplinary collaboration, **Inter Relatio illustrated the fragile yet powerful interdependence between body, nature, and environment**, leaving audiences with a vivid impression of balance in constant motion.



LuzLíquida

Another way of perceiving relationships

LuzLíquida, an **interdisciplinary event blending art and science**, took place from **May 2 to 4, 2024**, as part of the **Theatre in Palm platform**.

Organized by **Espronceda – Institute of Art & Culture**, the **Institut de Ciències del Mar EMBIMOS Research Group** (ICM-CSIC) of Barcelona, and the **Inervo Company**, the event featured **OCEÁNIDA**, a medium-small format show created by the **Inervo Company** to raise environmental awareness.

The performance combined **dance, theater, and installations**, taking the audience on a poetic journey to the depths of the sea, highlighting the consequences of waste production.

Through the use of **bioluminescence-inspired costumes, sustainable LED lighting, and biodegradable scenography**, the piece offered a dreamlike experience, intertwining light and darkness to create an immersive atmosphere.

The event was curated by **Alessia Gervasone**, with direction and choreography by **Carlotta Storelli**, and featured a collaboration between performers, designers, and technical experts to create a thought-provoking and environmentally conscious production.



OCEÁNIDA



In **May 2024**, Espronceda Institute of Art & Culture in Barcelona hosted **Oceánida**, an innovative performance by **Inervo Company** that merges **dance, theatre, and installation** to spotlight the impact of waste on marine ecosystems.

Directed by David Puillange and choreographed by Carlotta Storelli, *Oceánida* features a sustainable, biodegradable set and performer-generated lighting, creating a visually striking experience that evokes the bioluminescence of deep-sea life.



Blending art and environmental science, the piece explores themes of **ecology, feminism, and sustainability** through interdisciplinary **storytelling**. Founded by **Storelli, Inervo Company** aims to redefine performance as a space for ecological reflection and social change.



Oceánida stands out not just as a performance, but as a call to action—inviting audiences to rethink their relationship with the environment.

S.O.P. : Some Other Place

Sara Sguotti



The choreographic creation by **Sara Sguotti**, presented at Espronceda, explored the **relationship between the performer, space, and imagination.**

Through **fluid, labyrinthine movements**, the dancer transformed the empty stage into an intimate and ever-changing environment, leading the audience on a perceptive and imaginative journey.

Accompanied by **Spartaco Cortesi's live music**, the performance balanced **between fragility and vitality**, creating a sensory experience that invited spectators into a dialogue between reminiscence and prediction. Curated by **Elena Giannotti**, the piece blended movement, sound, and scenography to craft a powerful and evocative performance.

When Sound, Nature, and Gastronomy meet

Maribel Tafur



On Thursday, **March 13, 2025**, ESPRONCEDA – Institute of Art and Culture hosted a special conference featuring composer and sound designer **Maribel Tafur**, as part of the European project **Theatre in Palm**, which supports emerging performing artists through mobility and collaboration.

In an **immersive exploration of sound, nature, and culinary creativity**, Tafur presented her interdisciplinary work through a hybrid experience of listening and storytelling.

She showcased several of her recent projects where **sound art intersects with gastronomy and ecosystems**.

Attendees were introduced to works such as **Eguzkia-Inti, Mater Soundscapes of Peru, Ultratur, and Kjolle**—each blending natural soundscapes, culinary traditions, and cultural memory into multisensory experiences.

Tafur detailed her creative process and collaborations with visionary chefs such as **Virgilio Martínez, Pía León, and Bittor Arginzoniz**.



The event concluded with an **open conversation**, allowing the audience to engage directly with the artist and reflect on the power of sound to connect art, nature, and gastronomy in innovative and emotional ways.

DIGITAL TALK:

Performing Art and Ecosystemic Cooperation



The **digital talk**, part of the Creative Europe project **Theater in Palm**, brought together artists and researchers to explore the intersections of art, ecology, and social transformation.

Through a series of presentations, the event examined how artistic practices can foster awareness of interdependence, sustainability, and new cultural imaginaries in response to the ongoing ecological crisis.

The discussion began with **Nine Lagoons**, a multidisciplinary project by **Benjamín Slavutzky**, which revisits the story of gaucho leader **Santos Guayama** and the historical struggle for water rights in Argentina. Through theater, audiovisual media, literature, and performative installations, the project reflects on the mythological and political dimensions of Guayama's legacy, emphasizing the need to recognize water as a fundamental right.

RISE-UP

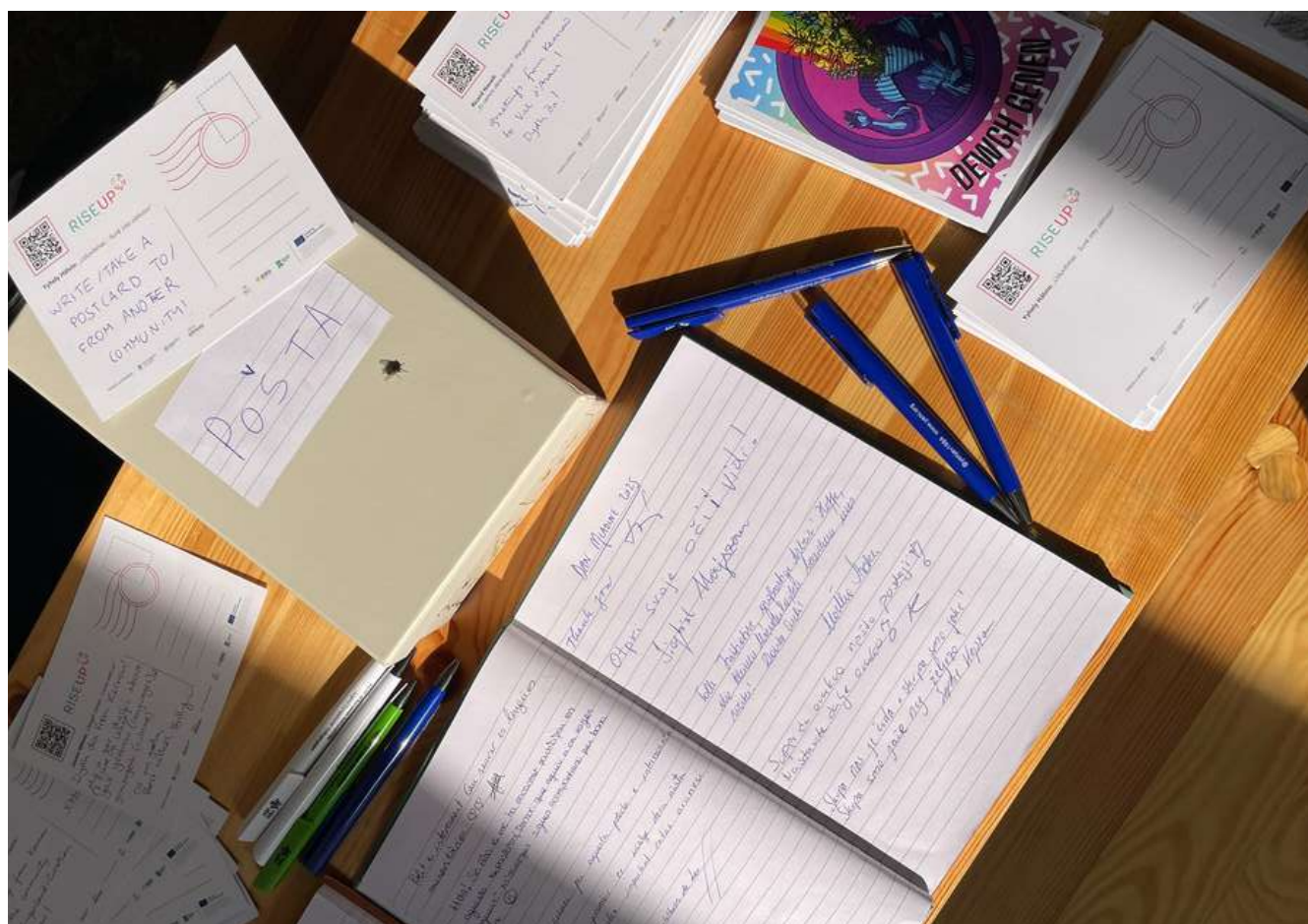


RISE UP is a three-year **Horizon Europe project** (2023–2026) dedicated to **strengthening endangered and minoritised languages across Europe**, recognising linguistic diversity as a cornerstone of cultural identity, social justice, and democratic participation.

At a moment when many languages face accelerating decline due to globalisation, migration pressures, and socio-political marginalisation, **RISE UP proposes a new model for revitalisation**—one that merges research, community empowerment, artistic creation, and technology.

The initiative brings together universities, cultural institutions, NGOs, and artistic organisations—including **ESPRONCEDA** Institute of Art & Culture—each contributing to a transdisciplinary framework where **research and creativity** operate in dialogue. Artistic practice plays a central role: through **exhibitions, performances, and storytelling**, the project amplifies voices that are often silenced, offering platforms for communities to articulate their identity, challenges, hopes, and visions for the future.

The project's activities include **developing tools, creating networks, and engaging young people**, particularly through digital tools.



#VoicesOfCommunity

Artistic Residency



As part of RISE UP's commitment, **from the 22 to the 29 of May 2024**, to revitalising endangered and minoritised languages through artistic creation, the **#VoicesOfCommunity residency** brought together **five artists from the five language communities involved**.

During **one intensive week** at Espronceda, participants explored the **sonic, poetic, and emotional dimensions of their languages through workshops, collaborative recordings, and exchanges with digital artists**.

Participating artists:

- Marina Cuito (Aranese)
- Daniela Stoica (Aromanian)
- Mario Csenar (Burgenland Croatian)
- Fiona O'Cleirigh (Cornish)
- Brett Hiiob (Seto)

The project focused on **how language shapes identity, memory, and cultural resilience**. Individual voices wove together into a shared narrative that transcends borders, creating new forms of expression through technology and attentive listening.



SONAR + D participation

KIELI by Ferran Belda



WWW.SO

The residency **Voices of Community** culminated in the creation of **KIELI** by **Ferran Belda**.

The participants of the residency **recorded a multilingual album that bring to the development of immersive installations** where interaction between humans and languages becomes a sensorial and political experience.

KIELI was presented at **SONAR+D 2024**, one of the most prominent festivals for creativity, technology, and digital culture in Europe.

PROJECT AREA

KIELI
BY ESPRONCEDA / IMMENSIVA

The piece invites visitors to **co-create new sound avatars using the recorded voices of the artists from the Voices of Community residency**

KIELI offers a unique sensory experience that amplifies the presence of endangered languages and transforms them into evolving, participatory artworks.



WORKSHOP:

Weaving an Enduring Net! Nourishing Minoritised Language Community Networks



On **June 3, 2024**, RISE UP successfully held its second online networking event titled **“Weaving an Enduring Net! Nourishing Minoritised Language Community Networks”**, bringing together a wide range of language activists, educators, youth, and institutional representatives. The virtual gathering took place from 14:00 to 17:00 CEST, drawing participants from across Europe and beyond.

Over the course of three engaging hours, the event **explored various forms of minoritised language networking**, from grassroots initiatives and social media outreach to youth-led networks and large-scale institutional collaborations. Key figures from these fields shared their knowledge and facilitated interactive breakout workshops, where attendees exchanged experiences and developed new strategies for strengthening linguistic communities.



Participants benefited from **dynamic discussions around policy, community-building, youth engagement, and the power of digital platforms in language revitalisation**. The event further underscored the importance of multidisciplinary collaboration in supporting linguistic diversity and cultural heritage.



RISE UP continues to support endangered language communities through research, networking, resource development, and youth involvement, paving the way for a more linguistically inclusive future in Europe.

WHAT?! RISE UP'S TRAVELLING EXHIBITION



The **RISE UP travelling exhibition** was born from a simple but powerful idea: to give voice to minoritised language communities through contemporary art.

The project commissioned one artist from each of the five selected communities to create a **work that expresses a message, an image, or an emotion they wished to share**. Each artist was invited to reflect on two key questions: *What would you say to your own community? and What would you say to those outside it?* Their responses resulted in five original pieces that became the foundation of the exhibition.

From these artworks emerged an immersive travelling exhibition that brings minoritised languages to the forefront. The show celebrates the participating artists and the cultural worlds they represent, offering audiences a space to connect with voices often unheard.

Alongside the artworks, **informative panels** introduce each language and its community, creating a shared environment for visitors to learn about diverse cultures, linguistic histories, and lived experiences across Europe.

WHAT?! RISE UP'S TRAVELLING EXHIBITION

Cornwall, UK



On **February 28 and March 1, 2025**, the RISE UP Travelling Exhibition began its European journey in **Redruth, Cornwall (UK)**, as part of the **St. Piran's Day celebrations** — honouring the patron saint of Cornwall and a symbol of Cornish identity and resilience.



Hosted by **Redruth Library**, the exhibition invited visitors to explore original artworks by **Teano Kardula, Ricard Novell, Lianne Wilson, Viktoria Ratasich, and Yyhely Hälvin**, five artists representing Europe's minoritised language communities.

Each work responds to two central questions: *What would you say to your community? What would you say to people outside your community?*



Through **paintings, installations, and storytelling**, the exhibition highlighted the Cornish language Kernewek and celebrated its enduring cultural significance.

Informative panels accompanied the artworks, encouraging visitors to discover the shared humanity within linguistic and cultural diversity.

WHAT?! RISE UP'S TRAVELLING EXHIBITION

Skopje, North Macedonia



On **September 12-13, 2025**, the **RISE UP travelling exhibition** made a special stop in **Hrvatski Jandrof / Jarovce (Slovakia)** as part of this year's **Dan Mladine Festival**, celebrating **Burgenland Croatian culture and community**.

Presented in collaboration with **Dan Mladine**, the exhibition opened on Friday evening and remained on view throughout the festival, inviting visitors to explore the voices and visions of artists from five minoritised language communities across Europe.

Through artworks by **Lianne Wilson, Viktoria Ratasich, Ricard Novell, Teano Kardula, and Yyhely Hálvin**, the exhibition reflected on **identity, resilience, and belonging**, accompanied by informative panels about each language and its living heritage.

Available in **Burgenland Croatian, Slovak, and English**, the exhibition offered an inclusive space for intercultural dialogue and mutual learning.



WHAT?! RISE UP'S TRAVELLING EXHIBITION

Les, Val d'Aran, Spain

On **August 2, 2025**, the **RISE UP travelling exhibition** arrived in **Les, Val d'Aran (Spain)**, joining the vibrant celebration "**Mès de 75 ans de danses en Les**", honouring more than **seventy-five years of tradition** with the iconic local dance group **Es Corbilhuèrs de Les**.

Hosted by the **Ajuntament de Les**, the exhibition transformed the town hall into a meeting point for **art, language, and community**, placing the **Aranese language** and culture at the centre of a shared European dialogue.



Visitors explored works by **Teano Kardula, Ricard Novell, Lianne Wilson, Viktoria Ratasich, and Yyhely Hälvin**, five artists representing Europe's minoritised language communities.

Alongside the artworks, **informative panels** invited reflection on **identity, belonging, and the power of language** to connect and inspire.

The day's festivities included **Aranese language games for children, performances, and encounters** celebrating cultural diversity through creativity and participation.



WHAT?! – RISE UP Travelling Exhibition

WHAT?! RISE UP'S TRAVELLING EXHIBITION

Hrvatski Jandrof/Jarovce, Slovakia



On **June 11, 2025**, the **travelling exhibition WHAT?!** made a meaningful stop in **Skopje**, North Macedonia, hosted at the **Europe House** in collaboration with the **Aromanian youth NGO TIHE**.

As part of the European project **RISE UP**, which amplifies the voices of minoritized communities across Europe, this gathering in Skopje created a vibrant space for **dialogue, culture, and celebration**.

The event brought together members of the Aromanian community and the broader public for an evening filled with art, poetry, music, and storytelling.

Visitors explored powerful visual works by artists **Lianne Wilson, Viktoria Ratasich, Ricard Novell, Teano Kardula, and Yyhely Hälvin**, each contributing perspectives on identity, belonging, and resistance.



Highlights of the evening included:

- A keynote by **Teano Kardula** (TIHE), who spoke passionately about the Aromanian language and its place in North Macedonian society.
- A cultural reflection by **Professor Ana Martinoska**, who discussed the role of language and tradition in family and folklore.
- Poetry readings by **Kalia Dimitrova** and **Teano Kardula**, performed in both Macedonian and Aromanian, offering a moving tribute to linguistic diversity.
- A soulful musical performance by **Elena Djika and Aleksandra Stankovska**, who shared Balkan melodies that resonated deeply with the audience.



Throughout the evening, attendees interacted with the artwork, wrote messages to other communities on postcards, and contributed reflections in a shared memory book—**creating a symbolic bridge between cultures and regions.**



The Aromanian community warmly welcomed the RISE UP team, transforming the event into a heartfelt celebration of heritage, expression, and collective voice.

The Skopje stop of WHAT?! reaffirmed the **power of culture to connect across differences, and it left a lasting impression on all who participated.**



As the exhibition continues its journey, the spirit of Skopje will travel with it—**carried in the stories, songs, and handwritten notes shared that evening.**

WHAT?! RISE UP'S TRAVELLING EXHIBITION

Setomaa, Estonia



On **October 6, 2025**, the RISE UP Travelling Exhibition arrived in **Värskä, Setomaa** (Estonia), as part of **Seto Week**, a cherished celebration of **Seto heritage, language, and community**.

The exhibition opened at the **Värskä Cultural Center** with a special performance by the **Mar'atsäuk** choir, weaving traditional **Seto polyphonic singing** into an evening dedicated to cultural dialogue and artistic expression. The show remains on view until the end of November.

As part of the RISE UP project, the exhibition features works by **Teano Kardula, Ricard Novell, Lianne Wilson, Viktoria Ratasich, and Yyhely Hälvin**—five artists from minoritised language communities across Europe. Each artwork responds to two central questions: *What would you say to your community? What would you say to people outside your community?*



Presented in **Seto, Estonian, and English**, the exhibition offers visitors a space to engage with stories of identity, resilience, and belonging.



PROFESSIONAL MEDIA PRESENCE



Professional Media Presence (PMP) is a **Creative Europe** innovation project focused on digital and social inclusion in the creative and cultural sectors. Running **from 2023 to 2027**, PMP addresses the **growing need for media education among artists**, especially as new technologies become integral to their professional practices and self-expression. The project helps artists understand and effectively use media tools, fostering their media literacy and professional identity in response to the changing digital landscape.

The project includes online seminar series, workshops, hybrid residency and editorial work, culminating in the creation of a **Professional Media Practices Toolkit**.

PMP also engages in continuous dissemination activities such as podcasts, exhibitions, social media campaigns, and professional articles.

Targeting disadvantaged artists, young emerging creators, and creative organizations, PMP aims to **bridge the gap in media education within the arts**, providing essential support for artists to navigate the evolving media landscape. With strong participation from partners across Europe, PMP is dedicated to empowering artists and promoting social inclusion through media literacy.

PMP FUTURE MEDIA ONLINE SEMINAR



AI, XR & Human
Connection 5

On **February 6, 2025**, ESPRONCEDA – Institute of Art & Culture hosted the **PMP Future Media Online Seminar**, held as part of the European project PMP – Professional Media Presence. The seminar brought together leading experts in the fields of **XR, AI, and VR** to explore **how emerging technologies are reshaping creative processes, professional media, and human interaction in the digital age**.

The event opened with a brief introduction, followed by three presentations:

Presentation 1: Virtual Environments

Speaker: **Marc Galvez**

Marc Galvez offered an in-depth overview of Extended Reality (XR), covering the reality-virtuality continuum, spatial computing, AR Cloud, and immersive technologies such as digital twins and head-mounted displays. He discussed practical tools and techniques for interaction, navigation, and reducing simulator sickness. The session introduced the concept of "story living" and emphasized how XR can create emotionally resonant virtual narratives.



Presentation 2: Embodied VR: Exploring the Boundaries of UX and Human Connection

Speaker: **Daniel González Franco**

Daniel González Franco shared his exploration of virtual reality as a tool to foster empathy and social connection. Highlighting his work with BeAnotherLab and projects like The Machine to Be Another, Eve, and MISS-U, he demonstrated how embodied VR experiences can expand the boundaries of user experience by creating intimate, human-centered interactions. His talk emphasized technology's potential to enhance emotional understanding and social innovation.

Presentation 3: AI in Your Art Practice

Speaker: **Daniel Sabio** (The Glad Scientist)

Daniel Sabio demystified the use of artificial intelligence in artistic practices. His presentation explored how AI tools can be used for ideation, creation, and distribution of artistic content, with applications in image, sound, and video generation. He encouraged artists to embrace AI not as a threat but as a powerful extension of creative expression.

Watch the video on Youtube.



PMP Future Media Workshop Week | Creative Media Innovation at ESPRONCEDA

PMP Workshop

Exploring Venice: A Digital Urban Art Workshop



On the **12th of April 2024**, as part of the **RISE UP project**, the **Exploring Venice: A Digital Urban Art Workshop** took place, an immersive and collaborative journey inviting participants to engage with the city of Venice through the lens of digital creation.

This week-long workshop combined **urban learning, artistic exploration, and digital innovation**, transforming the city itself into a living canvas for collective creativity.

Set against the backdrop of Venice's unique urban landscape — its canals, bridges, and centuries-old architecture, participants were encouraged to **look beyond the tourist gaze**.

Through guided **walks and urban observation**, they discovered the city's hidden layers: the social, historical, and cultural textures that shape everyday life. These discoveries became the foundation for their artistic process.

The workshop aimed to **merge urban learning and digital art as tools for cultural understanding and creative expression**.

Facilitators:

Niv Melamed: he is a dancer, choreographer, and educator based in Berlin

Wolfgang Jütte: he is Professor of Educational Science at the University of Bielefeld, specializing in lifelong and cooperative learning.



A special focus of the workshop was the **Intersectionality Module**, led by facilitator and dancer **Niv Melamed**, exploring how identity, gender, race, class, and culture, shapes our relationship with urban spaces. Through discussions and movement-based exercises, participants reflected on inclusion and diversity, embedding these perspectives into their creative outcomes.



