



#### **Project Partners**





















## Focusing on interactive media and smart systems

#### To conduct excellent research

Of the highest international standards

#### To foster innovation & change

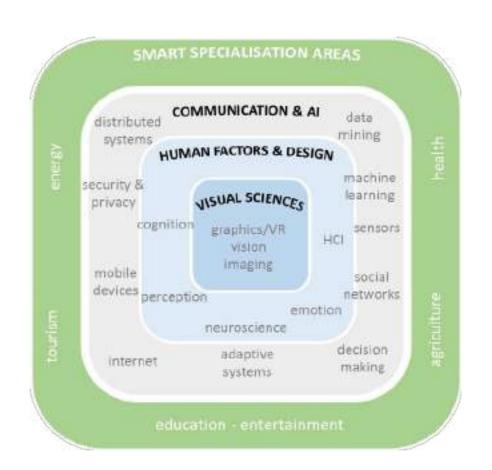
- Technology and knowledge transfer
- Fuel economic growth through technology
- Culture change in youth



energy health tourism agriculture transport build environment

## A focused but interdisciplinary centre

- Look at the problem in a holistic way
  - Real world applicability
  - User centred
- Bring together a multidisciplinary team
  - Different backgrounds CS, Design, Psychology, Multimedia, Human Factors, Artificial Intelligence, etc
  - Complementary expertise, synergies



#### Infrastructure

#### Personal computers for everyone

#### Specialized equipment

- Machine Learning Workstations
- VR Ready Laptops/Desktops
- AR Vuzix Blade SmartGlasses
- Tobii Pro Glasses, Lab and Nano, concerning Eye Tracking
- Two (2) VR Phones & Two (2) 4G Android Phones

#### Equipment for specific labs

- Motion capture laboratory 16 camera Phasespace system
- Psychophysics lab and interaction design EMG, ECG Sensors, Biopack Equipment
- IOT lab & 5G Testbed specialized desktops, software, routers, & 5G phones
- Small VR lab 7 VR/AR headsets + a number of tracking devices
- Robotics
- Makerspace

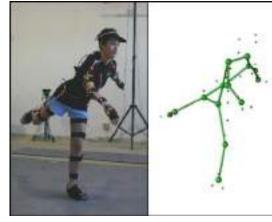
A large Machine Learning server

#### Some more facilities planned

- Smart office/classroom set-up
- Virtual production studio









# Smart City platform and iNicosia Flagship Project

- Nicosia's Digital Twin
- A parallel representation of the city which is progressively informed by the real city through real-time spatiotemporal data from infrastructure and human systems.
- Create an INteractive 3D model of Nicosia, to will act as a common representation and model for mobile and mixed-reality applications as well as smart city applications



# Internship Program, Doctoral Program & Summer School

#### **Internship Program**

- Summer 2020 15 students and early career individuals, local and international (8 GC, 1 EU and 6 non-EU)
- Year-Round Internships 2020 37 students and early career individuals, local and international (19 GC, 1TC, 9EU and 8 non-EU)

#### **Cyens Doctoral Training Program (CYENS DTP):**

- In collaboration with our partner universities
- To include structured innovation training

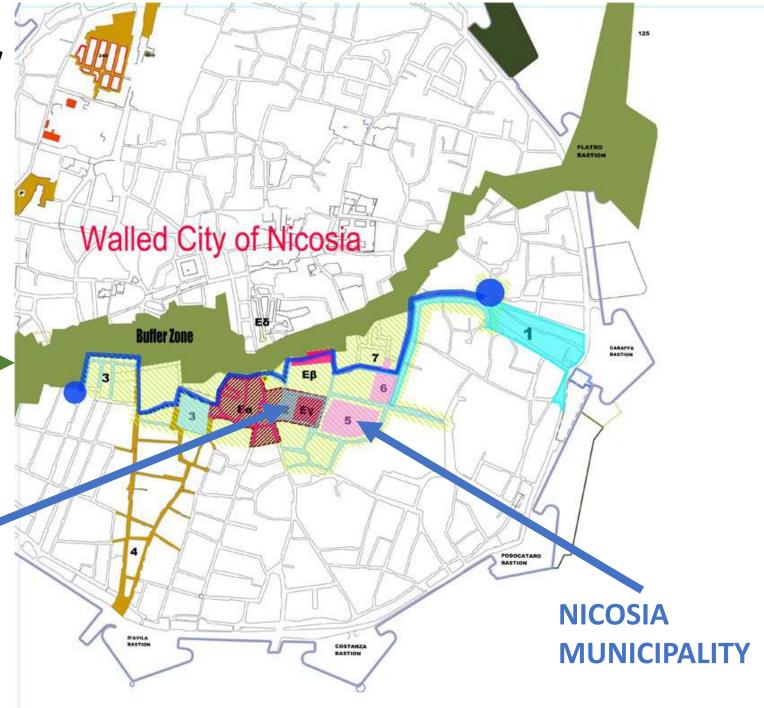
#### **Course on Artificial Intelligence for industry with PwC**

