INFORMATION	
BIP-ID:	2025-1-AT01-KA131-HED-000315404-2
Title:	The Digital Body
Target group:	Students and Staff
Priorities Addressed:	Digital transformation

Objectives and Description (summery):

The Digital Body is a collaborative artistic and academic project connecting faculties from digital arts and performance. Its primary objective is to bridge the conceptual and technological gap between digital and multimedia practices and the expressive language of the body.

Through a peer-to-peer exchange model, the project fosters interdisciplinary dialogue between students and educators from both fields. Rather than simply combining technical skills, it seeks to build a shared creative environment in which dancers and digital artists develop a common vocabulary rooted in embodied experience, artistic experimentation, and technological exploration.

Responding to a contemporary condition in which physical and digital realities increasingly overlap, the project reflects on how screens, sensors, and interfaces reshape our perception of presence. The body today exists simultaneously as lived physical matter and as mediated, projected, or simulated form. In this context, corporeality does not disappear but transforms — becoming structured, edited, and reframed through digital systems.

The Digital Body investigates how bodily expression and digital creation can interact to generate new artistic spaces. Its ambition is to cultivate an embodied approach to digital art that restores the body as an active generator of meaning within technological environments, combining conceptual openness, technical rigor, and innovative methodologies.

Methods and outcomes (summary):

Methods:
The project unfolds through a four-week structure that combines online seminars, remote collaboration, and a final in-person residency. The methodology is based on hybrid learning, interdisciplinary exchange, and horizontal co-creation.
During the first three weeks (October–December 2026), participants meet in four online sessions alternating between theoretical input and practical experimentation. These seminars create a shared conceptual framework while allowing space for individual research and collective exploration.
● Week 1 – Introduction & Research: Participants are introduced to the framework of the project and begin individual research. References are gathered, and initial interdisciplinary dialogue is established.
● Week 2 – Experimentation: Practical exploration begins. Working groups form organically, and first artistic concepts emerge through embodied and digital experimentation.
● Week 3 – Development & Preparation for Mobility: Collaborative projects are refined through feedback sessions and group interaction. The final online meeting focuses on preparing the transition to the in-person residency.
The fourth week (March 2027) consists of a full-time residency in Vienna. This intensive working period enables participants to deepen collaboration, finalize their projects, and prepare for public

presentation. The process emphasizes experimentation, shared authorship, and the development of a common vocabulary between digital and performance practices.
The residency concludes with a public showing, potentially hosted at the *Museums Quartier Wien*, providing participants with a professional context in which to present their outcomes.
Project Schedule
- 3x Online meetings: 19 Oct 2026; 16 Nov 2026; 7 Dec 2026
- One-week in-person: March 15th – 20th, 2027 → residency in Vienna, including a public showing.

Outcomes:
The project generates both artistic and pedagogical outcomes. Artistically, it results in a series of collaborative works that explore the intersection of bodily expression and digital creation. These works may take the form of performances, installations, hybrid formats, or process-based presentations.

Pedagogically, the project establishes a transferable model for interdisciplinary exchange grounded in embodied practice and technological experimentation. Participants develop new methodological tools, technical competencies, and conceptual approaches that integrate corporeality within digital environments.

Beyond the final presentation, the long-term outcome is the formation of an expanded network between digital art and performance faculties, fostering sustained dialogue and future collaboration while contributing to the development of an embodied digital art practice.

Field of Education	0210: Arts, not further defined
Level of study:	Master (EQF-7)
Country of Venue:	Austria
City of Venue:	Vienna
Location of Venue	Vienna
Main Teaching/Training Language	English
Credits (minimum 3 ECTs):	4 ECTS
Physical start date	15.03.2027
Physical end date	20.03.2027
Physical mobility duration:	6 days
Virtual Component Timing:	Before
Virtual Component Start date	19 Oct 2026
Virtual Component End date	7 Dec 2026
Virtual Component Description:	
The virtual component consists of online seminars, mentoring sessions, and continuous feedback that support the development of collaborative projects. It also includes shared documentation processes that track research, experimentation, and artistic progress throughout the exchange.	

PARTICIPATING HIGHER EDUCATION INSTITUTIONS	
Coordinating & Receiving Higher Education Institutions	
Legal Name:	Universität für angewandte Kunst Wien
OID Number:	E10207671
ERASMUS Code:	A WIEN07
City:	Vienna
Partnership Role:	Coordinator
Mobility Activity Role:	Receiving HEI
Academic Coordinator & Contact person	Sara DE SANTIS, sara.desantis@uni-ak.ac.at
Erasmus+ Responsible person (OLA)	Astrid Anna BEHRENS, international.office@uni-ak.ac.at +431 71133 - 3170
Erasmus+ Contact person for Incoming Students (OLA)	Melanie ZIPF melanie.zipf@uni-ak.ac.at +431 71133 - 3173
BIP-Contact person for general information	Doris GRÖSSING-SCHIMA, doris.groessing-schima@uni-ak.ac.at +431 71133 - 3171

1. Sending Higher Education Institutions	
Legal Name:	Justus-Liebig-Universität Giessen (JLU)
OID Number:	E10208620
ERASMUS Code:	D GIESSEN 01
City:	Giessen
Partnership Role:	Partner
Mobility Activity Role:	Sending HEI
Mobile Student-participants agreed upon	7 students
Mobile Staff-participants agreed upon	1 staff
Academic Coordinator(s) & Contact person (Name, email, fon)	Gerald SIEGMUND, gerald.siegmund@theater.uni-giessen.de
Erasmus+ Responsible person	Selina Kruppert, International Office europa-aaa@admin.uni-giessen.de

2. Sending Higher Education Institutions	
Legal Name:	University of the Peloponnese (GR)
OID Number:	E10207722
ERASMUS Code:	G TRIPOLI03
City:	Nafplio
Partnership Role:	Partner
Mobility Activity Role:	Sending HEI
Mobile Student-participants agreed upon	4
Mobile Staff-participants agreed upon	1

Academic Coordinator & Contact person (Name, email, fon)	Christina Papagiannouli, Artistic Research and Practice / Dept. of Performing & Digital Arts ch.papagiannouli@go.uop.gr
Erasmus+ Responsible person (Name, email, fon)	Gionna Vasiliki, vgionna@uop.gr erasmus@uop.gr

3. Sending Higher Education Institutions	
Legal Name:	Accademia Nazionale di Danza
OID Number:	E10135029
ERASMUS Code:	I ROMA08
City:	Rome
Partnership Role:	Partner
Mobility Activity Role:	Sending HEI
Mobile Student-participants agreed upon	3
Mobile Staff-participants agreed upon	1 (to be defined subject to staff availability and available Erasmus funds)
Academic Coordinator & Contact person (Name, email, fon)	Monica Fulloni – Erasmus Coordinator erasmus@accademianazionaledanza.it +39 0657177771
Erasmus+ Responsible person (Name, email, fon)	Morgana Bruno – International Office Administration relint@accademianazionaledanza.it +39 0657177743

4. Sending Higher Education Institutions	
Legal Name:	Brno University of Technology, Faculty of Fine Arts
OID Number:	E10208907
ERASMUS Code:	CZ BRNO01
City:	Brno
Partnership Role:	Partner
Mobility Activity Role:	Sending HEI
Mobile Student-participants agreed upon	4
Mobile Staff-participants agreed upon	0
Academic Coordinator & Contact person (Name, email, fon)	Ján Podracký, podracky@favu.vut.cz, +420 541 146 817
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