PMP Workshop

Trnava Workshop Week: Social Media & Media Readership



From **23 to 27 September 2024**, as part of the RISE UP project, the **Trnava Workshop Week** gathered participants from across Europe to explore the critical themes of media literacy, digital communication, and social responsibility in the age of information overload.

In a world where news, images, and opinions circulate at unprecedented speed, the ability to critically read and interpret media has become essential. This workshop invited participants to **question how truth is constructed, to identify credible information sources, recognize bias, and make informed judgments** in an era where the boundaries between fact and opinion are often blurred.

Through **interactive sessions, collaborative exercises, and group discussions**, participants delved into the dynamics of media reading, misinformation, disinformation, and responsible media behavior.

Facilitators

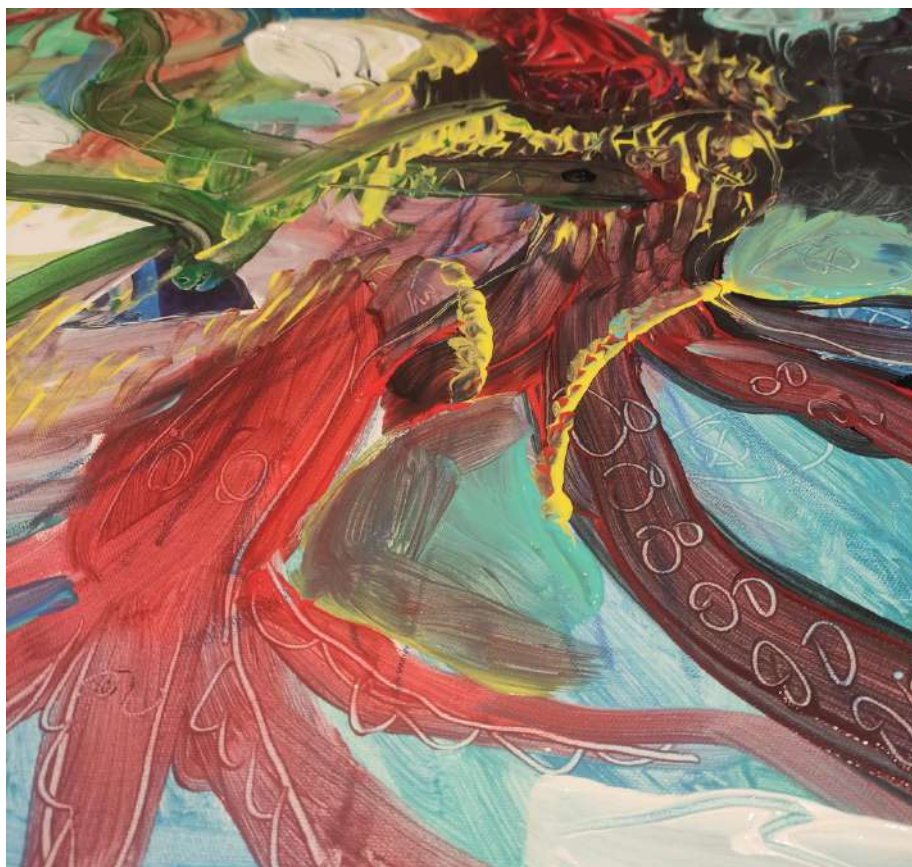
Harutyun (Harry) Tsatryan is a media and communication researcher and fact-checking specialist with over 15 years of experience in journalism, education, and media analysis.

Markéta Svítáková is a facilitator, trainer, and game designer specializing in education.

A key component of the week was the **exploration of gamification** — learning how game design principles can be applied to enhance engagement and understanding in media literacy.

The workshop's outcomes contributed directly to the development of the **PMP Toolkit**, transforming collective insights into practical resources for educators, cultural practitioners, and communities.

Embracing the **“Bring Your Own Device (BYOD)” approach**, participants used their personal laptops, cameras, and smartphones to document activities.



PMP Workshop

Barcelona Workshop Week



From **March 10 to 14, 2025**, the **ESPRONCEDA Institute of Art & Culture** in Barcelona hosted a cutting-edge international workshop program that brought together art, immersive storytelling in **VR, AI-driven tools, XR technologies, and spatial computing**.

The event was part of the PMP project, which united artists from seven partner organizations across Europe—including institutions from Finland, Slovakia, Italy, Croatia, Malta, and Spain—to explore new frontiers in digital creativity.

Throughout the week, participating artists engaged in hands-on workshops, talks, and experimental labs. Two main tracks structured the program:

- Embodied Storytelling Production: Guided by pioneers such as **Daniel González Franco** from **BeAnotherLab**, this workshop explored tools like The Machine to Be Another to create empathetic VR narratives, enabling users to experience different perspectives and identities.
- Virtual Environments Creation: Led by **Marc Galvez**, this track introduced concepts in XR design, spatial computing, and immersive interface development, empowering artists to build interactive digital worlds.

A standout moment of the week was the **AI Art Adventure talk by Daniel Sabio -The Glad Scientist**, which offered an in-depth exploration of cutting-edge AI tools for artistic innovation. Participants left inspired and equipped with practical tools to elevate their creative practice.

The week also included a sound art performance by **Maribel Tafur**, presented in collaboration with the **Theatre in Palm project**. Her performance merged immersive soundscapes with narrative experimentation, adding an evocative layer to the program.

The Workshop Week fostered a space of collaboration, experimentation, and critical reflection, enabling artists to push creative boundaries and develop transformative digital experiences—all grounded in the rich cultural setting of Barcelona.

The initiative was also part of ESPRONCEDA's contribution to the **New European Bauhaus** (NEB), supporting sustainability, inclusivity, and artistic innovation across Europe.



PMP Workshop

Split Workshop Week: Media and Professional Identity



From **13 to 17 October 2025**, the final PMP Workshop Week took place in **Split, Croatia**, marking the closing chapter of the RISE UP project's international learning journey.

Dedicated to the theme of **Media and Professional Identity**, this week invited participants to reflect on who they are as artists, communicators, and cultural professionals, both in their personal practice and in the wider media landscape.

In an increasingly digital and hyperconnected world, the workshop addressed how creative professionals **build and sustain authentic public identities**.

Through a mix of reflective practice, digital experimentation, and skill-based training, participants explored new ways of presenting their work and themselves.



Workshop 1 – Landscapes Within: Weaving Nature, Art, and Self

Mentor: **Ivana Papić**

This workshop invited participants to explore authenticity through an intimate dialogue between nature, art, and self. Through reflective and sensory exercises in natural settings, participants uncovered the “inner landscapes” that inform their creative identities. The sessions encouraged presence, curiosity, and poetic awareness — offering space to reconnect with personal artistic roots while exploring new pathways of expression.

Workshop 2 – My Feed Brings All the Curators to My DMs!

Mentor: **Ines Borovac**

Blending humor and critique, this workshop examined digital self-presentation and online identity in the age of technocapitalism. Participants reflected on how social media shapes creative visibility and how artists navigate between authenticity and performance. Through playful and absurdist exercises, they experimented with creating online personas, embracing “the cringe,” and challenging the conventions of how art and self are represented in the digital sphere.

PMP Residency



PMP BARCELONA RESIDENCY ARTISTS:
IVANA TKALČIĆ
TIANJUN LI



As part of the European project **Professional Media Practices for Artists (PMP)**, on **June 2025** Espronceda hosted artists **Tianjun Li and Ivana Tkalčić** for a **hybrid residency** focused on the intersection of art, ecology, and technology.

Tianjun Li, an interdisciplinary artist based in Helsinki, developed **Free as Birds**, an exploration of the human voice and AI in reimagining migration and ecological loss through sound.

Ivana Tkalčić, a Croatian multimedia artist, presented **EarthSkin**, a poetic investigation of the connection between human skin and soil, emphasizing regenerative relationships with nature.

Together, they co-created a chapter for the **PMP Toolkit**, contributing artistic methodologies and critical perspectives on future media practices.

Discover the PMP toolkit: Forms of presence.

AUGE



AugE | Augmented Europe (AUGE 2nd), funded by the **Citizens, Equality, Rights and Values Programme** (CERV), is a dynamic project designed to **empower European youth by using digital media and creative collaboration** to shape a more sustainable, inclusive, and resilient future for Europe. Over a period of two years, 130 young adults from five cities—Milan, Barcelona, Berlin, Riga, and Gdańsk—will come together to address five pressing challenges: media literacy, gender diversity, climate change, blockchain and future economies, and democracy and public health.

Through a series of **interactive artathons and participatory workshops**, participants will have the opportunity to explore these challenges, collaborate across borders, and co-create innovative solutions. The project focuses on involving young people, particularly through mentorship from "**artists**" (artist-activists), who will guide them in transforming their visions into tangible projects. A key component of the project is an ideas competition, where participants can win funding to support their projects and have their work showcased at the final event during **Milan Design Week in 2024**.

AUGE 2nd fosters transnational cooperation and a multidisciplinary approach to solving global challenges, with an emphasis on sustainability and inclusivity. It encourages youth to be active change-makers, guiding the future of Europe through creative, innovative ideas and actions.

The project brings together an array of strong partners, including **MADE Group**, a platform for social innovation and creative synergies that focuses on ecology, sustainability, and democracy; **MEET**, an organization supporting digital culture and creative technology in Italy; **Public Art Lab**, a Berlin-based research lab specializing in urban media art and citizen engagement; **RIXC**, a center for new media culture in Latvia focused on the intersection of art, science, and technology; **Espronceda**, a platform for international artistic and cultural research based in Barcelona; and **LAZNIA**, a contemporary art center in Gdańsk, Poland, that showcases global contemporary art and engages with social issues.

Together, these organizations will guide young people in creating meaningful projects that shape the future of Europe and its communities, promoting a culture of collaboration, creativity, and positive social change.

PLAYSTORIES



Playstories, a part of a **Creative Europe** project, is a consortium of partners wishes to **further develop the interactive storytelling format** by adding scalability and **new ways of interacting** with the fairy tales through challenges utilizing both GPS, compass and the AR capabilities within smartphones while at the same time teaching about the biodiversity, culture, science, art or history related to a given area.

The goal of **Playstories** is to impact the green awareness of European citizens by targeting children and parents through an innovative education tool in the form of a nature storytelling app

ESPRONCEDA plays a key role in the development of **Playstories**, overseeing the creation of Barcelona-based routes and managing app testing to ensure a seamless user experience. In addition to its technical contributions, ESPRONCEDA is also responsible for the app's dissemination and marketing efforts, ensuring the project reaches its target audience and effectively promotes its educational goals.

The primary objectives of Playstories are to **raise environmental awareness** among young audiences, strengthen the connection between children and their local heritage, and make environmental education both engaging and accessible. .



Naturatales

Naturatales is an innovative **interactive app** designed to engage children and families in environmental education through immersive GPS and AR-driven storytelling.

The app offers an exciting way to **explore local heritage while promoting environmental awareness**, making education fun and accessible.

By combining **technology with storytelling**, Naturatales encourages families to learn about and appreciate their environment in a hands-on and interactive way, creating lasting impressions that inspire future generations to care for the world around them.





Naturetales

Launch event in Barcelona



The **20th April of 2025** (Easter Monday), the hills of **Montjuïc** in Barcelona came alive with children and families taking part in an outdoor storytelling adventure — the **launch event of Naturetales**, an **innovative app** that turns walks into playful, interactive stories.

The event featured “The Mystery of the Missing Easter Eggs”, where young explorers followed clues, solved playful challenges, and discovered surprises, all while enjoying the natural surroundings.

It was a joyful, nature-filled afternoon that brought together over 20 children and their families.

Developed as part of the **EU-funded Playstories project**, Naturetales was originally created in Denmark, where it reached more than 200,000 families. Now launched in Spain and Germany, the app offers five curated story routes in both Barcelona and Cologne. Each route is designed to encourage movement, imagination, and connection with the environment.

Espronceda Institute of Art & Culture leads the **Barcelona** implementation, working closely with Danish creators Natureeventyr and German partner Nurogames Media.

The app features two types of stories: **Big Journeys**, which follow specific routes using GPS, and **Small Adventures**, which can be played anywhere, rain or shine. Children actively influence the story's outcome, completing tasks using their senses, the phone's camera, and location tools.

With stories that explore nature, biodiversity, seasons, and local culture, Naturetales invites families to **experience the outdoors in a creative and educational way**. Now available on the App Store and Google Play, the app is ready to inspire new adventures—whether in a forest, a city park, or your own backyard.



E-ART



The **E-Art project**, funded by the European Commission (ID KA220-VET-364F8873), focuses on fostering sustainability in the art world. The project aims to **integrate eco-social and sustainable practices into artistic methodologies**, emphasizing the role of art in raising awareness about climate change and environmental transformation.

Through a series of workshops, conferences, art labs, and online residencies, E-Art aims to **educate and empower artists** to create sustainable works and promote these practices within their communities.

The project's objectives include **promoting the use of sustainable materials in art**, increasing awareness about climate protection, and upskilling art professionals by teaching them innovative, sustainable techniques.

It also seeks to **build a community** of artists and professionals who are committed to adopting and spreading eco-friendly practices.

Partners in the project include **Consorzio Materahub (Italy)**, **Espronceda/Lemongrass Communication (Spain)**, **The Cube (Greece)**, **Oecon Group (Bulgaria)**, **Instruction & Formation (Ireland)**, and **Intercult (Sweden)**.

Together, they work to create a lasting impact by promoting sustainability and eco-consciousness in the art sector.

How Art can shape our eco-social future

The roundtable is part of the European project **E-ART**, co-creation, circulation, and promotion of sustainability, and is organized within the framework of the then current exhibition “**Voices**”- II Edition of the Cultural Diplomacy, bringing together national and international artists, reflects on and draws attention to two important subjects in the contemporary context, such as freedom of expression and the role of refugees in society.

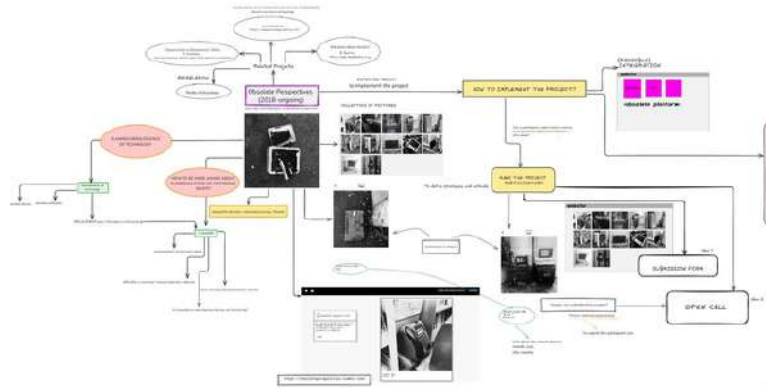
The E-ART project aims to **promote sustainability in the field of art**. It emphasizes the importance of sustainability and climate protection, seeking to make a significant impact by introducing artistic practices and research methodologies that can be considered sustainable and eco-social.

At the same time, it seeks to understand how aesthetic and more narrowly defined artistic-activist practices contribute to **raising our awareness** of the environmental transformation processes singularly taking place.

The project is characterized by **various phases and aims** to raise awareness by creating workshops, conferences, a booklet of sustainable practices, online art residencies, and artlabs aimed at the creation of sustainable artworks for local exhibitions.

This initiative also seeks to raise awareness and foster a community of professionals willing to adopt these practices and promote them.





E-ART E-residency

Upcycling Found Objects

From **April 7–11, 2025** Espronceda hosted a **5-day online E-Residency** as part of the **E-Art Project**—an international initiative uniting art and sustainability across borders.

In collaboration with five partner organizations, the week opened with insightful talks on sustainability in the arts, community building, and the green economy—setting the stage for hands-on creative work.

Espronceda's residency, ***Upcycling Found Objects***, explored how discarded materials can be transformed into meaningful artworks. Artists delved into the history of upcycling and assemblage, combining theory with practice through creative exercises, sketching, and critical reflection.

Led by guest trainers **Merlina Rañi**, **Alessia Gervasone**, and **Yelyzaveta Adamchuk**, the residency culminated in a **series of inventive final presentations**—from reimagined electronics and ritualistic sound pieces to fiction-inspired altars and poetic reinterpretations of everyday objects.

This residency highlighted the **power of upcycled art to foster sustainability, creativity, and cross-cultural dialogue**—proving that even what's discarded can find new life through artistic vision.

We Stay With the Trouble

Nine assemblages with invisible natures

On **September 25th, 2025**, Espronceda opened ***We Stay With the Trouble***, an exhibition presenting works created during **E-ART's ART LABS residency**. The exhibition remained on view until September 28th, 2025, showcasing projects by **nine emerging artists** who explored sustainability, upcycling, and ecological practices.

The proposals explore diverse approaches to upcycling and sustainable practices, in line with the spirit of E-ART. This **Erasmus+ project** equips artists with tools for professional development while fostering ecologically conscious creative practices.



We Stay With the Trouble

The exhibition is also part of **NEB & Inclusió 2025**, Espronceda's annual artistic research program inspired by the **New European Bauhaus**, which promotes new perspectives on sustainability, social justice, and cultural innovation.

Responding to **Donna Haraway's** call to "stay with the trouble," the exhibition explores how to live within **damaged ecological, technological, and social worlds**.

Nine emerging artists transform overlooked materials as dust, oysters, wounds, foliage, sea glass, cables, textiles, and fragments of the self, into assemblages that invite care, imagination, and coexistence.

By amplifying what usually remains unnoticed, the works cultivate **attentiveness, interdependence**, and resilience, offering a poetic reflection on how we perceive and inhabit fragile, interconnected worlds.



Artists



Guilherme Simas – Swarm Archive

An installation that decodes hidden layers of the city. The urban landscape becomes a living archive where residual, fragmented, and unheard signals swarm across space and time. Images from a film archive intertwine with an archive of antennas, both set into motion by live frequencies transmitted in real time.

This shifting interplay reflects on the shortening of time and space caused by the accelerating speed of communication, where past and present collapse into a single resonant field. An antenna can be nothing—an obsolete technology, a sculpture, or even a dragonfly. To become a dragonfly is to reinvent the swarm, yet it is not enough to say antennas are dragonflies, since television is real.

Cristina Sanuy Hereter – The Grass Is Always Greener on the Other Pavement

This installation imagines a present where small robots wander through hyper-urban cities, reacting to every patch of green with a sharp, unexpected scream. Built from found objects and guided by simple movements, they become unlikely witnesses to overlooked spaces: the parks, planters, and patches of grass that quietly shape urban life.



Inside the gallery, the robots navigate a miniature cityscape marked with green spots, while evolving illustrations envision multispecies encounters. Visitors' responses to the question What do you think when another species reacts to a green space? feed new illustrations each day, weaving a collective narrative. The work gives voice to an artificial species that “sees” what we overlook, sparking play and speculation about fragile networks of life.

Artists

Guilherme Simas – Swarm Archive

An installation with crystallisation through marine salts, found cables, and circuit boards, reflecting on the tension between global telecommunication infrastructures and organic processes of resistance. The project explores electronic and fossil waste, linking underwater systems with social contexts and environmental impacts. By upcycling discarded circuit boards and cables—once at the end of their useful life—into aesthetic, political, and poetic functions, the work reflects on climate crisis, overextraction, and resilience.



Cristina Sanuy Hereter – The Grass Is Always Greener on the Other Pavement

Dust, often dismissed as insignificant, is revealed as a living archive of memory and environment. In this installation, dust particles collected in Espronceda are magnified under a microscope in real time, transforming the invisible into the visible. A participatory archive invites visitors to annotate their observations, weaving a speculative story of dust that grows throughout the exhibition. At the intersection of experimental practice and collective memory, the work reframes dust as testimony of the world we inhabit.



Artists

Soledad Marcote/ New Error Anadyomene, Las Coralinas

A series of installations made from oysters, collected from gastronomy's industrial waste. The works range from expanded sculptural installations to instruments and a laboratory for distilling oyster-based perfumes. Inspired by the symbolic and ecological role of oysters—luxury product yet essential for biodiversity—the pieces propose oysters as both mythological figures and ecological actors. Echoing Aphrodite's emergence from the sea (Anadyomene), the work explores sensuality, sustainability, and contradictions of overexploitation and ecological regeneration.



Cesarine Bernard - Fallen Foliage

An installation inspired by the Triskell symbol—past, present, future, and the elements of earth, water, and fire. Through collected branches and leaves, the work reflects on humans' place in macro-ecological systems and the impact of displacing natural objects from their environments. It invites viewers to reconsider their relationship with nature, acknowledging other beings' roles in planetary balance. The installation includes three assembled pieces on a circular support, with sensory elements of smell, smoke, and storytelling.



Sara Broto - Washed wounds, a healing ritual in a Mediterranean landscape

An immersive installation set on the Mediterranean coast, where found organic fragments—bricks, bark, reeds—become testimonies of both environmental damage and resilience. These objects are transformed into instruments, prolonging their resonance beyond erosion.

A suspended tear-shaped structure of vegetal paper and copper thread houses inscribed research fragments and a soundscape that shifts from sea rhythms to weeping. Visitors are invited to moisten objects with seawater, participating in a collective healing ritual that reimagines wounds not as hidden, but as transformed and resonant.



Mara Adina - Scraps of Self

A sculptural installation of textiles collected over ten years, coated with homemade bioplastic, accompanied by film and spoken word. The fragments unravel and reconfigure into fragile new forms, exploring grief, rupture, and the possibility of becoming otherwise. Each textile carries traces of past lives, forming a metamorphic exhalation that breaks down imposed identities while reaching toward speculative, interdependent futures.

David Feroce – The Soul of the Sea

A sculptural goddess figure made from sea crystals polished by waves, embodying fragility, transparency, and transformation of aquatic ecosystems. The work reclaims water bodies as sacred entities, advocating for their recognition as beings with rights. It reflects on the urgent need for environmental protection and social justice, proposing a future where humanity respects nature as sacred and interdependent.