- To be given in March 2021
- First in a series of courses towards industry



Out of the university premises & in the centre of the city

**Buffer Zone – Green line** CYEN!













- Out of the university premises & in the centre of the city
- Integrates with the Municipality's strategic plans to establish an innovation ecosystem in the heart of the city
- Designed the centre from the onset with Innovation in mind





The scientific core of CYENS, is mostly consisted by technologically oriented multidisciplinary research groups (MRGs) with limited input from the Cultural and Creative Industry.

The Advanced Partners of CYENS have identified a unique creative industry in Cyprus, ready to be integrated in the scientific and technological evolvement of the country.

#### ...Cultural and Creative Industries

It is widely acknowledged that Artists and professionals from the Cultural and Creative Industries play an important role in innovation and science in our society.

Yet, innovation and scientific research in the Cultural and Creative Industries requires, practice-based and evidence-based interdisciplinary synergies.

Although European support to culture and the audiovisual sector has been provided through various funding programmes for many years, still the European Union recognized that this area needs to build up and benefit from the support of a comprehensive sectorial policy scheme in most Member States and Associated Countries or at the EU level

# Immersive Technologies for Intelligent and Creative Applications



...at the intersection of art, science and technology



Build an **ecosystem** where **cultural and creative industries** 

co-exist with

scientific and research institutions

- Discover new research avenues.
- Bring novelty and innovation across the industry.
- Address socioeconomic challenges.

#### **2020 Ars Electronica Festival**

### The RISE Garden

#### 21 local Artists

WADS (Water, Air, Dirt, Sun)

$$\uparrow \leftarrow \, \rightarrow \, \downarrow$$







ARS ELECTRONICA GARDEN NICOSIA

# WADS $(\uparrow \leftarrow \rightarrow \downarrow)$

15 — 16 OCTOBER
AT RISE MAKERSPACE



Anastasia Dolitsay
Angeliki Koutsodimitropoulou
Despina Rangou
Doros Polydorou
Elena Savvidou
Faysal Mroueh
Ibrahim Ince
Irini Khenkin
Kleanthis Rousos
Lina Protopapa
Maria Andreou

Marietta Mavrokordatou Marina Ashioti Marina Kassianidau Marinos Koutsomichalis Nico Stephou Panagiotis Mina Pandelis Diamantides Peter Eramian Raissa Angeli Stelios Ilchouk

#### CURATORIAL TEAM

Demetris Shammas Myrto Aristidou Emiddio Vasquez Hadjilyra Constantinos Miltiadis

The BIDS 1900A WINDS genter in regularized by the Austrian Criming Windows.













### Dubai Expo 2021

360 video Al Wasl Plaza Dome

**Cyprus Investment Promotion Agency** 



# #make it your own

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 101004545





Objectives of the immersive performances

"To induce audience participation in museums and cultural heritage sites, through music by making performances more interactive and the audience's experience of performance more intuitive.

To measure the extent to which technology incorporated in performance may help audience members think creatively and improvise musically, even if they have no formal musical education."

Increase project awareness and visibility, enable project ideas sharing, re-use of material in disruptive ways, create opportunities for audience engagement, cultivate active citizenship and encourage EU cohesion.

# The story of our immersive performance...



Venues considered for first performance

- Amathous
- Fikardou
- Agios Sozomenos
- SOPAZ factory











Venues considered for first performance

- Nicosia Municipal Gardens
- Melina Mercouri Hall





# ReInHerit in performance:

The Hadjigeorgakis Kornesios Mansion





Booking is essential (limited spaces) Starting times 17:30 | 19:00 | 20:00 Patriarchou Gregoriou 20, Nicosia

This project has received harding from the Sungean Union's Marines 2000 research and inversion programme under glant agreement No 101004545





























