

# International Conference Art, Media and Games



# LAG FESTIVAL 2019 CONFERENCE PRESENTATIONS CONCERTS

**Festival of Art and Independent Games**  
Cieszyn, June 3–5, 2019, University of Silesia



# International Conference Art, Media and Games



Festival of Art and Independent Games

Cieszyn 2019

Speakers at **LAG EDU**  
conference 2019

## Aleksandra Giza

Associate professor at the Northern Illinois University, DeKalb, USA  
and professor at the University of Opole, Poland



**Title of Speech:** *Level up Typography*

Aleksandra Giza, Ph.D. is an associate professor of the Visual Communication program in the School of Art and Design at Northern Illinois University and a professor of the University of Opole. She graduated from the Fine Arts Academy in Cracow, Katowice Branch, Poland, where she also started her academic career in 1989. After being awarded the UNESCO-Ashberg Grant in 1996, she participated in the design research program at Jan Van Eyck Akademie in Maastricht, The Netherlands. She relocated to the United States in 1998 where she continues to teach undergraduate and graduate design at the School of Art and Design, Northern Illinois University. Since 2014, she also teaches design at the University of Opole.

In her research, she focuses on cultural and historical conditions influencing contemporary design. Another aspect of her interests is unconventional typography. Aleksandra Giza designs posters and books, performs curatorial functions, and writes about design. She lectures at schools in Europe, America, and Asia. Since 2005, she has been running annual study abroad programs focusing on foreign design and culture.

## Jan Drozd

Graphic and animation expert, Department of Graphics and Drawing, University of Ostrava, Czech Republic

**Title of Speech:** *Basic principles of animation*

His work deals with graphics (serigraphy), painting, animation, computer graphics and music. Since 2017 he has been working as an external teacher at the Department of Graphics and Drawing at the Artistic Department of the University of Ostrava.

## Iwona Pomianowska

Information and audiovisual designer, (PhD, the School of Psychology, Trinity College Dublin) and the information design (LUCA School of Arts, Brussels), lecturer at the Warsaw University (Psychology Department) and at The Schiller National Film School (Postproduction & New Media), Belgium and Poland



**Title of Speech:** *Technologia VR*

Iwona Pomianowska (PhD) is an information and audiovisual designer, a lecturer at the Warsaw University (Psychology Department) and at The Schiller National Film School (Postproduction & New Media). As a member of the museum advisory committee (Museum Leuven) she combines the domains of empirical psychology and media design by scrutinizing the issues of human cognition, visual perception (PhD, the School of Psychology, Trinity College Dublin) and the information design (LUCA School of Arts, Brussels).

[movieperception.wordpress.com](http://movieperception.wordpress.com)

## Silvester Buček

Game designer and teacher at Masaryk University Brno and University St Cyril and Methodius in Trnava, Slovakia



**Title of Speech:** *Educational potential of Games: motivation of player to learn*

Silvester Buček is game designer and teacher about games on Masaryk University Brno and Faculty of Mass media communication in Trnava. He worked on geolocation game Hraj Sa for Bratislava city and participated on several smaller projects. His passion is the educational potential of games and gamification, not only in schools but also in HR and other fields of human learning. Find out more on [Gamingguru.eu](http://Gamingguru.eu).

## Dalibor Bartoš

Electronics enthusiast, coder, game designer, owner of small indie game studio „Bartoš Studio“, Trnava, Slovakia



**Title of Speech:** *Sweeten your game development with a jam*

Was born in 1983 in Slovakia, IT and electronics enthusiast, coder, game designer. Founded a small software/hw company in 2003-2007 (MiDEx Computer). Since 2016 owner of small indie game studio „Bartoš Studio“: (<http://bartos-studio.com/>), creating games mainly for virtual reality. His most notable application is “UAC – Universal Anticheat” was used by over 300 000 players since 2005–2014 in almost every existing gaming league (ESL, Clanbase, etc.) all over the world (more info at: <http://uac3.dexus5.com/>).

I am active participator on game jam events, in 2015 founder of TEDI Games ([www.tedigames.sk](http://www.tedigames.sk)) a group of active game creators that participate on game jams. Currently studying „Theory of Digital Games“ at University of st. Cyril & Method in Trnava as external student.

## Francois Serre

Director of the «Courant 3D» Festival, France



**Title of Speech: *New storytelling / new technologies applied to cinemas***

Francois Serre is Director of the «Courant 3D», Angoulême’s immersion and interactivity festival»; and curator „New technologies / new strrytelling” for different festivals including the Clermont Ferrand International Festival and the Berlin Interfilm.

A teacher specializing in classical music and documentary, but also a director of short films and documentaries. François SERRE holds a master’s degree in signal processing, a master’s degree in documentary (director) and a master’s degree in sociology. On a regular basis, he conducts training missions in film schools in the United States, Africa and Asia.