Accompanying the exhibition, a **video** was produced documenting the creative process and the artworks of ***We Stay With the Trouble – Nine assemblages with invisible natures.***



🌟 E-ART residency exhibition: We Stay With the Trouble - Nine assemblages with invisible natures 🌟

ECHO



ECHO, funded by the **Citizens, Equality, Rights, and Values program (CERV)**, aims to make civic engagement accessible and engaging for young Europeans by using art as a tool for democratic dialogue. ESPRONCEDA supports the project by organizing workshops and exhibitions that offer young people platforms to express their views on democracy and social issues. Through art-based dialogue, ECHO empowers youth to actively participate in democratic conversations, fostering a more inclusive and engaged society.

The project's objectives include promoting active citizenship, providing accessible platforms for artistic civic engagement, and democratizing social and political discussions through creative expression. Running from 2023 to 2025, ECHO is a powerful initiative that encourages youth to shape the future of democracy through their voices and creativity.

ECHO Academy

Campaign Design Sprint

From **March 24 to 28**, ESPRONCEDA – Institute of Art & Culture hosted the **ECHO Academy Barcelona**, a dynamic week-long Campaign Design Sprint bringing together 12 outstanding creatives, thinkers, and changemakers from across Europe. Set within the framework of the **New European Bauhaus** (NEB) initiative, this program aimed to tackle the climate crisis through bold, interdisciplinary collaboration.

Throughout the week, participants—ranging from visual artists and musicians to strategists, performers, and researchers—worked intensively to co-create innovative climate awareness campaigns. Drawing on diverse practices from immersive installations to critical pedagogy, each team designed actionable and artistic responses to ecological challenges.



Guided by leading experts such as:

- Joan Buades
- Chiara Sgaramella
- Dario Cottafava
- and Àlex Ginés

ECHO Academy

The program mixed lectures, hands-on design sessions, and group reflections. Sessions included exercises like campaign mapping, storytelling for impact, and moonshot thinking—all contributing to final campaign prototypes. The week concluded with a **public Feedback Session on Friday, March 28**, where participants showcased their campaign concepts to peers, guests, and the wider ESPRONCEDA community—an inspiring celebration of creativity, climate action, and cultural dialogue.



As part of the **ECHO network**, this initiative reflects the growing power of the arts in shaping environmental consciousness and fostering transdisciplinary solutions to global challenges.



 **ECHOAcademy | Climate Change Design Sprint at ESPRONCEDA** 



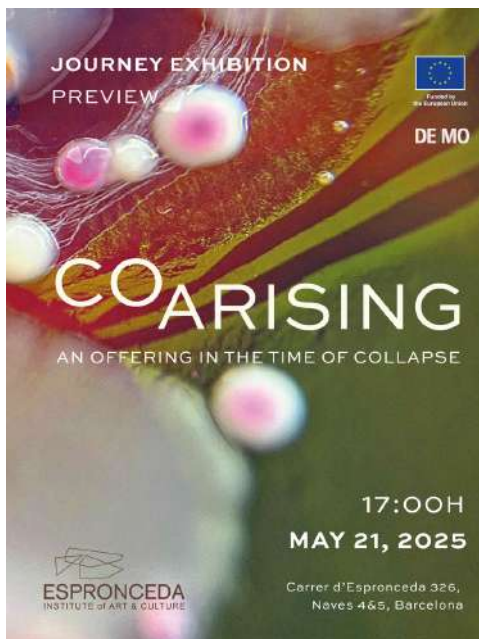
Espronedca Institute of Art & Culture
149 subscribers



ECHO-Campaign Exhibitions

Espronceda – Institute of Art & Culture presents within the **European project ECHO and the New European Bauhaus initiative** - the Echo Campaign.

ECHO Campaign bring together immersive art, activism, and climate innovation through a series of multidisciplinary installations and performances. These events aim to inspire ecological awareness and community-driven change in the heart of Barcelona.



Co-Arising



Mares del Mañana



Cool Down the Temperature, Plant the Change

Co-Arising

Date & Time: Wednesday, May 21, 17:00

A meditative, ritual-like exhibition designed to reconnect the heart and the Earth amidst ecological and cultural collapse. Through sound, salvaged materials, and sensory environments, the installation invites audiences to dissolve the illusion of separation and co-create new narratives of care.

Artists: Mara Adina, Puck Ast, Krista Stoyanova, Denise Thiemke



Cool Down the Temperature, Plant the Change

**Date & Time: Friday, May 23, 18:00**

This immersive installation, known as HOPE LAB, simulates the experience of extreme heat, drought, and urban noise. Visitors are encouraged to participate in reimagining city spaces by joining a growing “Green Network” — a collective call to action for urban gardening and community resilience.

Artists: Bertille Gamichon, Danna Montenegro, Belén Blasco, Cézarine Lafontant



Mares del Mañana

Date & Time: Friday, May 23, 19:30

A sensorial and edible installation that uses algae as both material and metaphor for resilience. Combining soundscapes, sculpture, and culinary elements, the work explores the role of marine ecosystems in shaping sustainable food futures and climate adaptation.

Artists: Alanna Wilson, David Feroce, Lucy Broomfield, Sandy Davis



ECHOES OF CHANGE

ECHO-Reverb event

Espronceda – Institute of Art & Culture presents within the European project ECHO and the New European Bauhaus initiative - the reverb event.

REVERB marks the final event of the ECHO Academy in Barcelona – a public invitation to reflect, celebrate, and activate artistic and civic imagination in response to the climate crisis. After an intensive week of co-design and community events, REVERB culminates the Academy's creative and collaborative process with an evening of dialogue, experimentation, and resonance between art, activism, and climate politics.



ECHOES OF CHANGE

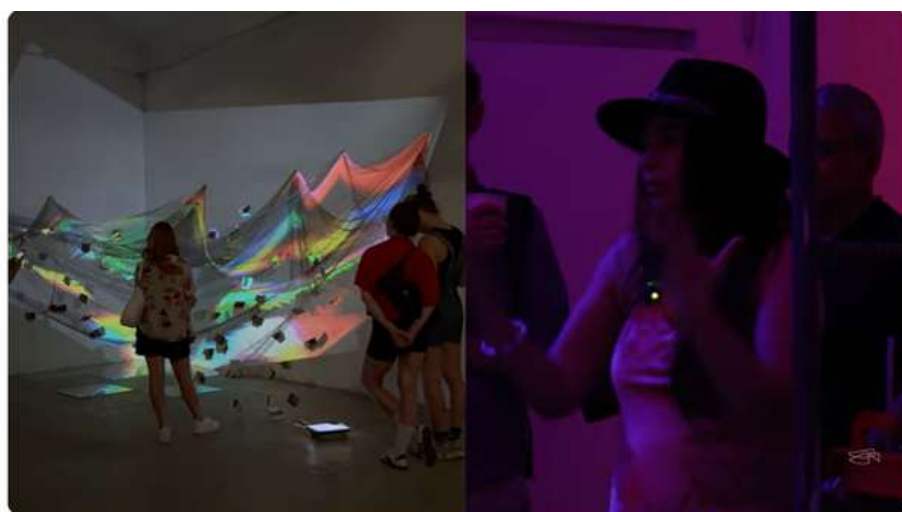
ECHO-Reverb event



This dynamic evening blends sound performance, art installation, critical dialogue, and social gathering. Featuring Rachel Heavey's **"Atmospheric Drift(s)"**, an immersive sound ritual, and a keynote talk by Dr. Giulia Sonetti on **"Re-Futuring the Mind,"** the event explores how imagination, art, and collective agency can shape a climate-responsive future.

The night concludes with showcasing works developed throughout the Academy, a convergence of artistic experimentation, ecological thought, and participatory activism.

And Amazoniya (Yelyzaveta Adamchuk) & Rachel Heavey present a hybrid DJ set that shifts from structured transitions into looser and more intuitive experimentation.



 **REVERB: Echoes of Change | Final Event – ECHO Academy Barcelona 2025**



Espronceda Institute of Art & Culture
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RESONANCE

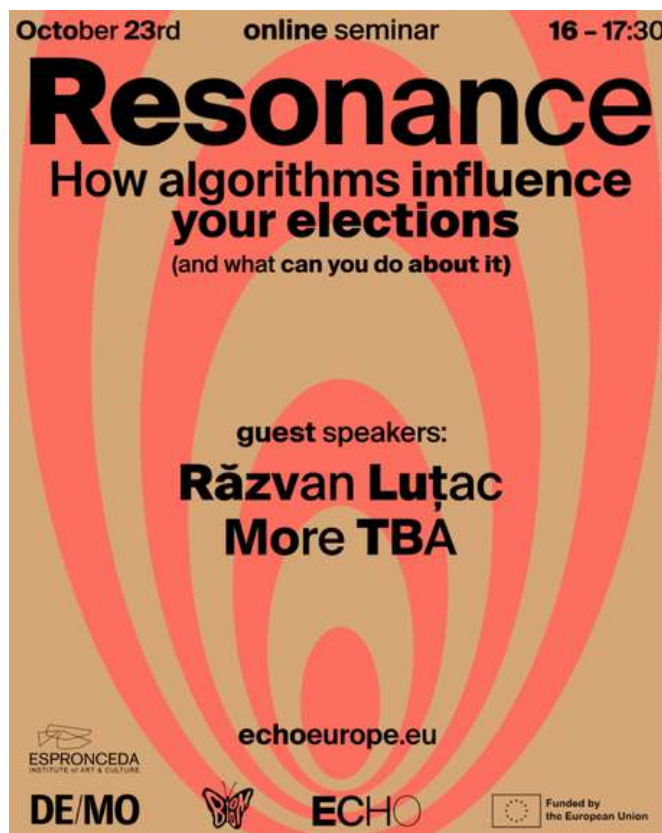
Online Seminar

On **October 23, 2025**, ESPRONCEDA presented the online seminar **RESONANCE – How algorithms influence your elections** (and what you can do about it).

The event explored how **social media algorithms shape electoral processes and public opinion in Europe**.

Taking the Romanian presidential elections as a case study, the seminar discussed the findings of Snoop, a collective of investigative journalists who uncovered a large-scale disinformation campaign powered by artificial intelligence.

Through this reflection, *Resonance* invited participants to question **how technology affects democracy** and to consider practical ways to safeguard informed civic participation in the digital age.



The seminar took place within the framework of **ECHO** – Empower Change makers for a Harmonious Europe, a European project funded by the **CERV** program. ECHO uses art to foster civic engagement among young Europeans, encouraging them to explore social and democratic issues through creative expression.

TIME FOR (S)HEROES

AI4Future is a Creative Europe project designed to connect young activists and artists, promoting the use of AI as a tool for social change.

Hosted by ESPRONCEDA, the project offers **workshops and residencies**, providing participants with the resources they need to develop AI-driven solutions addressing local issues.

We facilitate an **interdisciplinary co-design process** through a digital portal, workshops, events, residencies, demos, and exhibitions

Supported by **educational contents and mentoring**. Capacity building is provided in digital tools, entrepreneurial skills, interdisciplinary co-design, circular economy, digital costume and fashion design, art installations and character-based (s)hero narratives. Target groups

It generates proposals in fashion and costume design products, installation art, (S)hero rethought narratives and recycled materials.



TIME FOR (S)HEROES

Kick-Off Recap



In **March 2025**, the **Time for (S)heroes** project officially launched with inspiring sessions held in Kouvola and Kotka, Finland. The kickoff event brought together international partners to lay the foundation for a transformative initiative focused on sustainable fashion, costume design, and immersive art installations, driven by ecological and digital values.

The ESPRONCEDA Institute of Art and Culture was proud to be part of this collaborative beginning. As part of the project, ESPRONCEDA will lead an artist residency programme in Barcelona, designed to **foster interdisciplinary artistic creation**. These residencies will support emerging talents in developing bold, sustainability-driven work at the intersection of technology, art, and community.

From **interactive installations to digital fashion** prototypes, the programme will offer space and support for (S)hero-inspired creations—both digital and tangible. A heartfelt thank you to all our project partners for their incredible collaboration and shared vision:

- Tallinna Ettevõtlusinkubaator / Tallinn Business Incubator
- Latvian Technological Center
- Nurogames GmbH
- Northern Dimension Partnership on Culture - NDPC
- Xamk - South-Eastern Finland University of Applied Sciences (project lead)

Together, we've taken the first step in rethinking what heroism means today—empowering the next generation of creative (S)heroes to lead with purpose and innovation.

CRAFTWORK 4.0.ALL



CRAFTWORK 4.0, supported by Creative Europe, supports emerging European craft artists by increasing their visibility and fostering international networks. ESPRONCEDA organizes academies, festivals, and residencies that help artists build professional connections and showcase their work.

The economic sustainability of craft practitioners can be strengthened by providing more representation opportunities, ensuring they gain visibility and recognition. This involves creating platforms that support their work, facilitating market access, and fostering networks that connect artisans with buyers, institutions, and cultural organizations.

Empowering the cultural and creative sectors involves promoting careers in craft, encouraging new models of creation, showcasing, and learning. **Ensuring equal opportunities and fair working conditions** for craft practitioners is essential in fostering a more inclusive and sustainable sector.

Enhancing cultural participation and recognizing the role of culture in society includes increasing environmental sustainability within the craft sector. Encouraging **eco-friendly practices, responsible sourcing of materials, and raising awareness about sustainability** are fundamental in shaping a more conscious creative industry.

Involving emerging craft artists in cooperation models such as residencies—whether digital, blended, or physical—fosters collaboration, skill development, and artistic growth. Transnational residencies, the creation of repositories, community engagement initiatives, festivals, European Craft Labs, roadshows, and creative movements offer diverse approaches to cooperation and co-creation across Europe. By exploring these opportunities, the craft sector can thrive in an interconnected and dynamic cultural landscape.

ESPRONCEDA JOINS CRAFTWORK 4.0 ALL Kick-Off Recap

In **December 2024**, ESPRONCEDA Institute of Art and Culture proudly joined the **CRAFTWORK 4 ALL project**—an ambitious European initiative co-funded by Creative Europe. The kick-off event, hosted by @materahub, marked the beginning of an exciting collaboration aimed at redefining crafts by merging tradition with cutting-edge innovation.

As a key cultural hub in the project, ESPRONCEDA took on the role of fostering creativity at the crossroads of craftsmanship, technology, and sustainability.



Our involvement includes:

- Hosting **artistic residencies** that explore new dialogues between traditional crafts and digital tools.
- Organizing **skill-building workshops** focused on sustainable practices and digital innovation.
- **Presenting outcomes** through curated exhibitions and mobile roadshows, encouraging exchange both locally and across Europe.

We extend our sincere thanks to @materahub for organizing the inspiring kick-off and laying the groundwork for meaningful collaboration.

Craftlab

Crafting the future: Merging tradition and innovation

On **April 14th, 2025**, Espronceda Institute of Art & Culture proudly hosted **Crafting the Future: Merging Tradition and Innovation**, a dynamic Craft Lab blending traditional craftsmanship with the possibilities of digital creation.

Organized as part of the **Craftwork 4.0ALL project**, the event exemplified Espronceda's mission to foster innovation, dialogue, and experimentation at the intersection of art, technology, and education.



During the Craft Lab, participants were invited to **bridge the gap between analogue and digital techniques**. In the first part of the session, under the creative guidance of artist **Abi Fantastic**, they worked with materials like canvas, acrylics, tape, and spray paint to produce abstract paintings, emphasizing intuitive creation and the beauty of structured chaos.

The second half of the workshop, led by tech-art innovators **Ángel Muñoz and Daniel González**, introduced participants to **ComfyUI**, an AI-powered tool for generative image-making. Attendees digitized their physical artworks and experimented with transforming them into new digital compositions, exploring how traditional forms could evolve through AI-driven processes. Beyond hands-on skills, the workshop cultivated open conversation about the changing role of technology in the crafts sector. Participants reflected on how traditional knowledge and digital innovation can enrich each other, sparking new forms of creativity while maintaining the essence of craftsmanship.

2025



Craft Happening:

Modular Mechanical Landscapes

Exploring Rhythm, Sound, and Matter



On **September 29th**, 2025, Espronceda Institute of Art & Culture hosted **Craft Happening: Modular Mechanical Landscapes. Exploring Rhythm, Sound, and Matter** at Lab TMDC in Barcelona.

Organized within the framework of the European project **Craftwork 4.0 ALL**, co-funded by Creative Europe, the event brought together an interdisciplinary community of artists, makers, and designers to experiment at the crossroads of craft, sound, and technology.

Led by **Ángel Muñoz** the day began with an introduction to key artistic references such as David Bowen, Moritz Simon Geist, Pe Lang, and Zimoun, whose kinetic and sound-based works inspired the participants.

Twenty creators selected through an **open call** engaged in hands-on exploration, working in pairs or small groups to design and build sound-producing modules using accessible materials, electronics, and mechanical elements.



Craft Happening:

Modular Mechanical Landscapes

Exploring Rhythm, Sound, and Matter



Throughout the workshop, participants investigated the **relationships between rhythm, timbre and texture, and composition.**

Guided by **Muñoz**, they developed sound sculptures, creating all together a modular landscape of machines.

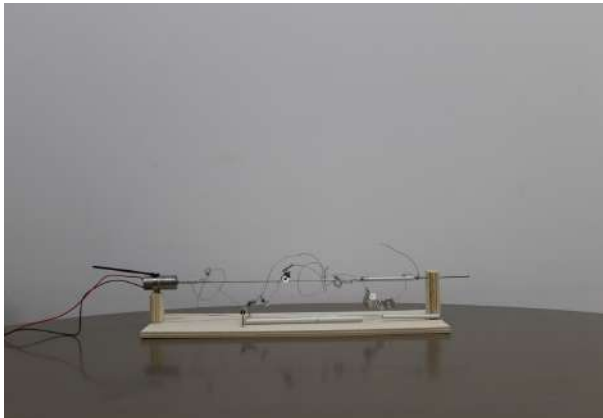


By the end of the day, **eight unique sound sculptures** emerged, each with a distinct character and sonic identity. The collaborative process demonstrated how craftsmanship, sound art, and technology can merge into new hybrid forms of creative expression. This collective experiment will also be presented in a future exhibition at Espronceda during the 2027 Festival.



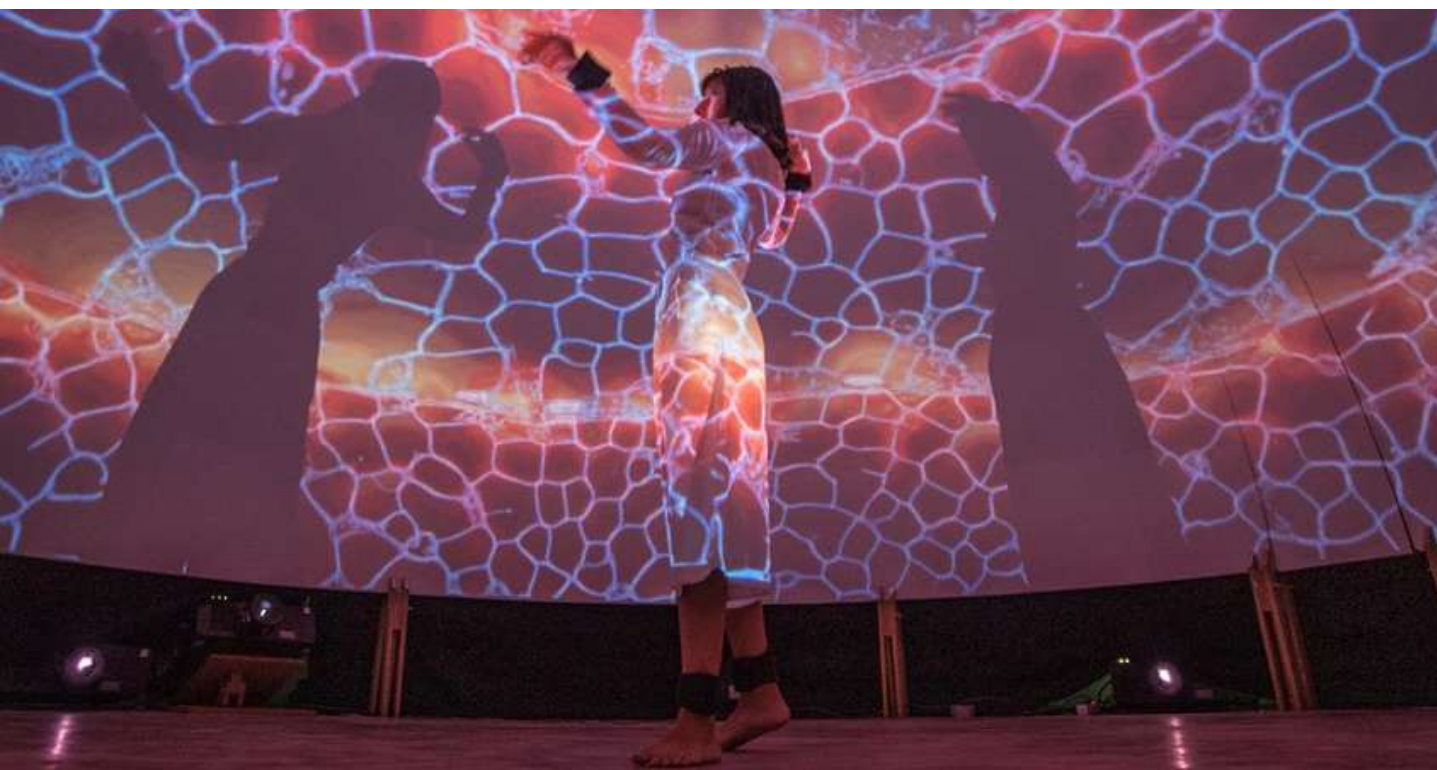
The Craft Happening fostered a spirit of **dialogue and co-creation**, transforming the diversity of backgrounds into a shared language of rhythm, matter, and movement





IMMENSIVA

IMMENSIVA



IMMENSIVA is an international platform and artist residency program that brings together artists and creatives working with advanced technologies such as Virtual Reality (VR), Augmented Reality (AR), Artificial Intelligence (AI), sensors, and more. It is a project of Lemongrass Communication, supported by **ESPRONCEDA – Institute of Art & Culture** in Barcelona, Spain. IMMENSIVA aims to foster innovation at the intersection of art and technology. By promoting interdisciplinary collaboration, it seeks to expand the boundaries of artistic expression and explore new perceptions of reality. The platform emphasizes "Art Thinking," encouraging artists to critically engage with technological tools to create immersive and thought-provoking experiences.