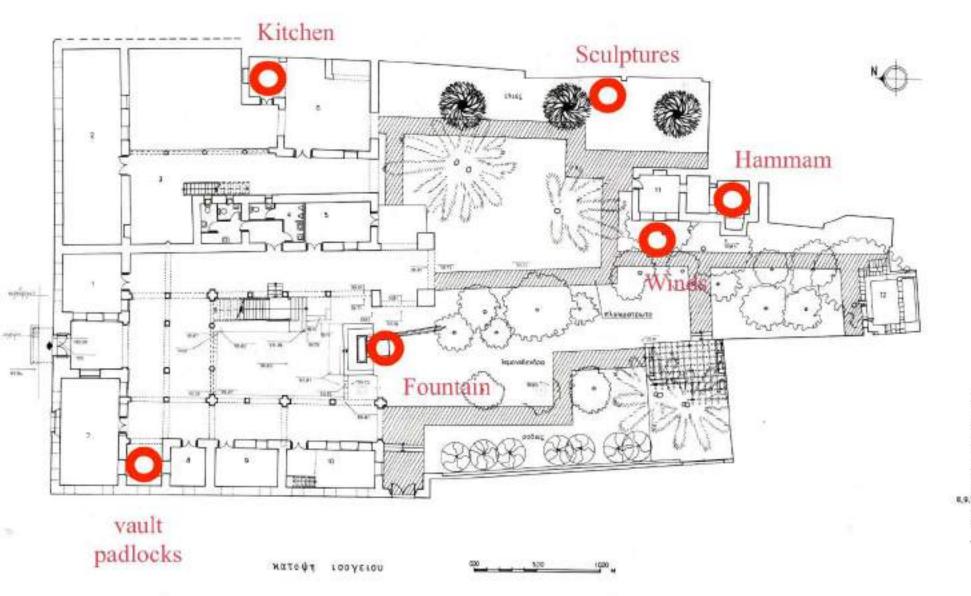


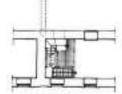












κατοψη μεσοπατωματος

#### επεξηγήσεις