## Julio Broca

Designer and sociologist, School of Plastic and Audiovisual Arts of Puebla in the Department of Digital Art, Mexico



**Title of Speech: *Expand the life of your shadow / What would say Stanislaw Lem about Augmented Reality***

Julio Broca is a designer and sociologist. Special Guest for the Colorado International Poster Biennial. He has been an editorial and image consultant for the UN; develops research on artistic phenomena and rebellion; co-founded with the most prestigious Latin American designers of the Gráfica Latinoamericana Siglos XX and XXI project. Julio has collaborated with artists and art schools in Mexico, Latin America, the United States, Europe. For fifteen years he has directed graphic design at the Institute of Social Sciences of his university. He is currently a Professor at the School of Plastic and Audiovisual Arts of Puebla in the Department of Digital Art.

## Vincent Langouche

Festival Director, Leuven International Short Film Festival



### **Title of Speech: *Bridging (short)film and gaming***

Vincent Langouche is the programme director and coordinator of Leuven International Short Film Festival in Belgium since 2016. Vincent has worked for the festival in all conceivable capacities in the last 13 years, ranging from editor, director, operator and programmer to volunteer. Besides the short film festival, Vincent also works as a programmer for Docville, International Documentary Film Festival Leuven and freelances as editor, animator and director. Next to his degree in film direction, he holds a degree in Astrophysics and as such is no stranger to science, technology and programming.

## Lukas Najbrt

Expert in computer animation, Faculty of Education, University of Ostrava, Czech Republic



### **Title of Speech: *Problems of Real Actors in Animated Film***

Lukas Najbrt PhD is an expert in computer animation and VFX, graphic design and movie production. He works for QQ studio Ostrava and teaches computer animation and compositing at the Faculty of Education at the University of Ostrava.

## PROGRAM

June 3

### University of Silesia

VGaVSD, Paderewskiego street 13

11 am–2 pm

Lectures, exhibitions, presentations

prof. Małgorzata Łuszczak

*Industrial inspirations. A game environment project founded on the Area Vitkovice*

dr hab. Katarzyna KroczeK-Wasińska

*Traditional techniques in designing character animations*

dr hab. Kaja Renkas

*Way of thinking about Augmented Reality animations*

dr Wojciech Osuchowski

*Matter in non-matter. Creative activities with materials in digital animation*

mgr Ewa Jaworska

*Basic animation – motion analysis based on the plot in the animation*

mgr Robert Lipka

*City-object. Modularity of the game environment*

mgr Marcin Gołdyszewicz

*How to do it to develop the world and characters in the game*

dr Justyna Stefańczyk

*Concepts of three-dimensional figures for imaginary worlds*

dr Jarosław Korczak

*Individual visions of space. Conceptual actions in the digital process*

### School of the Arts, University of Évora, Portugal

prof. Sandra Leandro

Department of Visual Arts and Design,  
School of the Arts, University of Évora, Portugal  
Presentation of the university,  
discussion of the specifics of the faculty

prof. Ana Telles

Department of Music, School of the Arts,  
University of Évora, Portugal  
Presentation of the university, discussion  
of the specifics of the faculty

### University of Nevada in Las Vegas, USA

prof. Timothy Hoft

School of Music, University of Nevada in Las Vegas, USA  
Presentation of the university, discussion  
of the specifics of the faculty



## June 3

### University of Silesia

VGaVSD, Paderewskiego street 13

**3 pm–5 pm**

**A workshop panel led by a team of international expert**

#### Workshops:

**prof. Aleksandra Giza**

Northern Illinois University, USA  
and University in Opole, Poland

Workshop: *Level up Typography*

**dr Iwona Pomianowska**

Information and audiovisual designer, lecturer at the Warsaw  
University and at The Schiller National Film School,  
Postproduction & New Media, Belgium and Poland

Workshop: *VR Technology*

**mgr Jan Drozd**

Graphic and animation expert,  
Department of Graphics and Drawing,  
University of Ostrava, Czech Republic

Workshop: *Basic principles of animation*

## June 4

### University of Silesia

Bielska street 62, Conference room

**9 am–10 am**

Registration

**10 am**

Opening the lecture panel

**10.30 am–11.00 am**

Conference

#### Lectures:

**Dalibor Bartoš**

Coder, game designer, owner of small indie game studio  
"Bartoš Studio", Trnava, Slovakia

Title of speech: *Sweeten your game development with a jam*

**Francois Serre**

Director of the «Courant 3D» Festival, France

Title of speech: *New storytelling / new technologies  
applied to cinemas*

**Julio Broca**

Designer and sociologist, School of Plastic and Audiovisual  
Arts of Puebla in the Department of Digital Art, Mexico

Title of speech: *Expand the life of your shadow /  
What would say Stanisław Lem about Augmented Reality*

**1 pm–2 pm**  
**Coffee break**

**2 pm–4 pm**  
**Conference**

Lectures:

**Vincent Langouche**

Festival director, Leuven International Short  
Film Festival, Belgium

Title of speech: *Bridging (short)film and gaming*

**Lukas Najbrt**

Expert in computer animation, Faculty of Education,  
University of Ostrava, Czech Republic

Title of speech: *Problems of Real Actors in Animated Film*

**Silvester Buček**

Game designer and teacher at Masaryk University Brno  
and University St Cyril and Methodius in Trnava, Slovakia

Title of speech: *Educational potential of Games: motivation  
of player to learn*



Organizatorzy:



Video Games  
and Virtual  
Space Design