IMMENSIVA



One of IMMENSIVA's flagship programs is its annual **VR/AI artist residency** held in Barcelona. Each year, up to 12 artists are selected—through open calls or by nomination—to participate in a 2 to 4-week residency. During this time, artists collaborate to develop innovative artworks utilizing cutting-edge technologies. The residency provides access to state-of-the-art equipment, mentorship from experts, and opportunities to engage with the local and international art community. The program culminates in a public exhibition showcasing the works created during the residency.

Activities and Collaborations

Beyond the residency, IMMENSIVA organizes various activities, including festivals, workshops, and conferences, to promote the dissemination of digital art and foster a global network of artists, curators, and technologists. The platform collaborates with international universities, research institutions, art centers, and digital festivals to support and showcase innovative projects.

For more information about IMMENSIVA and its programs, visit their official website: www.immensiva.com



The **IMMENSIVA 2024 Festival** established itself as a landmark event at the intersection of art, technology, and innovation, uniting creatives, researchers, and technologists to explore the digital future. Structured around three core components—IMMENSIVA DAY, IMMENSIVA RESIDENCE, and IMMENSIVA EXPO—the festival offered a multifaceted view of how immersive technologies are reshaping contemporary art.

IMMENSIVA DAY, held on **September 18** at Fundació Épica Fura dels Baus, featured keynotes and panels on extended reality (XR), haptic technologies, and interdisciplinary collaboration. Highlights included Xiao Yu's presentation on wearable haptic devices, Aurélie Delater's insights into EU support for tech-art initiatives, and Xavi Bové's immersive digital project GAUDÍ'S EVOLUTION. The day concluded with a roundtable discussion on the future of digital art ecosystems.

The **IMMENSIVA RESIDENCY** provided a two-week collaborative space where artists, scientists, and technologists co-developed immersive installations, experimental tools, and prototypes exploring human perception and virtual interaction.

The festival culminated with the **IMMENSIVA EXPO**, held at Espronceda – Institute of Art & Culture from September 17–27. Under the theme “Visions of Immensity”, the exhibition showcased three standout projects: SUPERCÈL, an AR-driven cloud-seeding simulation set in a dystopian drought; ASSEMBLIES, an installation exploring urban development and climate data through “archipelagic thinking”; and GAZE Machine, an interactive artwork that lets participants paint using only their eyes.

The festival also included guided tours and educational activities, bringing digital art and innovation closer to the local community. IMMENSIVA 2024 was a powerful demonstration of how interdisciplinary collaboration can expand the boundaries of creativity and technological engagement.

IMMENSIVA day 2024



On **September 18, 2024**, Fundació Épica in Badalona hosted **IMMENSIVA DAY**, an event that brought together artists, technologists, and cultural innovators to explore the evolving relationship between art and immersive technologies. Organized by Espronceda – Institute of Art & Culture in collaboration with Fundació Épica Fura dels Baus, the day showcased groundbreaking projects in extended reality (XR), haptics, and interdisciplinary creation.

Among the highlights was a presentation by **Xiao Yu**, Associate Professor at Aalto University, who introduced the EMIL XR project and demonstrated wearable haptic devices such as the SenseGlove Nova2 and HaptX Gloves G1. These technologies allowed participants to physically experience virtual environments, with features like texture simulation and even thermal feedback used to recreate a sauna experience. The talk also addressed the challenges of integrating these systems into broader XR platforms.

Aurélie Delater presented key European initiatives supporting the intersection of art and technology, including **S+T+ARTS and Creative Europe**. Projects like **The Plants Sense**, which translates plant reactions into sound, and Realities in Transition, an XR residency program, exemplified how interdisciplinary collaboration is shaping Europe's cultural landscape.

Michael Barngrover, Executive Director of XR4Europe, spoke about efforts to strengthen XR communities across the continent. He outlined national strategies such as Spain's push for XR integration and Finland's 2035 vision, emphasizing the importance of policy and network-building for the future of immersive technology.

Fran Iglesias, General Manager of Fundació Épica, discussed the foundation's role in merging artistic experimentation with scientific and technological research. He highlighted The Gate: Future Boundaries, a festival exploring XR and eCultures, with its next edition planned in Stuttgart. Later, creative director **Xavi Bové** captivated the audience with GAUDÍ'S EVOLUTION, a digital installation at the Sagrada Família that combined light, sound, and image to explore time and perception through immersive storytelling.

The day concluded with a roundtable featuring **Iglesias, Bové**, and curator **Alejandro Martín**, who reflected on the challenges and opportunities of integrating technology into contemporary art. They emphasized the growing dissolution of boundaries between physical and digital spaces, and how new tools are reshaping artistic expression.

IMMENSIVA RESIDENCY

Gaia Immensity

Once a year, Espronceda gives the **IMMENSIVA** prize to selected artists who are invited for a 2-4 weeks residency in Barcelona to create art with cutting edge technologies, like VR, AI, AR and more.

The selection is done by an international jury. Artists apply through an open call or are proposed by the advisors/curators of Espronceda and Immensiva.



IMMENSIVA Residency 2024
GAIA IMMENSITY

ESPRONCEDA, Carrer D'Espronceda 326, Nave 5

ESPRONCEDA
INSTITUTE of ART & CULTURE
IMMENSIVA

Exhibition of the projects:

Assemblies
(Gerard Valls Montaña,
Ryan Cherewaty, Rachel Heavey)

Inner dimensions
(Crisal Rodriguez, Ruh Leng,
Juan Rubiano)

Shrine of life
(Cesarine Lafontant,
Elizabeth Ricachi,
Swaeny Nina Kersaan)

Curated by
Alejandro Martin

25.04.2024
19:30-22:00

MEET FESTIVAL CULTURE CENTER
ARTIFICIA
neapolis **AUDIOVISUAL**

ULU Institut Ramon Sall
xarxaPROD Xarxa d'Espresió i Producció d'Art i Cultura
FUNDACIÓ BACA FUNDACIÓ BACA
Generalitat de Catalunya Departament de Cultura
2024 **2024** **2024** **2024**
Departament de Barcelona

In the VR / AI artist residency, up to 12 artists will be working and collaborating together to create new artworks in a collaborative environment.

The Espronceda team supports heavily the artists with all possibilities. We will also connect with the local and regional ecosystem and invite high-key speakers, advisors and curators during the residency to offer an outstanding & sustainable experience.

The created artworks (as well as potentially individual artworks) will be presented in a closing event and following exhibition, open to the public.

IMMENSIVA RESIDENCY

La Immensitat de Gaia

The **IMMENSIVA** residency at Espronceda brought together artists **Gerard Valls Montañó, Ryan Cherewaty, Rachel Heavey, Crisal Rodriguez, Ruh Leng, Juan Rubiano, Cesarine Lafontant, Elizabeth Ricachi, and Swaeny Nina Kersaan** to explore contemporary artistic practices through immersive and transportable works.

Over the course of the residency, they developed projects reflecting on time, history, and cultural exchange. The residency **culminated in an exhibition**, showcasing their diverse artistic approaches and fostering dialogue within the International Artistic Residence ARP.



IMMENSIVA EXPO / IMMENSIVA 2024 FESTIVAL

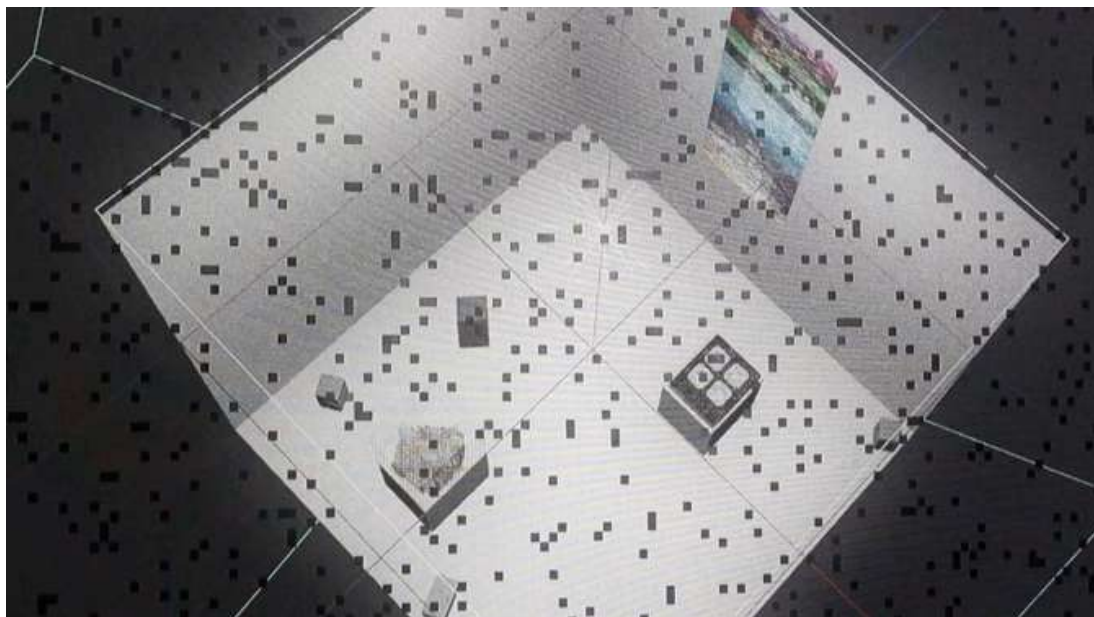


ESPRONCEDA – Institute of Art & Culture presented the **Immensiva Expo 2024**, a unique event that merges advanced ideas and cutting-edge technologies, creating immersive experiences where the physical and the digital intertwine. As a space for experimentation, Immensiva challenges the boundaries of digital ecosystems, promoting inclusive and participatory societies.

The Immensiva Expo 2024 showcased the most innovative digital projects from Catalonia and Europe, focusing on expanded, immersive, and interactive realities that foster social inclusion and digital awareness. Guided tours and educational activities will be offered to local students, bringing art and innovation closer to the community.

Exhibition Theme: **“VISIONS OF IMMENSITY”**
Curated by **Alejandro Martín**, Artistic Director of Immensiva, this exhibition presents three digital art projects that explore the interaction between technology and human perception.

The exhibition showcased three standout projects: **SUPERCÈL**, an AR-driven cloud-seeding simulation set in a dystopian drought; **ASSEMBLIES**, an installation exploring urban development and climate data through “archipelagic thinking”; and **GAZE** Machine, an interactive artwork that lets participants paint using only their eyes.



ASSEMBLIES

Projected by **Ryan Cherevaty, Rachel Heavey, Gerard Valls Montañó** 'Assemblies' is a relational installation that explores human intervention and habitation on earth by encountering this phenomenon from differing perspectives. Inspired by 'archipelagic thinking' (Édouard Glissant), 'Assemblies' explores sustainable, ecologically, and socially informed urban planning and housing construction, and broader considerations about how space is designed, experienced, shared and lived. Through creating an archipelago of three installations exploring urban design, 'Assemblies' offers an investigation into encountering infrastructure, the built environment and public and private space through a construct outside of the human perception of time.

GAZE Machine

An interactive digital artwork by the renowned artist Solimán López, created in collaboration with the NGO Ulls del Món and sponsored by Alcon. This work combines a base image, artificial intelligence software, and a camera that tracks the participant's eye movements. Participants "paint" digitally with their gaze, creating a collective piece from multiple perspectives. The artwork transforms the eye from a simple organ of vision into a tool for visual creation, capturing every movement of the participant to compile a piece of historical significance. This work was also part of a fundraising initiative during an ophthalmic surgery congress to provide free operations to people in need across the African continent.

SUPERCELL

A new production by ESPRONCEDA/IMMENSIVA, supported by the Generalitat de Catalunya–Cultura/Direcció Digital and UPF/Project EMIL XR, by the artists Fran Macia, Niall Hill, and Rafa Roeder.

Set in a world affected by a 388-day drought, Supercèl is an immersive installation centered around the launch of a weather balloon. Guided by urgent radio instructions, participants take part in a high-tech cloud-seeding mission. The immersive experience employs a new Augmented Reality technology developed at Pompeu Fabra University.

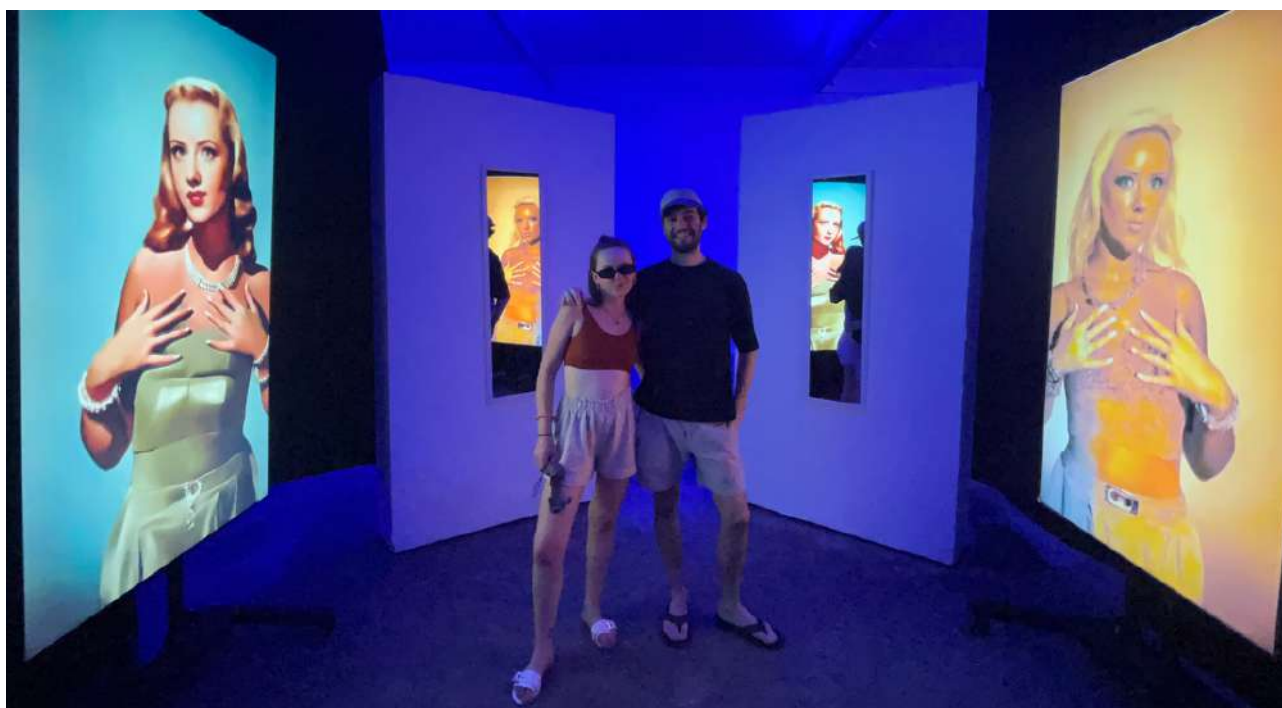
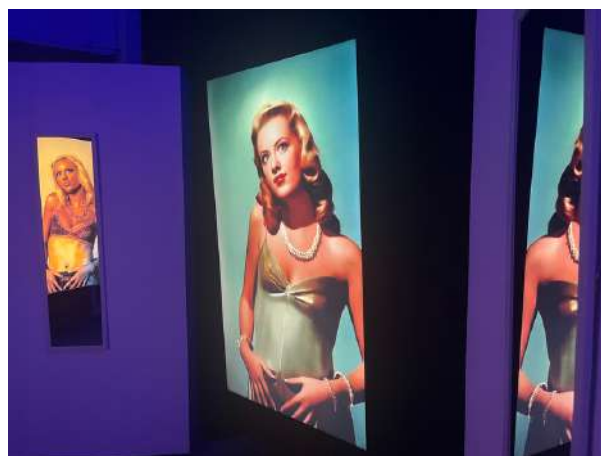
IMMENSIVA London-Barcelona 2024: a journey of innovation and immersive Art

From 24th June to the 26th of July the **international IMMENSIVA residency**, organised by **ESPRONCEDA** – Institute of Art & Culture in collaboration with the **Royal College of Art (RCA)** and **Off Site Project**, brought together six emerging artists from Catalonia and the UK in an intensive programme dedicated to exploring the creative potential of immersive technologies in contemporary art.

The residency unfolded in two complementary phases, beginning in London and culminating in Barcelona.

The residency featured six talented **artists**, each bringing a distinct voice and approach:

- Arnau Casanoves
- Adam Cole
- Shae Myles
- Didac Navarro
- Jess Pemberton
- Gerard Valls Montaña



IMMENSIVA London-Barcelona 2024: a journey of innovation and immersive Art

London phase (24–30 June 2024)

Hosted at the **Royal College of Art**, participants immersed themselves in a week of research and conceptualisation. Through **workshops** and **guided tours** of institutions such as the Victoria & Albert Museum and Gazelli Art House, as well as visits to immersive experiences at 180 Strand, artists investigated the historical and technological foundations of immersive art. Collaborations with local experts and fellow artists fostered dialogues on the future of immersive technologies, while concept development sessions allowed participants to shape the proposals that would form the basis of their projects in Barcelona.





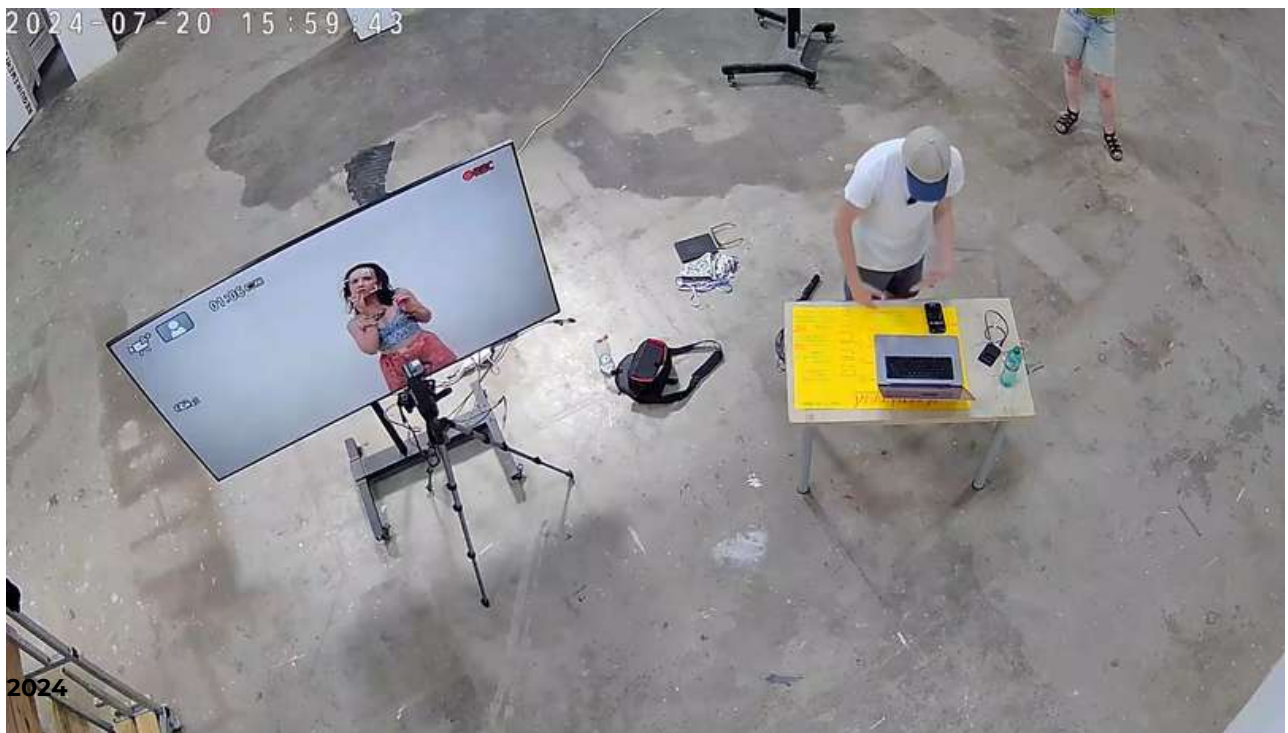
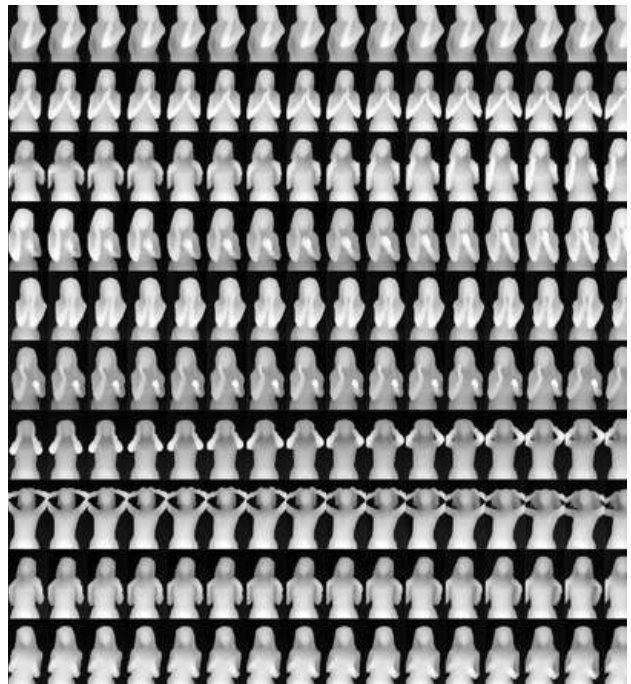
IMMENSIVA London-Barcelona 2024: a journey of innovation and immersive Art

Barcelona phase (15–26 July 2024)

The offered two intensive **weeks of prototyping and experimentation** at **ESPRONCEDA**.