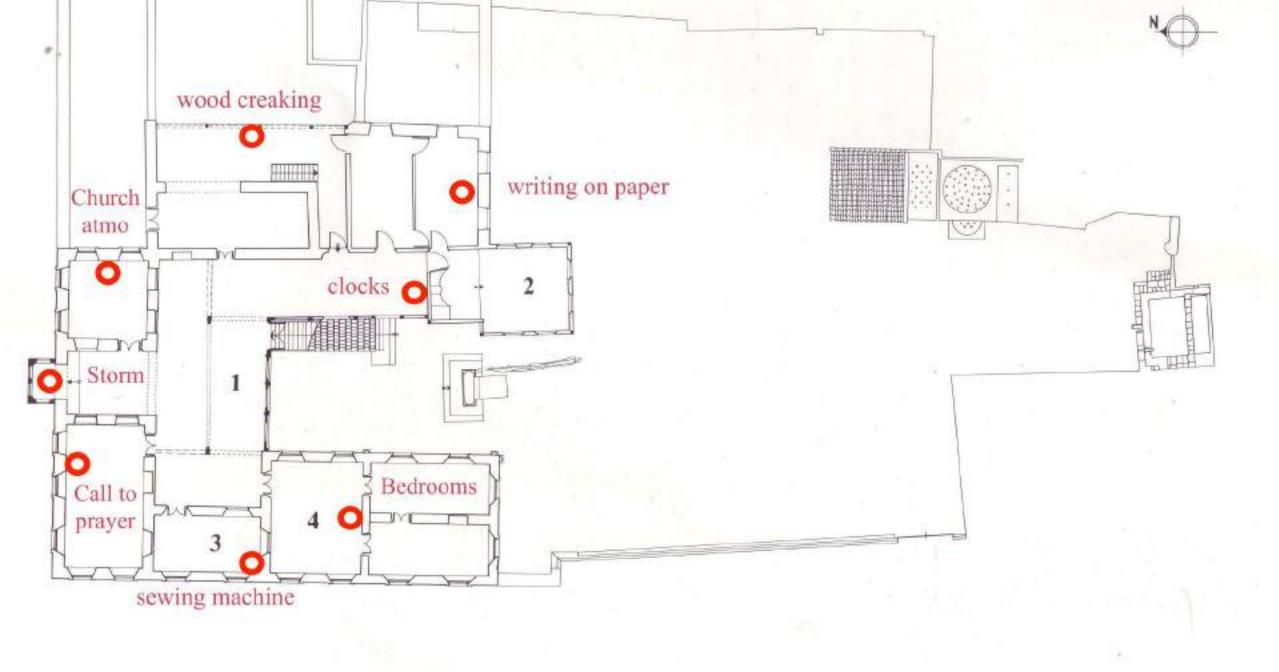
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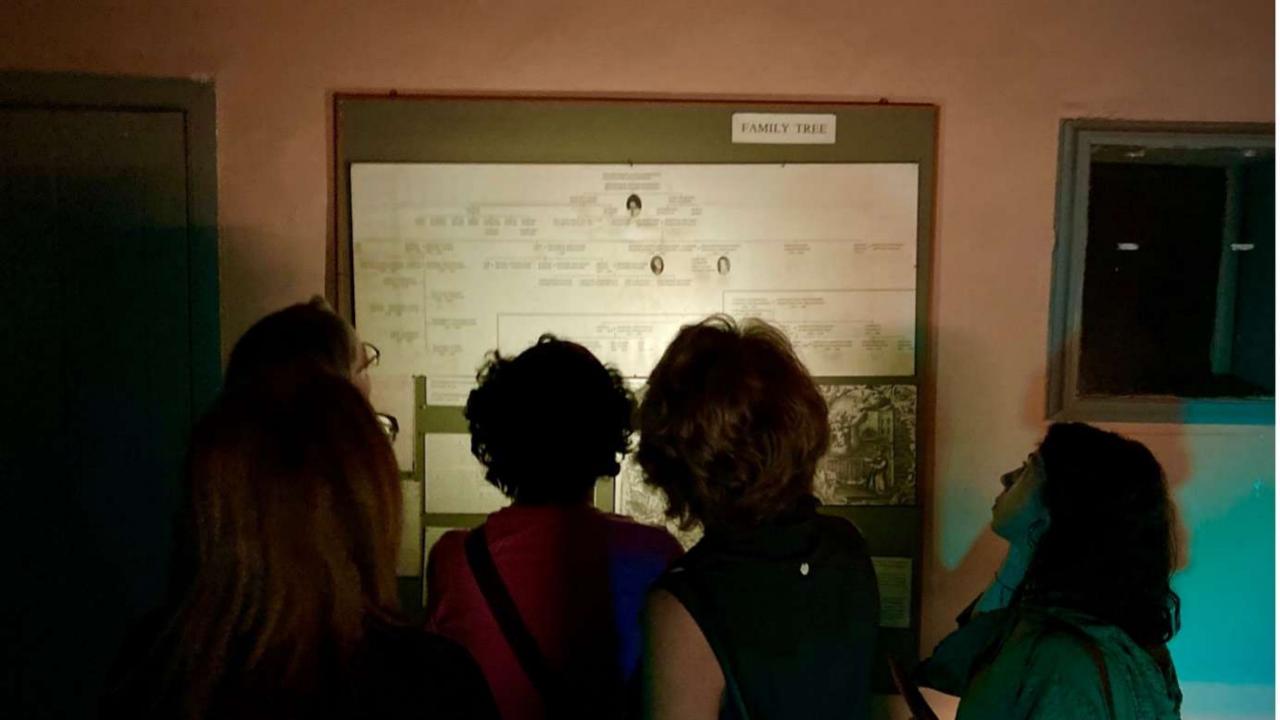


