With access to advanced tools, including virtual and augmented reality technologies and 3D sound systems, the artists translated their ideas into tangible immersive works. Cultural visits to landmarks such as Casa Batlló, Torre Glòries, and the CCCB provided additional inspiration, merging technological experimentation with the city's architectural and cultural landscape.

Throughout the process, collaboration remained central, enabling artists to exchange ideas and explore the ways immersive art can transform spaces and engage audiences.



Final presentation: exploring the value of the human body



The culminating project was presented at **ESPRONCEDA**, questioning how society assigns value to the human body.

Through a striking installation that included:

An animated **plastic organ** confined in a structure evoking a rib cage.

A **video installation** that confronts icons of classical beauty with kitsch figures to challenge hierarchies of value.

This project connected discarded artefacts and archetypes, raising questions about obsolescence, social discard and the possibility of rebirth, subverting traditional narratives about the valuable and the rejected.

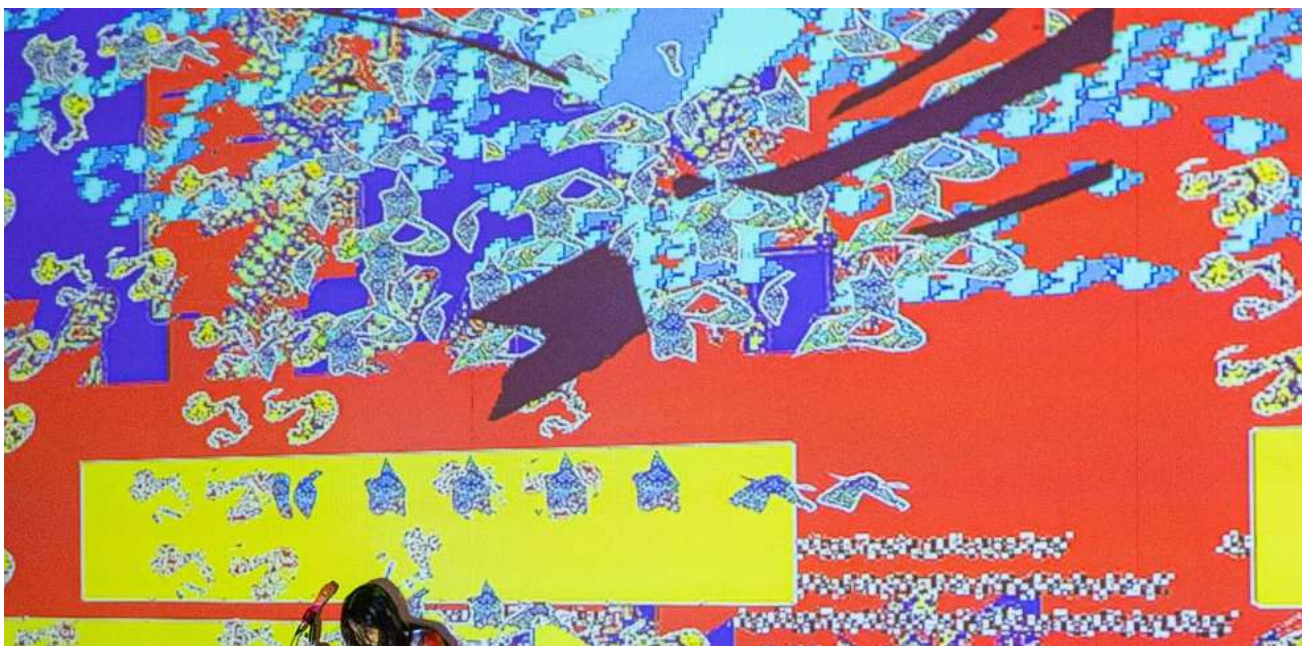


EMOTIONAL BLENDER

While we are debating what we think of AI,
have we stopped to think what it thinks of us?

On Friday, **May 10, 2024**, Espronceda Institute of Art & Culture hosted an interactive AI-based installation by multimedia artists Juliana and Andrey Vradny, in collaboration with **Theatre in Palm & the IMMENSIVA Festival**.

This unique experience explored the intersection of human emotions and artificial intelligence. Participants took turns standing in front of a camera connected to an AI facial recognition program. A friend would show them a 10-second video clip—prepared in advance—while the AI analyzed their facial expressions in real-time, generating a digital artwork based on their reaction. The roles were then reversed, allowing both participants to contribute to the evolving display of AI-generated art.



OPEN CALL IMMENSIVA 2025 - SOCIAL BLOCKS XR

Creative Residency

From **June to November 2025**, ESPRONCEDA – Institute of Art & Culture hosts a new edition of **IMMENSIVA**, the festival-laboratory dedicated to experimentation in **XR, AI, and socially engaged immersive practices**.

This year's programme, **SOCIAL BLOCKS XR**, focuses on creating prototypes that promote **inclusion, diversity, and sustainability**, exploring how technology can deepen empathy and drive cultural transformation.

The residency brings together **eight creators** from Catalonia and abroad, working collectively across summer and autumn to develop immersive works that blend digital storytelling, movement, sound, and artificial intelligence.



Participants have access to Espronceda's advanced technological facilities and take part in specialised workshops, mentorship sessions, and visits to key cultural institutions in Barcelona. Throughout these months, artists design the so-called **"Social Blocks XR"**: modular and adaptable immersive formats intended for museums, schools, festivals, and community contexts.

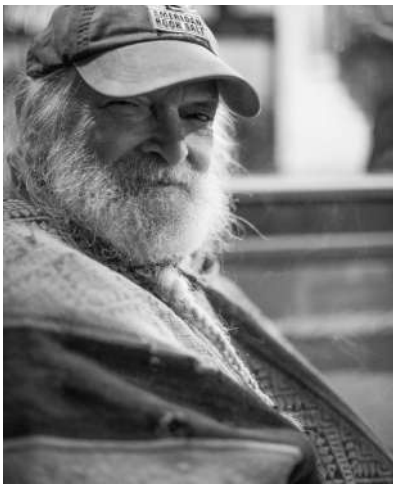
Their work culminates in **IMMENSIVA Expo and IMMENSIVA Day**, two public presentations that showcase the prototypes and open dialogue with professionals and institutions.

IMMENSIVA 2025 consolidates itself not only as a creative residency but as a platform where technology, experimentation, and social commitment come together to imagine **new ways of connecting art and society**.

MENTORS

Esen K. Tütüncü

She is a creative coder and researcher working across neuroscience, extended reality, and digital phenomenology. She is completing a PhD on embodied AI agents and virtual sociality at the Event Lab Barcelona and teaches immersive narratives at Elisava. Her artistic work explores agency and non-human perception, with exhibitions at institutions such as the CCCB, Sónar +D, and the Boston Museum of Science.



Joe Davis

He is an artist-scientist whose pioneering work bridges art, biology, and astrobiology, including the first genetically engineered artwork, Microvenus, and long-duration radio messages like Poetica Vaginal and Rubisco Stars. He has developed whimsical and innovative methods for manipulating DNA, microorganisms, and extremophiles, creating information-bearing biological systems that persist for millions of years. His work has been exhibited in public spaces and museums worldwide, including MIT and Kendall Square, and he continues to collaborate across leading research institutions.

Kris Pilcher

He is an award-winning mixed reality artist and researcher who uses immersive technologies to explore art, culture, and human experience. Her work blends augmented and virtual reality, AI, and spatial computing to create transformative installations featured at venues like Ars Electronica, Cannes XR, and VRHAM!. A research affiliate at MIT and Georgia State University, she advocates for art's role in fostering sustainable, equitable, and empathetic futures.





Marlon Fuentes

He is a creative technologist and AI evangelist with a focus on computer vision, generative media, and immersive storytelling. He's led product marketing and enablement at The Grammys, BuzzFeed, and Leia Inc., helping organizations adopt AI video, spatial displays, and multilingual language tools. His teaching experience spans AI literacy, prompt engineering, and computer vision, delivered at conferences like Learning Technologies UK and World of Learning.

Marta Ordeig

She is an entrepreneur and storyteller. In 2017, she founded Garage Stories in Silicon Valley, a traveling collaborative lab that brings together top creatives and technologists from around the world to play, design, and prototype innovative projects using emerging media, generating positive impact. Garage Stories labs have already taken place in cities like Barcelona, San Francisco, and Mexico City, and at institutions such as the Institute for the Future, Sónar+D, and USC in Los Angeles. Some of the projects have even been presented at TEDx!



Marte Roel

He is an interdisciplinary researcher studying body perception and its relation to the self. His work combines artistic and design methods with cognitive and behavioral neuroscience and has been internationally recognized. Marte currently works at the University of Zurich, where he obtained his PhD in psychology, and the Universidad Carlos III de Madrid in the computer science department. His current works focuses on how different senses contribute to body perception, and how self-externalization can support self-compassion.

Sultan Sharrief

He is a trans-media scientist, filmmaker and XR experience designer. His work explores the intersection of digital technologies, social impact and personal growth and enrichment. He has a BA in Film from University of Michigan, an MS in Comparative Media from MIT and is a PhD candidate in Media Arts & Practice at USC. His directorial debut feature film, Bilal's Stand, premiered at the Sundance Film Festival, and he has since produced two additional feature films, a documentary, a TV program and four virtual reality apps/experiences.





Daniel González Franco

He is an interdisciplinary researcher, immersive artist, and entrepreneur. He co-founded BeAnotherLab, the creators of The Machine to Be Another, an embodied VR system exploring identity, empathy, and human perception. His work has been internationally recognized with the European Social Innovation Competition, Laval Virtual Awards, multiple Ars Electronica Honors, and N.I.C.E. Awards. Among his notable projects is the VR/dance hybrid piece Eve, Dance is an Unplaceable Place, which won the VR Grand Prize at the Kaohsiung Film Festival in Taiwan.

Maria Rice

She is the Executive Director of Reality Hack at MIT, a multi-GRAMMY-nominated mastering engineer, and a global leader in the XR community. She combines expertise in business modeling and international project management with her pioneering work in immersive technologies, bridging creativity, innovation, and global collaboration.

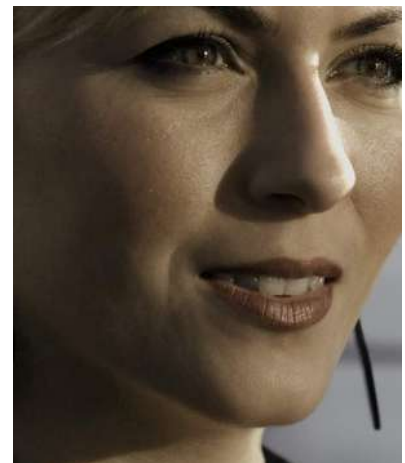


Robert Hupp

He specializes in business modeling and international project management, combining strategic insight with global operational expertise to drive complex projects across diverse sectors.

Onur Topal-Sümer

She is an immersive dance and collective movement artist whose training began in classical ballet and continued through prestigious schools in Istanbul. She holds a BFA in Modern Dance from Yildiz Technical University and has worked with renowned Turkish and international choreographers, including Douglas Dunn, David Zambrano, and Dominique Mercy.



ARTISTS

Natalia Cabrera

She is a media artist, filmmaker, and educator from Iquique, Chile, currently based in Barcelona. Her work explores the intersection of art, ecology, and emerging technologies through interactive storytelling and XR (extended reality). She creates across formats including documentaries, immersive installations, virtual environments, and augmented reality experiences.



Aida Corcoy

She is a digital artist in constant evolution, embracing experimentation and the freedom to blend styles without limits. She works with emergent technologies such as artificial intelligence, 3D, and augmented reality, but her focus goes beyond technique: she is driven by what she can create with these tools. Always more expressive through images than words, Aida uses aesthetics to convey deeper messages with subtlety and elegance, creating work that captivates and seduces rather than merely pleasing.

Ailin Bars

She is an interdisciplinary creative director specializing in immersive works that combine software development, mixed media, short films, and music videos, often with a dreamlike and surreal approach. Her practice explores identity through themes of gender, sociology, and the environment. Ailin trained as a classical flutist, contemporary and jazz dancer, acrobat, choreographer, and theater and film actress.



ARTISTS

Nancy El Azzi

She is a Lebanese Art Director and Visual Artist with a passion for everything beautiful, strange, and emotionally charged in this world. After studying Graphic Design and Visual Communication in Lebanon, she worked in branding and advertising between Beirut and Riyadh.

Now based in Barcelona, Nancy is pursuing a Master's in Digital Art and Creative Technology at LaSalle, where her practice has expanded into real-time visuals, sound, and new media.



Pia Behmuaras

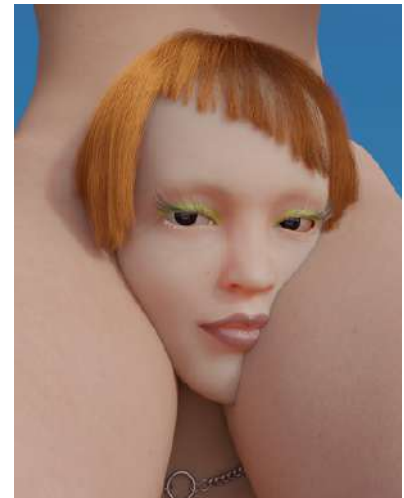
She is an immersive experience designer, product manager, and multimedia artist based in Barcelona. With a background in psychology and art, she builds meaningful XR experiences that bridge human connection and emerging technology.

Driven by a lifelong curiosity and passion for creative problem-solving, Pia crafts inclusive virtual environments for art, therapy, and education.

Simone Garcia aka. cymoonv

She is a digital artist with a profound relationship to symbolism, dreams, mythologies and the erotic.

With a background in music, she began her career in digital art in 2021 when she created her online persona cymoonv. Originally, this project was an exploration of virtual identities and self-perception. Since then, she has become interested in the potential of digital tools for envisioning new queer subjectivities and imaginaries.



Vladislav OSSSO Lobashev

He is a Barcelona-based artist and director working at the intersection of artificial intelligence, art, and technology, with a focus on tactile experiences. Their practice includes phygital installations, immersive digital performances, and experimental video projects that blur the line between physical and virtual realities. Drawing on experiences from wind instruments and glassblowing to art direction and digital product development, they bring a multidisciplinary approach that unites diverse fields into a cohesive artistic vision.

SENSAI HACK 2025 – XR & AI HACKATHON

In **November** from **16 to 18**, ESPRONCEDA – Institute of Art & Culture hosted **SensAI Hack Barcelona 2025**, the world's largest XR and AI hackathon.

For three days, over 150 creators, engineers, and international developers gathered in Barcelona to explore the **potential of immersive technologies**, artificial intelligence, and computer vision.

During the week, participants attended hands-on **workshops on XR, AI, and Horizon Worlds**, collaborated in teams to develop games, apps, and interactive prototypes, and received mentorship from top **experts** and **jury** members from **Unity, Meta, and Owlchemy Labs**.



The competition featured a **\$10,000 USD prize** pool and opportunities for global challenges, encouraging ambitious and innovative projects.

Part of the **IMMENSIVA 2025 program**, the event provided a unique space for emerging talent, established studios, and industry professionals to connect, reflecting ESPRONCEDA's commitment to fostering creative, ethical, and sustainable practices in XR and AI technologies.



SensAI Hackademy Barcelona 2025 – Closing Event

On **18 November** 2025, ESPRONCEDA – Institute of Art & Culture presents the closing event of **SensAI Hackademy Barcelona 2025**, a late-night gathering that brings together the international XR, AI, and creative communities.

Held at 303 Audiophile Bar / Latextil Collective, the evening marks the culmination of a dynamic week dedicated to experimentation, collaboration, and new digital imaginaries.

Throughout the night, visitors encounter the **award-winning projects** developed during **SensAI Hack**, meet the **creators** and **mentors** behind them, and experience a vibrant programme of performances and visual interventions. Live acts by **Gantasmó, Nina Vondi, Ailin Bars, Cocogirl, and Disorder** intertwine with visual showcases by KYSS and Brainrot, along with the XR installation Love Vibes by **Daniel Gonzalez Franco**.



As a SensAI Hack Network Partner, ESPRONCEDA reinforces its commitment to fostering ethical, sustainable, and immersive digital practices. The event also forms part of the **IMMENSIVA 2025** programme, contributing to Barcelona's growing ecosystem of innovation in extended realities and contemporary culture.

IMMENSIVA Day

Immersive Creators Meetup #5

Within the framework of IMMENSIVA 2025 — XR Social Bricks

Barcelona, **3 November 2025**, ESPRONCEDA Institute of Art & Culture presents **IMMENSIVA Day**, the fifth edition of the Immersive Creators Meetup in Barcelona, hosted by the Immensiva Residents and the Espronceda Team. Opening at 18:00 h, the meetup invites XR designers, developers, 3D artists, researchers, and storytellers to connect, share projects, and spark collaborations in a casual yet high-energy environment.

Born in New York, based in Barcelona, and welcoming creators from everywhere, IMMENSIVA Day is a platform for experimentation, networking, and interdisciplinary creation. Participants explore the intersection of XR, AI, creative coding, and storytelling to generate new ideas and prototypes with tangible social impact. The gathering celebrates collaboration, inclusivity, and the exchange of knowledge, fostering the next generation of immersive creators.

Networking & Creators' Gathering

IMMENSIVA Day is more than a meetup—it's a vibrant space for emerging and established voices in immersive art and technology. Showcasing projects from IMMENSIVA 2025, attendees can exchange ideas, connect with potential collaborators, and explore new opportunities in XR, AI, and interactive media. The event invites participants to test prototypes, share insights, and spark collaborations, fostering a global community of creators and opening doors to future projects, residencies, and partnerships.



IMMENSIVA 2025 — Opening Exhibition

On **4 December** ESPRONCEDA present the culminating **opening exhibition** of the **IMMENSIVA Residency 2025** and a central highlight of the **IMMENSIVA FESTIVAL 2025 — XR SOCIAL BLOCKS**.

As one of Catalonia's leading platforms for XR innovation, **IMMENSIVA** brings together international artists, creative technologists, and researchers to develop XR Social Blocks: experimental prototypes that explore AI, embodiment, collective interaction, and new models of digital coexistence.

Taking place December 4, 2025, the festival gathers a new generation of XR creators whose **interactive installations merge artificial intelligence, extended reality, storytelling, and social reflection**. Throughout the festival, ESPRONCEDA becomes a living laboratory of multi-sensory narratives and collaborative imagination.



(CAT) IMMENSIVA FESTIVAL 2025 - Blocs Socials XR | Vídeo resum (subtítols en català)

Watch the video on Youtube.

IMMENSIVA 2025 — Opening Exhibition

FEATURED IMMENSIVA PROJECTS

A showcase of emerging Catalan talent living and creating in Catalonia, together with international artists working within the local XR ecosystem: Natalia Cabrera, Simone Garcia, Aida Corcoy, Pia Behmuaras, Nancy El Azzi, Ailin Bars, Vladislav OSSSO.

why does my body keep rooting?
— Natalia Cabrera & Simone Garcia

A multi-user XR experience in which visitors embody human-plant hybrid avatars. Stillness causes their bodies to root into the ground, connecting them to the environment and to one another. Movement requires breaking their own roots, revealing tensions between isolation, interdependence, and posthuman identity.


Let Me Feel Your Body — Aida Corcoy & Pia Behmuaras

A mixed-reality installation that exposes the systems of control imposed on the female body. Visitors must mimic fragile glass sculptures to reveal hidden scenes tied to cultural conditioning. Each gesture unveils dual narratives—visibility versus erasure, objectification versus manipulation—turning empathy into a shared physical act and challenging the social gaze.

FEATURED IMMENSIVA PROJECTS

Horizons of a Labyrinth — Aida Corcoy

An immersive VR journey that turns a labyrinth into a digital art gallery of emotional states inspired by the concept of Samsara. Six rooms—anger, craving, ignorance, doubt, envy, and pride—become spatial metaphors for inner tensions. The labyrinth functions as an emotional map, inviting visitors to navigate their own states of consciousness.



Entremedio — Ailin Bars

An intimate XR experience exploring Transmutation: the process through which inner chaos, trauma, and creative struggle transform into artistic expression. Visitors enter the choreographer-director-flutist's psyche as a living sensory ecosystem, where grief, paralysis, and memory unfold through XR, spatial sound, and VFX. The room itself breathes and shifts, becoming an extension of the artist's inner world.

The Bottle You Were Born In / Becoming the Unborn — Vladislav OSSO

A VR and mixed-reality installation investigating vulnerability and pre-birth identity. Viewers shift between observing an embryo sealed in a 19-liter bottle and inhabiting its perspective through VR. By contrasting technological, corporate, natural, and human viewpoints, the work reveals how external frameworks shape perception and personal identity.



FEATURED GUEST PROJECT – DANSES DE LLUM XR



Dances de Llum XR is an **independent immersive project** showcased as a special feature of the IMMENSIVA Opening.

Designed for audiences of all ages, this augmented-reality experience invites participants to explore **Catalan cultural heritage** through choreographic interaction. Traditional dances — sardanes, jotes, and balls de bastons — are reinterpreted using **holographic choreography, adaptive AI, and participatory movement**.

The work creates a **collective ritual** that bridges tradition and innovation, celebrating **rhythm, inclusivity, intergenerational exchange**, and the vibrant continuity of community through immersive media.

Watch the video on Youtube.



(EN) Dances de Llum XR · Catalan Traditional Dance & Extended Reality (XR) (English subtitles)

NUBIA

NUBIA



NUBIA is a cutting-edge creative platform and incubation ecosystem that supports the development of innovative, tech-driven art projects. Rooted in Barcelona and powered by ESPRONCEDA – Institute of Art and Culture, IMMENSIVA, and a growing network of international partners, NUBIA bridges the gap between art, technology, and society through immersive, interactive, and socially engaged practices.

NUBIA LAB INCUBACIÓ: Where Art Meets Innovation

At the heart of NUBIA is NUBIA LAB INCUBACIÓ, an incubation program designed for local artists and creatives. Over several weeks, participants receive mentorship from leading figures in digital art and technology, participate in hands-on workshops, and develop their own experimental projects that often blend physical and digital realities. Technologies explored include Virtual Reality (VR), Extended Reality (XR), Artificial Intelligence (AI), 3D sound, robotics, sensors, and more.

At the end of the program, participants showcase their work in a public exhibition. Selected projects are curated for further development and integration into the NUBIA.World platform, expanding their global visibility and engagement.

Who Makes NUBIA Possible?

ESPRONCEDA – Institute of Art and Culture:

A multidisciplinary hub for cultural research and production. It offers artists access to workspaces, exhibition areas, and residency accommodations, creating an environment where creative innovation flourishes.

IMMENSIVA: A visionary platform managed by Espronceda, IMMENSIVA fosters interdisciplinary collaboration and technological experimentation. It supports art-driven teams working with immersive technologies and gamified environments to generate community impact and potential startup creation.

NUBIA Platform (NFTs Universe in the Blockchain for International Artists):

An extension of IMMENSIVA, NUBIA explores the creation of Metaverses where digital and physical artistic experiences converge. Artists use blockchain technologies and NFTs to build immersive worlds that invite interaction, social engagement, and creative exploration. These environments often feature custom avatars, curated digital artworks, and gamified systems that transform how audiences connect with contemporary art.

NUBIA LAB ISA 2024



NUBIA is a vibrant new initiative launched by **ESPRONCEDA** – Institute of Art & Culture, designed to activate a participatory community around emerging technologies and contemporary artistic practices. At its core, NUBIA fosters co-creation, experimentation, and inclusive collaboration through hands-on engagement with tools like virtual reality (VR), augmented reality (AR), artificial intelligence (AI), and haptic devices.

NUBIA Lab ISA 2024: Empowering the Future of Digital Art in Catalonia

In 2024, NUBIA Lab ISA, an initiative by ESPRONCEDA – Institute of Art & Culture, solidified its role as one of Catalonia's leading incubation programs for emerging and professional digital artists. Focused on bridging the physical and digital realms through innovation, the program selected six of the most groundbreaking digital art projects from a pool of talented applicants, offering a transformative 12-week journey of mentorship, experimentation, and growth.

Combining internationally recognized methodologies from **STARTS**, **NESTA**, and the **MIT Media Lab** with ESPRONCEDA's own extensive expertise, the program provided a uniquely rigorous framework for creative development. Artists engaged with cutting-edge technologies such as **AI**, **VR**, **XR**, **Web3**, **Blockchain**, and **Generative Design**, shaping projects that push boundaries and reimagine the future of digital expression.

NUBIA

2024 Incubation Projects

In 2024, **Nubia Lab** continued its mission of fostering groundbreaking artistic expression through its **Incubation Program**, supporting emerging creators whose work sits at the crossroads of art, science, technology, and social inquiry. The selected projects reflect a powerful diversity of approaches, each offering immersive experiences that challenge and expand our understanding of memory, identity, and the natural world.

Each of these projects—developed during residencies at Nubia Lab—represents a deep commitment to experimentation, critical thinking, and sensory engagement. By empowering creators to push boundaries and rethink the role of art in a changing world, Nubia continues to shape the future of interdisciplinary artistic innovation.

Symbiotic Resonance

By Sara + The Bots (Sara Groborz)

An immersive audiovisual installation that merges microbial growth patterns with advanced digital tools such as Generative AI, TouchDesigner, and Ableton Live. Through real-time data visualization and responsive soundscapes, Symbiotic Resonance invites audiences to engage with the dynamic tension between natural processes and artificial systems.



Memory Tank

By Marc López

Using water as a metaphor for memory and life cycles, Memory Tank is a geolocated installation that brings the stories of the deceased to life through AI-animated portraits reflected in interactive pools. Visitors contribute personal memorials, creating a growing archive that redefines remembrance and place-based memory.



Shrine of Life

By Cesarine Lafontant, Elizabeth Ricachi, and Swaeny Nina Kersaan

This sensory installation invites audiences to reconnect with nature and Gaia, the symbolic mother of Earth. Combining artificial media with physical sensation—such as walking barefoot on grass—Shrine of Life challenges the boundary between the digital and the deeply human, encouraging a reconnection with the Earth's rhythms.



FLUX

By Gerard Valls Montaña

A compelling investigation of gender, identity, and embodiment, FLUX features a central digital entity whose breath, gaze, and soundscape shift in response to visitor interaction. Through spatial audio and real-time feedback, the work powerfully explores the resilience of individuality in the face of rigid societal structures.



JALEO

By Ana Lozano, Nicolò Baldi, and Minnie Pangilinan

Challenging the illusion of digital immateriality, JALEO explores the physicality of media—its roots in soil, air, and hardware. Using techniques like circuit bending and reverse engineering, the project uncovers hidden features and glitches in devices, making visible the decomposition and transformation inherent in all media.



NUBIA LAB INCUBACIÓN IA MÓNS 2025

"Experience and conquer the digital future"

NUBIA Lab IA MÓNS 2025 is the latest edition of Catalonia's leading incubation program, driven by ESPRONCEDA, Institute of Art and Culture, and focused on digital creation with **AI** and **Extended Reality (XR)**.

Over **12 intensive weeks**, emerging and established projects will receive personalized mentoring, specialized workshops, and access to a global ecosystem of experts. Building on the experience of past editions and benchmark methodologies (STARTS, NESTA, MIT Media Lab), **NUBIA Lab IA MÓNS 2025** reinforces its commitment to technological innovation, international exposure, and social impact.

At the end of the program, two projects will move on to an elite super-acceleration phase, with opportunities to showcase on premier platforms such as **Venice Immersive, Cannes XR, and the New Images Festival**—placing local talent at the epicenter of the creative vanguard.

Why the focus on AI and XR in Nubla Labs Incubació 2025?

Artificial intelligence (AI) and extended reality (XR) are profoundly transforming the creative and cultural landscape in Europe. AI is driving new forms of artistic expression, generative design, and immersive narratives, expanding the possibilities for creation and facilitating more accessible cultural participation. For its part, XR merges the physical and digital worlds, opening up new avenues for education, heritage preservation, and immersive art.

Both sectors will play a key role in the coming years, defining how we create, learn, and share culture in an increasingly digital and interconnected Europe.

That is why this year we are strengthening the incubation of emerging projects in AI and XR, not only to lead technological innovation, but also to ensure that European values of diversity, ethics, and inclusion guide their development.

TRES FREQUÈNCIES

A month of
immersive art,
sound & vision

Barcelona, October 2025 — Within the framework of **NUBIA LAB 2025**, **ESPRONCEDA – Institute of Art & Culture** presents ***Tres freqüències***, a constellation of immersive experiences exploring the boundaries of perception, connection, and transformation.

From the vaporous dreamscapes of **Yen Chou (Traversing the Mist)**, through the robotic rhythms and live-coded light of **Moritz Simon Geist, Depthbuffer Studio**, and **Daniel Sabio (The Glad Scientist)**, to the multisensory installations of **Kat Alice Pegler, Sam Potter & Matthew Grimble, Niall Hill**, and **Xavi Bové (La Salle)**.



Tres freqüències transforms **ESPRONCEDA** into a portal of XR, sound, and collective imagination. The exhibition also features **student projects from La Salle's Master and Bachelor in Digital Arts programs**, alongside guest presentations by **Average of IA** and **Nereides**, expanding the dialogue between emerging and established voices in digital creation.

Mist³ — Traversing Dimensions (Oct 29 – Meet the Artist talk) (Oct 30 – Oct 31 exclusive preview)

Sonic³ — Resonance in Three Dimensions (Nov 6)

Dream³ — The Third Reality (Nov 26 – 28)

For one month, audiences are invited to experience a journey where **technology becomes emotion** and **space transforms into story**.

TRAVERSING THE MIST by Chou Tung-Yen

Mist³ — Traversing Dimensions

MEET THE ARTIST

Barcelona, **29 October 2025** — ESPRONCEDA Institute of Art & Culture presents the Spanish premiere of ***Traversing the Mist***, the acclaimed XR experience by Taiwanese artist and director **Chou Tung-Yen**, produced by **Very Theatre** and **Very Mainstream Studio**.

This encounter forms part of **NUBIA LAB INCUBACIÓN IA MÓNS 2025** and the international program **TRES FREQUÈNCIES — A Month of Immersive Art, Sound & Vision**, leading into the Spanish premiere of ***Traversing the Mist*** on October 30–31 at ESPRONCEDA.

The event opens with an exclusive **artist talk** featuring **Chou**, who visits Spain for the first time to share his creative vision and the multidisciplinary process behind his immersive work.

Renowned for blending **theatre, film, and extended reality**, Chou has presented his projects across the globe, receiving major distinctions including the Grand Prize at NewImages Festival (Paris) and the World Stage Design Award for Interactive and New Media. In this session, he will reflect on the spaces where technology meets memory, desire, and the fragile architecture of human emotion.

About the Artist — Chou Tung-Yen

Chou Tung-Yen (Taiwan) is an award-winning theatre director, filmmaker, and scenographer known for interweaving performance, digital technology, and poetic narrative. Founder of Very Theatre and Very Mainstream Studio, he explores the intersections of intimacy, technology, and queer identity through immersive media.

His acclaimed ***Trilogy of Mist*** (2021–2023) — ***In the Mist*** (Venice Film Festival 2021), ***Gazing, in the Mist*** (2022), and ***Traversing the Mist*** (2023) — redefines virtual space as a site of emotional encounter, dissolving boundaries between theatre and digital art.

Chou's works have been showcased internationally, including at Venice Immersive, Kaohsiung Film Festival, NewImages Festival, and IDFA DocLab.



TRAVERSING THE MIST by Chou Tung-Yen

Mist³ — Traversing Dimensions

Barcelona, 30 October 2025
— **ESPRONCEDA Institute of Art & Culture** proudly presents the exhibition ***Traversing the Mist*** by **Chou Tung-Yen**. A poetic odyssey through perception, identity, and transformation.

Traversing the Mist is a **6DoF multi-user XR installation** that invites participants to explore a surreal gay sauna — a dreamlike labyrinth of vapor, memory, and emotion.



Audiences embody the same figure: a young Taiwanese man navigating corridors that dissolve into mist, confronting reflections of desire and fear in a constantly shifting environment. Blending live performance, 3D animation, and immersive interaction, the piece expands Chou's internationally celebrated Trilogy of Mist (*In the Mist*, *Gazing, in the Mist*, and *Traversing the Mist*), transforming intimate experience into shared virtual space. Described by *Variety* as “a dreamlike odyssey awash in fear and flesh,” and hailed at NewImages Festival for its “visceral and embodied exploration of connection and identity,” *Traversing the Mist* has been presented at **Venice Immersive**, **Kaohsiung Film Festival**, and **IDFA DocLab** — and now premieres in **Spain** for the first time at **ESPRONCEDA**.





Sonic³ – RESONANCE IN THREE DIMENSIONS

Barcelona, 6 November 2025 — ESPRONCEDA Institute of Art & Culture proudly presents **Sonic³ — Resonance in Three Dimensions**, an evening of immersive audiovisual performances exploring the intersections of sound, technology, and perception.

The event forms the second chapter of Tres freqüències — A Month of Immersive Art, Sound & Vision, within the framework of **NUBIA LAB INCUBACIÓN IA MÓNS 2025**.

Resonance as connection between body, machine, and space

Through generative systems, live-coded sound, and robotic instruments, **Sonic³ — Resonance in Three Dimensions** explores how technology becomes an emotional and physical medium of resonance. The program features new works by **Daniel Sabio** (The Glad Scientist) and **Jessie Yu** (Depth Buffer).

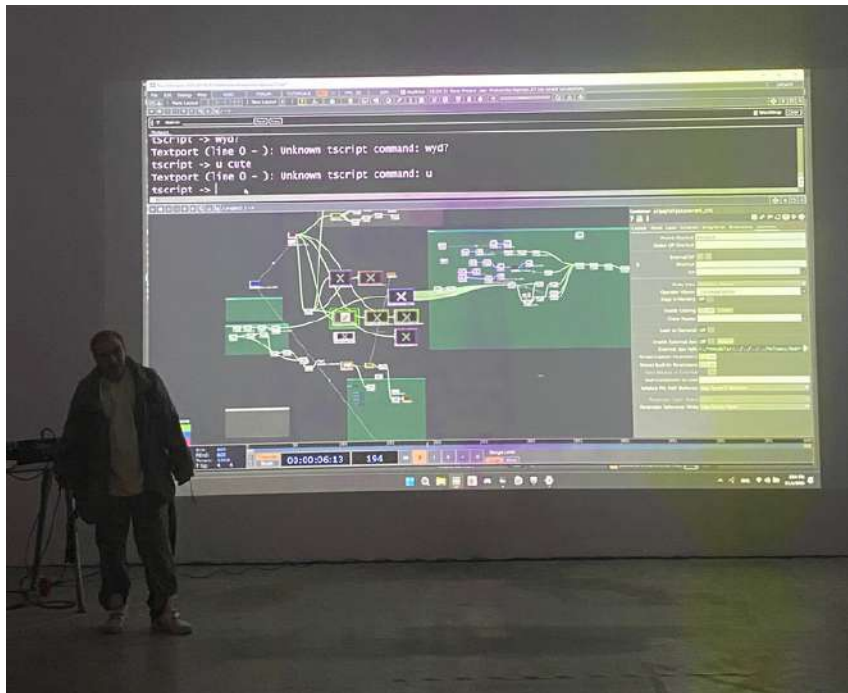


Sonic³ – RESONANCE IN THREE DIMENSIONS

Music for Idle Culture — Daniel Sabio

Music for Idle Culture es una performance audiovisual inmersiva que explora la relación entre humanos, inteligencia artificial y memoria cultural. A través de sound art controlado visualmente y livecoding, la obra transforma el código en un medio poético, donde cada línea es instrucción y expresión a la vez. El proyecto reflexiona sobre cómo el conocimiento cultural puede preservarse, transformarse o perderse en la era digital, cuestionando los límites entre lo físico y lo virtual. Estrenada en Berlin New Media Week 2025, es una meditación sobre la identidad, la tecnología y la condición humana en una era de cambios acelerados.

A través de [este enlace](#) se puede encontrar la entrevista completa con Daniel Sabio.



Axis — Jessi Yu

Axis es una obra audiovisual multiparámetro que guía al público a través de estados de orden y caos, estasis y movimiento, comienzos y finales. Usando un lenguaje visual abstracto, evoca resonancia emocional mientras sugiere que el colapso no es un final, sino un camino hacia la transformación y la renovación. Desarrollada en TouchDesigner, la pieza genera visuales en tiempo real dentro de una estructura modular, creando un espacio contemplativo para la reflexión. Futuras iteraciones integrarán sensores y se expandirán a XR, permitiendo que los gestos y la presencia de los espectadores influyan directamente en el entorno inmersivo.

A través de [este enlace](#) se puede encontrar la entrevista completa con Daniel Sabio.

DREAM³: THE THIRD REALITY

Barcelona, **26 November 2025** — ESPRONCEDA Institute of Art & Culture presents ***Dream³ — The Third Reality***, the closing exhibition of **Tres freqüències: A Month of Immersive Art, Sound & Vision**, within the framework of **NUBIA LAB INCUBACIÓN IA MÓNS 2025**.

Dream³ — The Third Reality invites audiences to traverse the boundaries between physical, digital, and imagined worlds through immersive installations, audiovisual narratives, and XR environments.

The dream as a portal to perception and transformation.

Dream³ — The Third Reality unites artists from the NUBIA LAB 2025 community — emerging and established creators exploring the intersection of **VR, AI, sound, and digital storytelling**.

Through poetic code, speculative design, and interactive media, each artist reimagines reality as a shared act of dreaming, where technology becomes a mirror of consciousness and connection

Watch the recap of the Incubation on Youtube.



(EN) NUBIA LAB 2025 — Tres Freqüències | AI & XR Art Incubation Recap

DREAM³: THE THIRD REALITY



Xavi Bové — Posidònia

Posidònia is a **multidisciplinary environmental art** project that celebrates and protects seagrass meadows — vital “blue forests” that store carbon and sustain marine life. Presented as an underwater light installation, a multisensory immersive environment, and a VR journey, the work blends choreographed light, spatialized sound, and cinematic imagery to reveal the invisible forest beneath the waves.

Visitors move through shifting currents of light and audio, encountering data-informed patterns that echo the plant's growth and seasonal rhythms. By engaging audiences in the **beauty and fragility of marine ecosystems**, the project raises awareness of biodiversity and climate change and donates 10% of profits to seagrass protection. Exhibited internationally (including ISE Barcelona 2025), Posidònia transforms art into a call for ecological reflection and action.

Click on [this link](#) to see the full interview with Xavi Bové

Sam Potter & Matt Grimble — The Dream Archive

The Dream Archive is an ongoing artistic and research-based initiative **exploring the shared landscapes of dreaming across the world**. Gathering thousands of personal dreams, the project studies how collective imagination reveals patterns of emotion, myth, and memory that transcend geography while remaining rooted in local culture. In the exhibition, dreams are translated into layered compositions of voice, music, image, and data — live “constellations” that merge hundreds of nocturnal narratives into immersive audiovisual works. The installation operates as both **archive and experiment**: a living map of our unconscious and the ways it takes form in different places, inviting audiences to contribute dreams and witness them transform into a communal, evolving artwork.

Click on [this link](#) to see the full interview with Sam Potter & Matt Grimble.



DREAM³: THE THIRD REALITY

Kat Pegler — Circle of Sound

Circle of Sound is an immersive audiovisual installation and performance research project that brings together humans and the natural world through **listening**. Combining music composed in a flow state, **spatial field recordings**, and responsive light and water projections, the work creates an inclusive, multisensory environment where audiences can feel rather than merely observe. Developed with **Arts Council England** and **VOICE EU**, the project explores **neuroinclusive and eco-acoustic design** — offering multiple sensory entry points (sound, vibration, visual motion) to broaden accessibility and deepen ecological empathy. By translating environmental signals and human emotion into sound and image, Circle of Sound proposes a shared ceremony of attention, asking how communal listening might help us **imagine and build more inclusive, sustainable futures**.



Niall Hill — Eight Million Gods

In Japan it is said there are eight million gods — the Kami Sama that inhabit trees, mountains, rivers, and even our clothing. Eight Million Gods is a **360° VR documentary** that journeys into **Shinto**, Japan's indigenous folk religion, offering first-hand encounters with sacred places, shrines, and the people who care for these living spirits as they adapt within the modern world. This preview combines headset-based **AR with a minimal physical set**, opening interactive portals into 360VR scenes and stories. Visitors can lean in, trigger, and flow between located layers of reality, and experience how ritual, nature, and daily life interweave. The piece invites audiences to consider presence, reverence, and coexistence — and to sense the spiritual dimension alive within the everyday.

Click on [this link](#) to see the full interview with Niall Hill.

DREAM³: THE THIRD REALITY



Nereides Efímeres — Immersive Identities

Immersive Identities is an interactive game inspired by **Sofia Crespo's** artistic universe, where nature and technology meet to produce new, hybrid lifeforms. Set in an **oneiric underwater world** evoking the nereids of Greek mythology, players explore habitats and photograph **bio-digital creatures** that later merge into a generative artwork.

The experience functions as a hands-on exploration of metamorphosis, asking how machine vision, simulation, and creative coding alter our sense of life, authorship, and identity. Equal parts play, research, and portrait of a creative process, Immersive Identities reframes the exhibition space as a studio where visitors co-author the evolving ecosystem they encounter.

Click on [this link](#) to see the full interview with Aina RN y Laia Rueda



Olya Melnykova — The Average of AI

The Average of AI is an interactive installation designed to **spark reflection on our relationship with artificial intelligence**. Subtle interfaces invite visitors to make choices, answer prompts, and observe how AI systems aggregate, normalize, and mirror their inputs. As the experience unfolds, participants see how algorithms can nudge perception, smooth difference, and shape creative decisions — often invisibly. Rather than offering a binary verdict on AI, the work leaves each person with a personal question: what does “average” mean when our identities are filtered through machines? The installation blends **responsive visuals, sound, and text** to reveal the quiet politics of optimization, and to reclaim space for nuance, outliers, and human variability.

TDBCN HALLOWEEN – TouchDesigner Barcelona Halloween Special

Barcelona, **31 October 2025** —
Within the framework of **NUBIA
LAB 2025**, ESPRONCEDA – I
presents **TDBCN HALLOWEEN –
TouchDesigner Barcelona
Halloween Special**, a night of
audiovisual performances,
interactive installations, and
creative chaos.

The event brings together artists
and collectives exploring the
intersections of sound, light, and
digital experimentation,
transforming ESPRONCEDA into
a space of eerie visuals, haunting
sounds, and spectral imagination.
Expect an evening of strange
visuals, immersive performances,
and a community that celebrates
the spirit of creativity — and
Halloween.

This event is part of the **NUBIA
LAB INCUBACIÓN IA MÓNS 2025**
program, highlighting
experimental digital art and
creative innovation.



Performances by:

NADA
Sara Groborz
70% WATER
RDMT x DITHERBIT

Installations by:

DEPTH BUFFER x CHICOE x
Francisco R. E
YEN CHOU
TERPER

BAMM – BARCELONA AI MUSIC MEETUP

U.N.C.A.N.N.Y.

Barcelona, **19 November 2025** — Within the framework of NUBIA LAB INCUBACIÓN IA MÓNS 2025, ESPRONCEDA – Institute of Art & Culture presents **BAMM – Barcelona AI Music Meetup**, a gathering dedicated to exploring the intersection of artificial intelligence and music.

This edition, titled **“U.N.C.A.N.N.Y.”**, delves into the strange and fascinating territory of AI-generated sound. The guest of this session is **GANTASMO**, the AI music project by **Daniel Joaquín Trujillo and Josh Valenzuela**, and a recent finalist of the **AI Song Contest 2024**. Their work combines neural composition, environmental sound, and human vocals, embracing the “almost human” quality of AI music as a creative and aesthetic tool.



The event includes a focused **talk, Q&A, and open networking**, creating a space for producers, independent artists, and creative technologists working with AI in Barcelona to connect and exchange ideas.