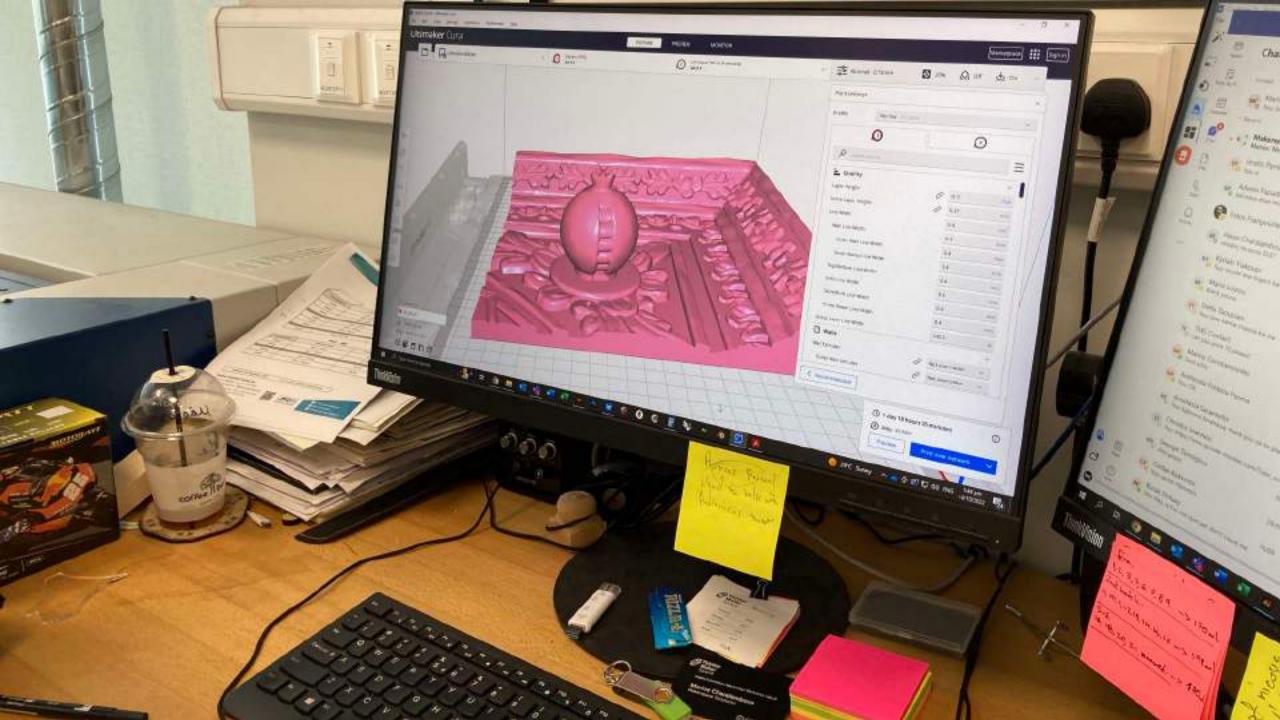










































Watch video of highlights from "ReInHerit in Performance: The Hadjigeorgakis Kornesios Mansion" at

https://youtu.be/tZ9VoZDAsro

### **Challenges – Lessons learned:**

- Difficulties in working in spaces of cultural heritage (licenses, access etc)
- Difficulties with venue Lighting complexities
- Wifi network non-existing everything had to be done in Bluetooth, independently from the actual space
- Need to focus and emphasize the target groups (several children in the first performance slot)
- Crowded spaces: Equipment not working as intended in a performance.
   Easier to achieve results in an exhibition setting.
- Initial algorithms could not be calibrated in the actual space.
- Performers ill at the last minute, could not be replaced. Number and type of performers was pending until last two weeks.
- Everything wireless because of the nature of the space (compartmented, split into two floors)
- Theatrical lighting made texts provided to audience hard to read.
- Equipment, performers and audience members had to be supervised at all times.

#### **Contributors:**

Performance director and music composer: Andreas Papapetrou

Programmers: Fotos Frangoudes, Alexios Polydorou, Giorgos Hadjiantonis

Video Artist: Stefanos Papadas

Lighting designer: Demetris Shammas

3D designer: Alexis Baldwin Graphic designer: Maria Loizou

Line art designer: Avgi Papapetrou

Exhibition technician: Marios Charalambous

Text curator: Maria Shehade

Communication Officer: Chrystalla Charalambous-Papadopoulou

Project Manager: Niki Kyriakou

Project Coordinator: Kleanthis Neokleous

Performers: Konstantinos Anastasiades, Christian Bishara, George Georgiou, Hasmik Sargsyan, Ayse Karaoglan, Varvara Merzlova, Kumiko Okutomi, Tefkros Xydas

# Venue for 2nd performance

#### **T4.6 DH Sub-projects Phase B:**

Stimulus Collector-Translator

The Bank of Cyprus Cultural Foundation. Entire building including museum collections, exhibition rooms, conference hall, amphitheatre and spaces around it (up to Faneromeni Sq. & pedestrian streets).







## Sub-project B

## Stimulus Collector-Translator

A large-scale immersive musical performance, which will take place in the BoCCF premises and surrounding area. For this subproject, the audience members will their mobile phones to collect small digital samples of the performance space (audio and/or video), which will be then be translated in real time either as

- live synthesised audio, to be combined with sound coming from live performers;
- notated passages (Western standard notation) that will be sight-read and performed by musicians on the spot; or
- image and video collages, following specime predetermined templates, which may then be interpreted as graphic scores during performance.

These 'translations' will be projected on screens or played from loudspeakers in the performance space as they are created. Thus, the audience members will co-create the piece, while exploring a multifaceted performance space.



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