GANTASMO, has developed a distinctive practice at the intersection of neural composition, immersive technology, and live performance—exactly the kind of boundary-pushing work BAMM was designed to showcase.

“DIALOGUES WITH AI”

At the Mies van der Rohe Pavilion with the work “The Forest Circle of Sound” by Kat Pegler

Within the framework of **NUBIA LAB INCUBATION AI MÓNS 2025**, ESPRONCEDA presents **The Forest Circle of Sound**, a project by artist **Kat Pegler**, as part of the colloquium **Diàleg amb la IA · Laboratori dels Sentits**, organized within the artistic intervention **Diàlegs amb la Natura**, currently on display at the **Mies van der Rohe Pavilion**.

The day proposes a meeting space where art, architecture, nature, and artificial intelligence interact as territories of creation, sensitivity, and transformation. In this context, Pegler’s work is framed within a reflection on space as living matter in constant flow and change — recalling the Heraclitean concept *panta rhei* (“everything flows”) — evoking a sensorial, poetic, and critical experience about our relationship with the environment, technology, and creativity.



“DIALOGUES WITH AI”

at the Mies van der Rohe Pavilion with the work “The Forest Circle of Sound” by Kat Pegler

About The Forest Circle of Sound and Kat Pegler

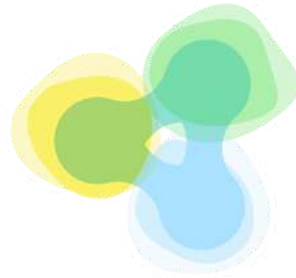
The Forest Circle of Sound is an immersive audiovisual installation and performance created by **Kat Pegler**, creative director, interdisciplinary artist, and researcher working at the intersection of culture, climate, and technology. Her practice explores how imagination can become an infrastructure for change, integrating sound, ecology, and immersive media to design more inclusive and sustainable futures..



The work combines music composed in a flow state, spatial field recordings, and reactive projections of light and water, generating a sensory environment where the audience is invited to feel rather than simply observe. Developed with the support of **Arts Council England** and **VOICE EU**, the project investigates neuro-inclusive and ecoacoustic design approaches, offering multiple access routes — sound, vibration, and visual movement — that expand accessibility and foster deeper ecological empathy. The work has been presented in the **NUBIA LAB INCUBATION AI MÓNS 2025** edition at ESPRONCEDA, Institute of Art and Culture.

OTHER PROJECTS

NEW EUROPEAN BAUHAUS



New European Bauhaus
beautiful | sustainable | together



ESPRONCEDA – Institute of Art & Culture is a proud official partner of the New **European Bauhaus (NEB)**, a visionary initiative by the European Commission that merges creativity, technology, sustainability, and social inclusion. The NEB aims to shape a better future by fostering environments and practices that are not only functional and green, but also inclusive and aesthetically inspiring.

Through its dedicated program **NEB & Inclusion**, ESPRONCEDA brings this vision to life by placing art at the center of interdisciplinary collaboration. The initiative explores how cultural practices and digital innovation can work together to address pressing societal challenges and create new social narratives. It encourages participation from diverse communities and fosters dialogue between artists, scientists, technologists, and citizens.

Since 2022, ESPRONCEDA has activated the **NEB** framework through impactful events and programs. It began with the NEB LAB Symposium, which explored strategies for sustainable cultural ecosystems. In 2023, the focus shifted to immersive technologies, with artistic residencies centered on virtual reality, Web3, and blockchain. These efforts were amplified through participation in key international events like **Ars Electronica (Austria)**, **the NEB Festival (Brussels)**, and **the MEET Center (Milan)**.

In 2024, the program deepened its social mission, emphasizing decentralization and broader cultural access. Key initiatives included **RISE UP – Voices of Community**, a residency connecting artists with marginalized groups; **KEILI**, a digital identity project presented at **Sónar Festival**; and **IMMENSIVA**, an international platform for XR, AI, and metaverse-based art. The Hackathon Metavers Navas further demonstrated the power of local, inclusive innovation by engaging the Navas neighborhood in creative tech experimentation.

Looking toward 2025, ESPRONCEDA continues to align with the NEB's goals, reinforcing its commitment to cultural innovation, sustainability, and inclusion. Through art and interdisciplinary practice, ESPRONCEDA contributes to rethinking how we live, build, and connect—placing people and the planet at the center of transformation.

NEB & Inclusió program



New European Bauhaus
beautiful | sustainable | together



The **NEB & Inclusió** program, framed within ESPRONCEDA's artistic residencies, promotes essential values such as tolerance, respect for cultural diversity, creative collaboration, inclusion, and democracy.

Through **art and creativity**, this program seeks to foster synergies among local, national, and international communities, with a strong commitment to the **Sustainable Development Goals** (SDGs). The main objective is to position art and culture as key drivers for addressing social issues, breaking down barriers, and promoting an inclusive and innovative society.

- **Participants:** artists from communities with minority languages such as Aranese, Seto, Cornish, Burgenland Croatian, and Aromanian.
- **Activities:** creative workshops, collaborations with Felicia Trouvenot and Alidé Sans, and the creation of the joint piece "Woodpeckers," inspired by natural sounds.

Hackathon Metaverse Navas

Innovation, inclusion,
and virtual reality

The **Hackathon Metaverse Navas** is part of the NEB & Inclusió program, an initiative driving technological innovation and social inclusion in the Navas neighborhood.

This event brought together **six students and professionals** from the local community, selected for their artistic experience and social commitment, to explore the potential of the metaverse and virtual reality as tools for community transformation. Coordinated by the **BeAnotherLab collective**, the hackathon adopted the Embodied Narratives methodology, designed to create immersive experiences that foster empathy and celebrate the cultural diversity of the neighborhood.

During **two intensive days**, participants worked on the creation of one or two virtual reality narratives. Guided by the BeAnotherLab team, the process included interactive dynamics that blend creativity, technology, and the unique life experiences of the participants themselves.

The goal was to **generate immersive experiences that reflect the cultural and social richness of Navas**, strengthening the sense of community through virtual reality as a medium of expression.

The hackathon is based on the **Embodied Narratives methodology** developed by BeAnotherLab, which uses “body ownership” illusions in virtual reality environments to explore themes such as identity, inclusion, and social connection.

This approach, previously applied in projects like **The Machine to Be Another**, transforms technology into a bridge for understanding and inhabiting the stories and emotions of others.





COLLABORATION STATION

Platform for Art, Music & Creativity

On **July 27th**, 2025, Espronceda – Institute of Art & Culture hosted **Collaboration Station**, an immersive **one-day experience** celebrating contemporary creativity in all its forms. Organized as part of the **NEB & Inclusion 2025** program, inspired by the New European Bauhaus values of sustainability, inclusion, and aesthetics, the event offered a vibrant platform for artistic experimentation, dialogue, and interdisciplinary collaboration.



Founded by **Abi Fantastic**, visual artist and curator, Collaboration Station provides an open space for exchange, co-creation, and community building. Her vision continues to guide the event, fostering authentic opportunities for emerging voices and experimental proposals.

This edition brought together a diverse mix of **artists, makers, and performers**, spanning live painting, body art, sculpture, ethical fashion, illustration, installation, photography, creative gastronomy, design, music, and performance.

Twenty creators, including Juliette Hubert, Ryanedavis, Donia Love, Iona Smith Scott, Sonia Lahoz Xaus, Tea Guarascio, Julien Deniau, Kalia Pissarro, Aina Lua, Ernesto Muñiz, Pablo Tosi, Camille G., David Miras, and Johnny Fatburner, contributed with their distinctive approaches to contemporary creation.

Throughout the day, participants and visitors engaged with interactive installations, participatory performances, live music, and DJ sets, creating a festive, inclusive, and immersive atmosphere.

Emily Jayne (Mimsy), **Gilad**, **Joe Rideout**, and **40 73** provided soundscapes blending experimental, minimalist, and cross-genre styles, while performance artists such as **Santiago Fernández**, **Emma Plunkett**, and **Bo Florin** offered visual, tactile, and interactive experiences. Culinary contributions by **Nicole Hooks**, **Johnny Fatburner**, and the bar team **Fi & Zak** complemented the sensory experience.

By inviting audiences to actively engage, Collaboration Station transformed art from a contemplative act into a shared, lived experience, highlighting the power of creative communities to connect, inspire, and transform





GRAFFITI WORKSHOP

As part of our **NEB & Inclusió 2025** programme, **ESPRONCEDA** hosted a vibrant graffiti workshop led by artist Stefano aka **NKS** (@nks_art_), inviting participants to explore urban art techniques, collective creativity, and expressive freedom.

Held across three engaging sessions, **24, 29 September and 1 October**, the workshop offered a hands-on introduction to spray-painting methods, colour experimentation, and collaborative mural creation.

Participants worked side by side in a dynamic, inclusive environment that encouraged learning, exchange, and community building.

In collaboration with **Cooltour Spain**



E-ART Virtual Exhibition

Official launch



On **13 November 2025**, ESPRONCEDA – Institute of Art & Culture launches the official **E-ART Virtual Exhibition — Invisible Natures and Future Ecologies: From Decay to Regeneration**.

Developed by **ESPRONCEDA** and co-curated with the partners of the **E-ART Project**, the exhibition brings together artistic practices that **explore fragile, interdependent systems where decay and renewal coexist**.

For ESPRONCEDA, this online exhibition continues the journey of artworks originally shown in the **We Stay with the Trouble** exhibition at ESPRONCEDA. Visitors can now explore these works digitally, along with pieces created in **Sweden** (Intercult), **Greece** (CUBE), **Italy** (Matera Hub), **Bulgaria** (OECON), and **Ireland** (I&F) during the summer and fall of 2025.

Crafted with **plastic, paper, ceramics, textiles, natural pigments, and found objects**, the artworks emerge from **community-based workshops**, exploring how art can transform decay into regeneration — revealing new ways to imagine care, renewal, and coexistence within our changing world.

Artworks and Interactive Gallery

The exhibition features 48 selected artworks created with environmentally conscious materials and experimental methods developed within the E-ART project. Step inside the interactive gallery and move freely through six immersive rooms — wander among 3D sculptures, admire paintings and installations, and pause before moving image works by artists from across Europe.

E-ART Virtual Exhibition

Official launch



Curatorial Statement

Invisible Natures and Future Ecologies: From Decay to Regeneration brings together artistic practices that explore the fragile, interdependent systems where decay and renewal coexist. Conceived through collaborative creation during the **E-ART Project's Art Labs**, the exhibition reflects on how art can act as both witness and catalyst within the climate crisis.

In a time of ecological and social transformation, this project reimagines art as an ecological dialogue — a space for care, **imagination, and regeneration**. Moving between extraction and rebirth, it examines the materials, gestures, and collective processes that sustain or exhaust our shared world.

Through this constellation of works, viewers are invited to inhabit the ruins of the present not with despair, but with attention and hope — envisioning pathways toward a more sustainable and interconnected future, where creativity and community become tools of renewal.

This exhibition **reimagines art as an ecological dialogue** — moving between extraction and regeneration, confronting environmental realities while opening spaces for **reflection, care, and transformation**. Each room invites you to reconsider your place in the planetary web and to envision pathways toward resilience.

Exhibition Rooms

Room 1 — Resource Extraction & Earth's Origins

Extraction appears as both origin and wound. These works trace the paradox of material culture — how geological wonder coexists with industrial exploitation. Every pigment, fragment, and mineral carries both memory and consequence, reminding us that creation and consumption are inseparable acts in the story of the Earth.

Room 2 — Waste & Overconsumption

This room confronts the aftermath of excess. Waste is not absence but persistence — what remains, transforms, and reshapes our landscapes. Through acts of reconfiguration and reuse, the works turn discarded materials into fertile ground for renewal, where decay becomes the first stage of regeneration.

Room 3 — Pollution & Industrial Impact

Factories, smokestacks, and residues of industry appear here as emblems of both progress and loss. The works reveal how toxicity infiltrates the air, water, and body — yet also how, within this contamination, life continues to adapt and persist, refusing erasure.

Room 4 — Climate Change & Fragility

A planet in flux takes form through gestures of instability and tenderness. Rising seas, vanishing habitats, and shifting atmospheres appear as both warning and call to care. The works float like fragile relics, evoking the melancholy of loss and the quiet possibility of repair.

Room 5 — Human Connection & Responsibility

Amid uncertainty, this space centers empathy and cohabitation. The works unfold in a dream-like realm, drawing from collective memory and shared responsibility. Through gestures of touch and assembly, they remind us that care — emotional, material, and ecological — is a transformative act.

Room 6 — Regeneration & Future Ecologies

Emerging from darkness, light re-enters. This final space envisions new beginnings: speculative forms and hopeful worlds where repair and rebirth are not fantasies but ongoing processes. Even in decay, seeds of renewal take root — inviting us to imagine futures of coexistence and resilience.



Mira la exhibición en línea a través de [este enlace](#).

RESIDENCIES & EXHIBITIONS

HIC ET NUNC

10th Edition of the PACK & GO ART TOUR -
International Artistic
Residence ARP



On **October 6, 2024**, Espronceda – Institute of Art & Culture hosted the **10th Edition of the PACK & GO ART TOUR**, a vibrant and thought-provoking exhibition that brought together a new wave of emerging Italian artists from the **International Artistic Residence ARP**. This special event marked a dynamic chapter in the international art dialogue, serving as part of the **20th Day of Contemporary Art** promoted globally by **AMACI** (Association of Italian Contemporary Art Museums).

Organized in collaboration with the **Centro di Documentazione della Ricerca Artistica Contemporanea Luigi Di Sarro** and supported by the **Italian Ministry of Foreign Affairs and International Cooperation**, the exhibition offered a platform for cultural exchange between Italy and Spain, showcasing a bold and mobile vision of contemporary creativity.

The evening opened with an engaging presentation of works by **five resident artists** — Francesca Brugola, Rebecca D'Eramo, Natalie Hasan, Biel Llinàs, and Pia Truscott — each exploring the fluid relationship between art, time, and movement. Curated by **Angelica Piras**, the exhibition focused on the notion of transportability, prompting artists to create pieces that reflect on past, present, and future while remaining adaptable and mobile — a metaphor for the constant motion of contemporary culture.

The artworks sparked **lively discussions among guests and art lovers**, who engaged with themes such as temporality, identity, materiality, and the evolving landscape of artistic expression. The event successfully created a cross-cultural dialogue, bringing Italian contemporary perspectives to the heart of Barcelona's art scene.

With its blend of innovation, reflection, and international collaboration, the 10th Edition of the PACK & GO ART TOUR was more than an exhibition—it was a celebration of creative exchange and a reaffirmation of art's power to connect across borders.



Voices

presented by Cultural Diplomacy

The exhibition "Voices", curated by Savina Tarsitano in collaboration with Victoria Tissot and Mohamed Benhadj, explored critical themes of freedom of expression and the role of refugees. This exhibition, part of the second edition of the Cultural Diplomacy project, featured a dynamic dialogue between international and local artists selected for their thought-provoking responses to these themes.

Held in cooperation with the German Consulate of Barcelona, Espronceda Institute of Art & Culture, and several other cultural partners, "Voices" delved into the struggles faced by those unable to freely express themselves and the vital role refugees play in host societies. The project centered on three pillars: Art, Education, and Culture, with a focus on how the arts can foster new alliances, involve communities, and contribute to the development of multicultural societies.

The featured artists were:



Itinerari by Elise Vlaminck

In **June 2024**, *Itinéraire*, a poetic and introspective exhibition by emerging Belgian artist **Elise Vlaminck**, was presented at Espronceda as part of the **Art Nou 2024 program**. Curated by **Savina Tarsitano**, the exhibition showcased a compelling body of work that reflected Elise's personal and artistic journey between Brussels and Barcelona, exploring themes of identity, intimacy, and place.

Elise Vlaminck, one of the winning artists of the **Espronceda/ARBA_ESA Art Prize** in collaboration with the Royal Academy of Fine Arts of Brussels (ARBA-ESA), had first come to Barcelona through this residency initiative. After her initial experience, she decided to relocate permanently, eventually expanding her practice through a period of rural retreat in the Pyrenees. This dual experience of urban and rural life deeply informed the emotional landscape of *Itinéraire*.

A Journey Through the Window

The exhibition used the window as both a metaphor and a frame—an element through which daily life was observed and interpreted. Each painting offered glimpses of intimate domestic scenes: a coffee cup on a table, a glowing lamp behind curtains, a half-open shutter. Through these visual narratives, Vlaminck explored the boundary between interior and exterior worlds, making the viewer a silent observer of lives in transition.

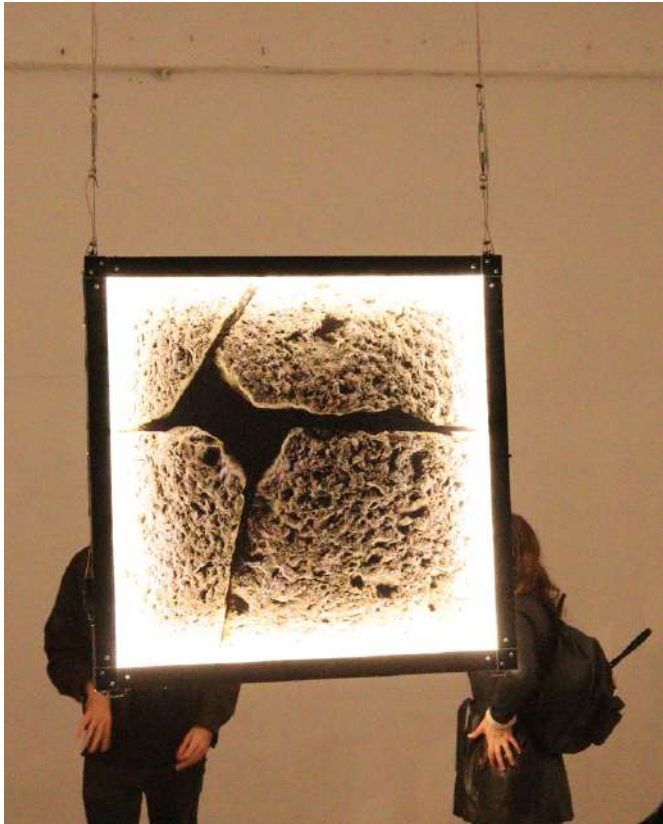
"The window is the meeting point between human space and external reality, between culture and nature, between measure and infinity," curator Savina Tarsitano remarked.





LUMINIS: Transforming Light, Art, and Heritage

by Mario Carlo Iusi

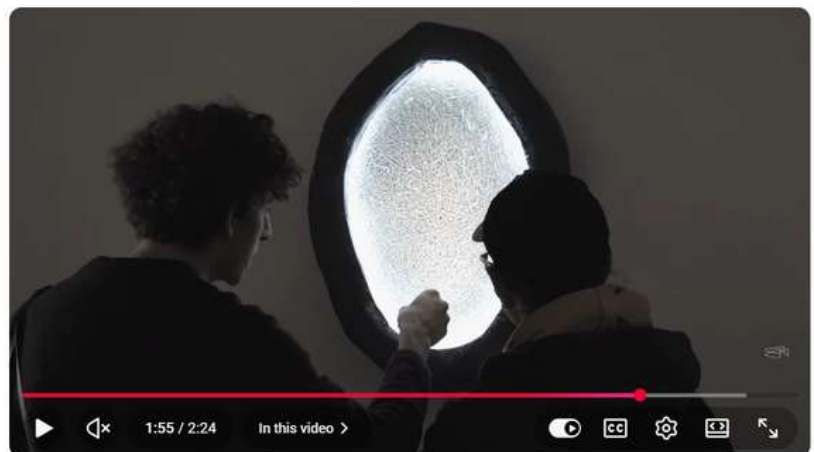


LUMINIS was a groundbreaking exhibition presented by ESPRONCEDA – Institute of Art & Culture and conceptualized by acclaimed artist Mario Carlo Iusi. Funded by the **Lazio Contemporaneo 2022 program**, this visionary project redefines the way we engage with cultural heritage, merging contemporary art with innovative lighting techniques to bring historical landmarks into a new artistic dimension.

At the heart of **LUMINIS** is the transformative power of light. By installing **LED-lit** frames on archaeological and architectural masterpieces, the project reshapes how viewers perceive these historic sites. Key installations include the Polygonal Walls of Alatri and the Cisternoni of Albano Laziale, where Iusi's innovative luminous frames highlight the grandeur of ancient contexts, blending tradition with cutting-edge contemporary art.



Watch the video on Youtube.



🌟 LUMINIS: A journey through light and heritage 🌟

HOMO FABER:

Between Creation and Collapse

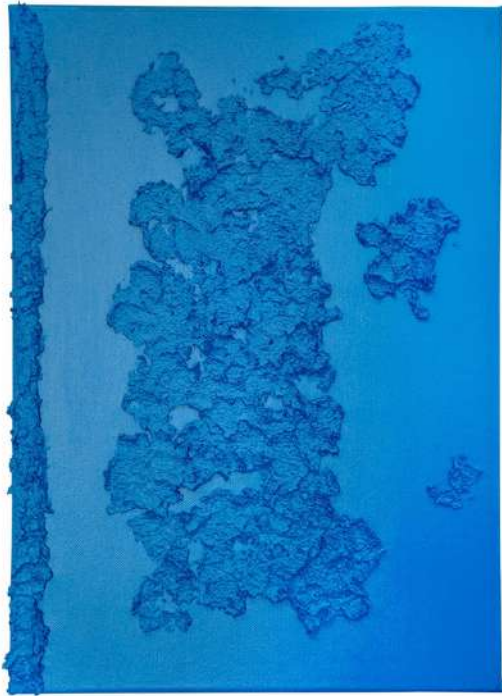
From **February 6 to 14, 2025**, ESPRONCEDA – Institute of Art & Culture hosted **HOMO FABER**, a compelling exhibition by Ukrainian-born artist **Eugenio Shapoval**. The show reflected on humanity's dual identity—as both a dependent consumer and an autonomous creator—posing the powerful question: Was this a point of reference, or a point of no return?

Shapoval's emotionally charged works explored the transformation of Homo sapiens into Homo addictus, a being shaped by corporate systems and guided more by desire than reason. Through symbolic imagery and a rich visual language, he confronted themes of creation, destruction, light, and shadow—reminding viewers that without one, the other cannot exist.

Blending influences from his post-Soviet roots and his life in Spain, Shapoval created an **introspective and layered body of work**. His art invited visitors to step inside their own “subjective bubbles” and reflect on the multiplicity of perspectives that shape human experience.

HOMO FABER offered not just an exhibition, but a philosophical encounter with the chaos and potential of modern existence—a reminder that every ending may be a new beginning.





Women – Live – Freedom – and Beyond

LeShagh's Solo Exhibition

From **April 4–6 2025**, ESPRONCEDA Institute of Art & Culture presented **Women – Live – Freedom – and Beyond**, a powerful solo exhibition by Iranian artist LeShagh, with a special opening night on April 3 at 19:30.

This evocative collection is a tribute to the resilience, strength, and struggles of women around the world, drawing inspiration from global movements where women have risen to demand freedom, equality, and visibility.

At the heart of LeShagh's message is a simple yet radical equation:

Self-care + Self-love = Freedom.

Through this lens, the artist invites viewers into a deeply introspective journey, where art becomes a vehicle for emotional liberation and empowerment.

"The journey begins within you—only." — LeShagh

Born in Ahwaz, Iran, and now based in Barcelona, LeShagh has lived in cities as diverse as Tehran, Islamabad, Berlin, and Silicon Valley. Her nomadic life informs a richly layered artistic voice that blends Persian heritage with contemporary global sensibilities.

Her paintings serve as visual meditations—intimate, bold, and contemplative—offering space for cultural dialogue and personal reflection.

More on the artist: <https://leshagh.com/>





IN TRANSIT

solo exhibition by
Luka Zubicaray



ESPRONCEDA – Institute of Art & Culture presented *In Transit*, a solo exhibition by **Luka Zubicaray**, recipient of the 2025 Espronceda NEB Emerging Artist Prize. Born in Barcelona in 2005, Luka is currently in residence at Espronceda, selected through a rigorous curatorial process involving key voices from the local contemporary art scene.

In Transit is a raw and intimate exploration of Luka's evolution as an artist. His work navigates themes of transformation—from boyhood to manhood, choice to responsibility, and desire to faith—through a series of evocative visual narratives. Each piece embraces imperfection as an essential aspect of creative growth.

“I’m still in the formative stage of my craft, which I thought would be interesting to showcase instead of trying to appear perfect,”

This honest, process-oriented approach invites viewers into the studio of a young artist who is still defining his identity and artistic voice.

The exhibition is part of **No Position is the Opposition**, a wider curatorial program spotlighting emerging Catalan artists who address critical contemporary themes such as identity, conflict, and ambiguity. Through hybrid media including painting, installation, video, and performance, the exhibition delves into the tension between personal experience and broader socio-political narratives.

In Transit also aligns with **NEB & Inclusión 2025**, Espronceda's annual artistic research program inspired by the New European Bauhaus (NEB) initiative. This program focuses on social justice, diversity, sustainability, and innovation, reinforcing Espronceda's commitment to inclusive artistic practice and accessibility for underrepresented communities.

RESIDENCIES &
EXHIBITIONS



Watch the video on Youtube.



In Transit by Luka Zubicaray | NEB Emerging Artist Prize 2025 –ESPRONCEDA

OPEN CALL — What is Gender?

ESPRONCEDA Institute of Art & Culture, in collaboration with the international artist **collective What is Gender?**, opens a call for four local artists based in Catalonia to join an upcoming group exhibition in Barcelona this October 2025.

What is Gender? is a **nomadic, interdisciplinary art project** and **itinerant exhibition** platform designed to travel the world. As an artistic movement, it brings together a growing community of artists committed to difference, tolerance, and diversity. It uses contemporary art to explore and challenge the notion of gender — beyond binaries, beyond fixed roles, and beyond borders — while creating spaces of reflection and resistance.



The project opens up artistic dialogue around themes such as **gender, identity, social roles, marginalisation, and belonging** always rooted in local voices and collective processes. It has already travelled to cities such as Geneva and Istanbul, and now lands in Barcelona for the first time — marking its debut both in Catalonia and in Spain.

This edition was born with the aim of bringing this **global debate into the local Catalan context**, fostering the active participation of artists based in the region who work from diversity, critical thinking, and contemporary creation. The exhibition highlights local voices within an international framework, while promoting visibility for the plurality of genders, identities, and backgrounds present in Catalonia today.

Through formats such as installation, video, painting, and performance, **What is Gender?** **raises questions and breaks stereotypes, creating a space for artists to explore gender from their own experiences and sensitivities.**

The project promotes values such as equality, freedom of expression, inclusion, and cultural diversity, and aims to become a bridge between local creation and international networks, opening up new opportunities for collaboration and shared reflection.

WHAT IS GENDER?

International Travelling exhibition

From **October 16th to 25th, 2025**, Espronceda – Institute of Art & Culture presented ***What Is Gender?***, an international group exhibition exploring **identity, diversity, and belonging**.

Hosted for the first time in Spain, the nomadic platform *What Is Gender?* (WISG) arrived in Barcelona as part of **NEB & Inclusió**, Espronceda's annual artistic research program inspired by the New European Bauhaus values of sustainability, inclusion, and aesthetics.

Bringing together **over twenty artists** from around the world, the exhibition invited reflection on **gender, identity, social roles, and belonging** through **installations, paintings, photographs, and performances**.

Rooted in local participation and global dialogue, this edition marked WISG's debut in Catalonia, connecting the international debate on gender with the local creative context.

Curated by an international team — **Henrik Sprengel (Espronceda)**, **Maribel Navarro (Galeries de Catalunya)**, **Anastasia Zaborovskaia, Şanel Şan Sevinç (Artcrowdistanbul Gallery)**, **Nilgün Sabar**, and **Gilles Grassioulet (WISG)** — the exhibition showcased works by fifteen artists from the WISG collective alongside seven artists selected through an open call in Barcelona.

Through this convergence of local and international voices, *What Is Gender?* questioned stereotypes and opened new spaces for artistic and social reflection.

The exhibition promoted **equality, freedom of expression, inclusion, and cultural diversity**, reinforcing Espronceda's commitment to fostering dialogue between artistic creation and contemporary social issues.



About the artists

This edition in Barcelona features **7 local artists**, chosen through a two-month open call runned by ESPRONCEDA, in order to select local artists living in Barcelona.

Marina Salazar – Artist, designer, and PhD candidate, founder of No Queda Tinte. Her provocative, kitsch-inflected practice combines restoration, object transformation, and creative experimentation, questioning the symbolic power of porcelain figurines.



Gastón Lisak – Conceptual artist and researcher exploring identity, memory, and the notion of the anachronistic object. Through his project Mundane Archaeology, he investigates how everyday elements can shift perception between the familiar and the strange.

Dani Torrent – Illustrator, writer, and visual artist whose work delves into intimacy, desire, and identity. His creations, from children's books to paintings, evoke emotional depth and human connection beyond stereotypes.



Iván Federico Wenger – A self-taught visual artist whose paintings and drawings merge human figures with natural and fantastical elements. His practice explores dreamlike worlds, often drawing from Latin American fauna and symbolism.

Photo credit: Laura Colomé and Fer Alcalá

About the artists

Anastasia Zaborovskaia –

Visual artist combining the tradition of oil painting with contemporary techniques. Her practice merges academic training with experimental approaches, creating works that reflect technical mastery and personal exploration.



Photo credit: Laura Colomé and Fer Alcalá



Photo credit: Laura Colomé and Fer Alcalá

Eugenio Shapoval – Painter whose work is rooted in his Ukrainian heritage and life in post-Soviet contexts. His textured, organic compositions use a poetic color palette to evoke contemplation, serenity, and reflection.

Sandra Sotelo Reyes –

Researcher, activist, and dancer whose transdisciplinary practice weaves ecofeminist narratives and political ecology into movement-based artistic research. Her work often addresses the consequences of colonialism and extractivism



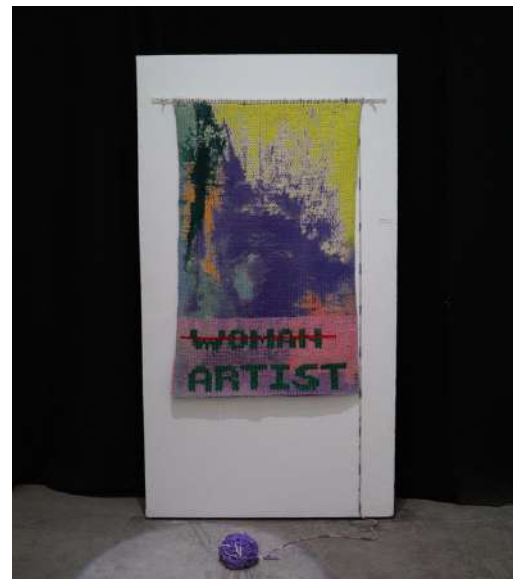
About the artists

Alongside the local participants, 15 artists from the WISC collective join this edition. Their diverse backgrounds and practices span painting, sculpture, installation, photography, design, and interdisciplinary research, enriching the dialogue between cultures and artistic perspectives.



Amina Belkasmi – Multidisciplinary artist and designer who has worked as an art director, graphic designer, and illustrator. Her practice combines professional design experience with independent art projects, exploring identity, heritage, and cross-cultural narratives through a variety of media and visual forms.

Christine Berchadsky – Visual artist focused on the expressive potential of color. Her work integrates carefully chosen materials and experimental techniques, often inspired by her intimate connection with nature, inviting viewers to experience color both reflectively and joyfully.



Cecilia Campeas – Artist working with sculpture, installations, and textiles. Using handcrafted techniques such as crochet, she addresses themes of identity, gender, and freedom, highlighting feminine heritage and emotional narratives while challenging societal constraints on women.

About the artists

Gilles Gabriel Grassioulet – Franco-Swiss artist creating layered works on transparent surfaces. His practice draws from his natural surroundings and visual perception, exploring the delicate interplay between the visible and invisible, and encouraging viewers to reconsider spatial and visual experiences.



Photo credit: Laura Colomé and Fer Alcalá

Alix Martin – Graphic artist exploring the boundaries between visual language and printed objects. His series Bibliocuts transforms books into sculptural forms, merging design, publishing, and artistic practice, and questioning the limits between functional and conceptual art.

Adrien Savigny – Artist focused on drawing after studies in photography, fashion, and textile design. He has exhibited across Switzerland and Istanbul, combining personal artistic exploration with ongoing training in art therapy, creating works that bridge visual practice and social engagement.



Photo credit: Laura Colomé and Fer Alcalá

Nilgün Sabar – Artist working across painting, sculpture, and art therapy. Her practice integrates psychological and symbolic research to explore complex emotions, marginalization, and women's issues, combining artistic creation with educational workshops and community engagement.

About the artists

Kerem Ağralı – Painter and visual artist reimagining architectural forms from human history. By compressing past, present, and future into single compositions, his work invites reflection on cultural continuity, transformation, and the viewer's place within a shared human narrative.



Photo credit: Laura Colomé and Fer Alcalá

Chiara de Rocchi – Artist and designer creating handcrafted sculptures and functional objects. Her work merges contrasting materials and techniques, exploring duality and tension in form and texture, and combining functional design with conceptual art practice.

Pinar Yeşilada – Sculptor and photographer exploring social memory, collective unconscious, and human nature. Her internationally exhibited works bring together Cypriot heritage and contemporary artistic investigation, blending cultural reflection with formal experimentation.



Yonca Saraçoğlu – Visual artist working across painting, sculpture, drawing, and digital design. Her multidisciplinary practice combines formal training and experimental approaches to explore materiality, form, and conceptual intersections across multiple visual languages.

About the artists



Arden Oluk – Multidisciplinary artist influenced by Zen and Far Eastern cultures. She combines mixed-media techniques across diverse materials, exploring spirituality, cultural references, and the intersection of art, design, and personal practice.

Banu Birecikligil – Painter translating surreal and mythological imagery into a childlike visual language. Her work evokes personal narratives, reflections on nature, and imaginative storytelling, merging fantastical elements with introspective and symbolic expression.



Photo credit: Laura Colomé and Fer Alcalá



Photo credit: Laura Colomé and Fer Alcalá

Burcu Aksoy – Visual artist working with photography, photosculpture, and installation. Her practice investigates unconventional perceptions of objects and space

RESIDENCIES & EXHIBITIONS



Watch the video on Youtube.



WHAT IS GENDER ? International Awareness Exhibition 🌟🌈

2025

Stored for a While

Solo Exhibition by Filip Wierzbicki-Nowak



On **September 9, 2025**, ESPRONCEDA Institute of Art & Culture presented ***Stored for a While***, a solo exhibition by Polish artist **Filip Wierzbicki-Nowak**, developed within the framework of **NEB & Inclusio 2025** and supported by the **Adam Mickiewicz Institute** and the **Ministry of Culture and National Heritage of Poland**.

Through paintings on raw canvas, photographs, prints, video, and a site-specific installation, the exhibition explored the **passage of time, the relationship between nature and urban transformation, and the emotional connections to the places we inhabit and remember**.

Combining new works created during his residency in Catalonia with material developed in Poland, Germany, Iceland, Portugal, and Belgium, Wierzbicki-Nowak invited viewers to reflect on **memory, technology, and cultural transformation**—bridging personal experience with universal concerns.

About the artist

Filip Wierzbicki-Nowak (Poznań, 1985) is a Polish visual artist and associate professor at the Magdalena Abakanowicz University of the Arts in Poznań. His interdisciplinary practice spans painting, video, and installation, exploring identity, memory, and the fragile intersection between nature, technology, and time.

Works in the exhibition

- **Redefinition** – A photographic series documenting the transformation of the artist's childhood landscape, where construction becomes a metaphor for transition and memory.
- **Connections** – Paintings on raw canvas functioning as a visual diary of travels through Europe, capturing encounters with people, places, and cultures.
- **Sol** – A video reflecting on lost carefree times and the daily rituals that shape our sense of belonging.



Works in the exhibition

- **Memory Map** – A visual timeline where island-like forms and numbers correspond to the days of its creation.
- **Borderland** – Imprints of natural elements that open spaces for recollection and imagination.
- **Liquid Transfer** – Programming code transformed into abstract digital landscapes, questioning the boundary between virtual and real experience.
- **Prognosis** – A series envisioning near futures shaped by social, political, and ecological tensions.



CULTURAL EVENTS

Collaboration Station 2.0

ESPRONCEDA, Institute of Art & Culture, proudly collaborated with an incredible group of creatives for the unique **COLLABORATION STATION** event on **September 28**. This vibrant platform brought together artists, musicians, and creatives for a day and night full of creativity, art, and entertainment.

Originating in the UK, this successful event was brought to Barcelona at the stunning Espronceda cultural space.



From sunset to late into the night, the venue transformed into a lively space filled with **color, energy, and talent**. Special thanks to the artists from **Baubo Art Gallery** and **Woo Woo Tribe** for their fascinating works, and to the musicians **12 Tree & Friends** and **DJ Mimsy** for bringing infectious rhythms. Performances by **Abrakasmuel** and **MagicBindi** added magic and surprise to an already special evening.

A heartfelt thank you to everyone who made the **COLLABORATION STATION** such a fantastic success. We look forward to the next celebration of creativity at Espronceda!





ENCATC Annual Congress 2025

The Future Is Cultural

On **September 17, 2025**, ESPRONCEDA – Institute of Art & Culture participated in the **ENCATC Annual Congress 2025**, the leading European network on cultural management and policy.

This year's edition, themed ***The Future Is Cultural: Policy, Practice, and Education***, brought together cultural professionals, researchers, educators, and policymakers to explore how culture contributes to sustainability, wellbeing, and transformative change.

As one of the main institutional partners, Espronceda hosted the **final session** and networking programme on September 17th, from 19:15 to 21:05, providing a platform for closing discussions, art talks, and collaborative dialogue.

The session included contributions from key figures such as **Dr. Henrik Sprengel** (Espronceda), **Anne-Sophie V. Radermecker** (Université libre de Bruxelles), Isabel Causadias (University of Barcelona), **Gerald Lidstone** (ENCATC President), and **GiannaLia Cogliandro Beyens** (ENCATC Secretary General).

The Congress programme featured keynote lectures, panel discussions, workshops, and networking opportunities, fostering interdisciplinary reflection on the role of cultural management and education in building regenerative futures.

The event also aligned with **NEB & Inclusió 2025**, Espronceda's annual artistic research program inspired by the New European Bauhaus, highlighting the Institute's commitment to collaboration, cultural innovation, and critical thinking.





From fragility to flight:

Creativity and resilience in exile

On **October 1st, 2025**, ESPRONCEDA – Institute of Art & Culture co-organized ***From Fragility to Flight: Creativity and Resilience in Exile*** at La Llotja de Mar in Barcelona.

The event, part of **MONDIACULT 2025** and the **Palosanto Nodes program**, explored the role of creativity and resilience in situations of exile and displacement.

Hosted within **NEB & Inclusió 2025**, Espronceda's annual program inspired by the New European Bauhaus, the conversation featured Palestinian artist **Marwa Abu Raida**, who shared her personal and artistic testimony of fragility, resilience, and creative strength.

The discussion addressed how cultural policies can protect artistic freedom and support creators in vulnerable contexts, fostering inclusion, diversity, and critical reflection within the cultural community.



GRAFFITI WORKSHOP

As part of our **NEB & Inclusió 2025** programme, **ESPRONCEDA** hosted a vibrant graffiti workshop led by artist Stefano aka **NKS** (@nks_art_), inviting participants to explore urban art techniques, collective creativity, and expressive freedom.

Held across three engaging sessions, **24, 29 September and 1 October**, the workshop offered a hands-on introduction to spray-painting methods, colour experimentation, and collaborative mural creation.

Participants worked side by side in a dynamic, inclusive environment that encouraged learning, exchange, and community building.

In collaboration with **Cooltour Spain**



Can Art Change a City?

Intimate, participatory, and exclusive art talk



Barcelona, **22 November 2025** — ESPRONCEDA – Institute of Art & Culture presents **Can Art Change a City?**, an intimate and participatory art talk exploring the **transformative power of public and social art**.

This event invites artists, curators, and thinkers to reflect on how creative interventions in urban spaces can foster collaboration, ecological awareness, and collective consciousness.

Part of **NEB & Inclusió**, ESPRONCEDA's program aligned with the New European Bauhaus initiative, the evening celebrates the institution's dialogue with the global art community, connecting **Barcelona** with **Miami** and **Puerto Rico**. Artists and researchers from these cities will discuss how art in everyday environments can build trust, strengthen communities, and inspire social change.

The event features a **participatory activity, "Two Visions, One Common Root"**, where attendees engage with symbolic planting inspired by the works of **Samara Ash** (Siembra en Ascenso) and **Marco Caridad** (El artista en peligro). Guests "plant their seeds of identity" in printed bag designs, forming a collective installation accompanied by the poetic video *En Tránsito / In Transit*, reflecting on movement, memory, and resilience.

CAN ART CHANGE A CITY?

Intimate, participatory, and exclusive art talk

Panelists:

- **Isabel Causadias** (Barcelona) — Researcher and lecturer at the University of Barcelona, specializing in the sociology and economics of art, narrative construction, and the evolving relationships between artists, institutions, and audiences.
- **Samara Ash** (Colombia/Miami) — Interdisciplinary artist and MIFA resident exploring the intersections of nature, humanity, and transcendence through murals, painting, and photography.
- **Marco Caridad** (Venezuela/Puerto Rico) — Artist and curator whose work merges painting, performance, and installation to explore identity, queerness, and community engagement.



Can Art Change a City? demonstrates the potential of creative practices to transform urban spaces, bridge cultures, and nurture ecological and social awareness, uniting action, reflection, and imagination in a single collective experience.



Partners:

Fountainhead Residency (Miami) — International artist residency fostering collaboration, creativity, and professional development.

Miami International Fine Arts (MIFA) — Multidisciplinary art center promoting cross-cultural dialogue and public art initiatives.

Biolumina Art Residency (Vieques, Puerto Rico) — Residency program exploring art, ecology, and identity through site-responsive projects in a unique ecological setting.

SEMANA DEL ARTE 2025

Visitas Inesperades

On **4 December 2025**, ESPRONCEDA – Institute of Art & Culture joins the **Setmana de l'Art de Catalunya 2025** through a collaboration with **Galeries d'Art de Catalunya (GAC)**, which selected a work by artist **Emmanuel Beyens**—loaned by ESPRONCEDA—to be featured in the exhibition project *Visites inesperades*. The piece will be on view until 1 February 2026 at the Biblioteca Museu Víctor Balaguer, one of the two venues hosting this edition.

This project marks a continuation of ESPRONCEDA's longstanding relationship with **Emmanuel Beyens**, a Franco-Belgian artist who previously exhibited at the centre as part of his **Crazy Purple project**. During that exhibition, ESPRONCEDA incorporated into its collection one of Beyens' most emblematic paintings: **Anàlisi tècnica fatal. La dona estirada sobre un gràfic de cotització (2016)**.



The work forms part of **Emmanuel Beyens' Crazy People series**, where the artist examines contemporary human fragility and the psychological tensions emerging on the margins of nightlife. In this painting, a woman's body lies across a stock market graph—an image that evokes the pressures and tragedies associated with financial collapse.

The artwork in dialogue: *Visites inesperades* at the Museu Víctor Balaguer

Curated by Montse Frisach, *Visites inesperades* places contemporary works from **GAC galleries** in conversation with the museum's permanent collection. Beyens' painting opens the exhibition in the Pinacoteca room, creating a vivid contrast with Damià Campeny's neoclassical sculpture *Lucrècia*. Despite their different origins, both works address the theme of suicide as a limit point of human experience.

ESPRONCEDA at the Setmana de l'Art

Through this collaboration, ESPRONCEDA reinforces its commitment to contemporary creation, institutional cooperation, and the visibility of local and international artists.

PARTNERS

