

Curriculum Vitae: Tania Fraga (Tania Regina Fraga da Silva)

Resume:

Tania Fraga is a computer artist, architect, and designer. In her work, she creates sensitive and poetic three-dimensional domains presented as virtual and material realities. They result from integrating art, science, and technology and show her relationship with numbers. Numbers explain their dynamic harmonies, implicit relationships, infinite variations, topological weaving, and becoming. Numbers are sensitive expressions of a sublime and transcendental universe of dreams expressed through mathematical correlations. With considerable academic training, compulsive creativity, extensive awards, she has participated in exhibitions, shows, conferences, and publications worldwide for the past 44 years. She retired as a professor of The art Institute of Brasilia in 2003. She has been working as a freelance artist since then. She is vice-president of the Sao Paulo Institute of Art, Mathematics, and Technology and is the host of LASER Talks Sao Paulo (LASER: Leonardo Art and Science Evening Rendezvous).

Formal Education

1991 – 1994

PhD in Communication and Semiotics.

Pontifical Catholic University of Sao Paulo (PUC / SP), Sao Paulo, Brazil

1976 – 1980

Master degree in Architecture and Urbanism.

University of Brasilia (UnB), Brasilia, Brazil

1970 – 1974

Bachelor degree in Architecture and Urbanism

Faculty of Architecture and Urbanism.

Federal University of Minas Gerais (UFMG), Belo Horizonte, Brazil

2010 – 2011

Post-doctoral research integrating virtual reality and robotics

School of Communication and Arts (ECA-USP)

University of Sao Paulo, USP, Sao Paulo, Brazil

Scholarship from: Foundation for Research Support of the State of Sao Paulo

1999 – 1999

Post-doctoral research in interactive arts.

Center for Advanced Studies in Interactive Arts, Science, and Technology Research (CAIIA-STAR), Plymouth, Great Britain (UK)

Scholarship from: CAPES (the Brazilian Agency for High Education Personnel)

Informal Education

2021 – 2021 Curadoria e Pensamento Contemporâneo. (Hours: 30h).

2016 – 2016 Short Term Course in Blender 3D Course. (Hours: 45h).

2011 – 2011 Online Course in Artificial Intelligence for Robotics. Stanford University (Hours: 160h)

2010 – 2010 Short Term Course in Programmer's Academy. (Hours: 80h).

2003 – 2003 Short Term Course in Workshop on Computer Graphics for Education. (Hours: 40h).
2001 – 2001 Short Term Course in Java Programming Language. (Hours: 40h).
1996 – 1996 Short Term Course in Performance Management. (Workload: 20h).
1996 – 1996 Continuing Education in Webmaster. (Workload: 20h).
1994 – 1994 Short Term Course in Professional Video Editing. (Hours: 40h).
1992 – 1992 Interactive Computer Graphics. The George Washington University (GWU), (as audit Hours: 48 hours). Washington, DC, United States
1991 – 1991 Computer Animation. The George Washington University, (GWU), (as auditHours: 48 hours) Washington, DC, United States

Professional Experience:

1. Atelier Tania Fraga, Company, Sao Paulo, Brazil
2017 – Current: CEO

2. Institute of Mathematics, Art and Technology of Sao Paulo, Brazil
2005 – Current: Position: Vice President

3. University of Brasilia (UnB), Brasilia, Brazil
1987 – 2003: Public servant, Position: Full Professor at Institute of Arts (IdA) / IdA Graduate Coordinator / UnB Senior Board Member of Commissions, Consulting and Committees/ IdA Architecture Project (co-author) / IdA Coordinator of the online Laboratory of Virtual Art Research (LVPA-IdA-UnB) / IdA Research Coordinator / IdA Representative at UnB Docent Association (ADUnB)

4. 1996-1997 Computer Art Consultant to Senator Darcy Ribeiro,

5. Art Foundation from Minas Gerais (FUMA), Belo Horizonte, Brazil
1975 – 1976: Part-time landscape professor

6. João Pinheiro Foundation (FJP), Belo Horizonte, Brazil
1975 – 1977: Full-time Research and Development Architect

7. João Pinheiro Foundation (FJP), Belo Horizonte, Brazil
1973 – 1974: Part-time Architect student

8. State Roads Department (DER), Belo Horizonte, Brazil
1972 – 1972: Part-time Architect student

9. Curso Pitágoras, Belo Horizonte, Brazil
1970 – 1970: Mathematics' teacher

Scientific Journal Referee

1. Palindrome, Florianópolis, Brazil
2014 - Current: Member of Editorial Board

2. AI & SOCIETY, Cambridge, England
2012 - Current: Member of Editorial Board

3. Leonardo, MIT, USA
2017 – 2017: Provisional Member of Editorial Board

Bibliographic Production

Articles Published in Scientific Journals

1. Reflections on Art and Science: computational art applied to art, architecture and design. In DAT Journal Design Art Technology. Sao Paulo: Anhembi-Morumbi, v.3, n 1, p.120-130, 2018, DOI: <https://doi.org/10.29147/dat.v3i1>.
2. MindFluctuations: Poetic, Aesthetic and Technical Considerations of a Dance Spectacle Exploring Neural Connections. In Tecnológicas. Mendelin: Instituto Tecnológico Metropolitano, v 21(41), p. 81-102, 2018. <https://doi.org/10.22430/22565337.728>
3. Technoetic syncretic environments. In Technoetic Arts. Bristol: Intellect, v.13, p.169 - 185, 2015.
4. Caracolomobile: affect in computer systems. In AI & SOCIETY: 25th anniversary edition. Cambridge: Springer-Verlag, v.28, p.167-176, 2013.
5. Metainstallations: expography and assembly of exhibitions in computational art. In Revista VIS (UnB). Brasilia: UnB, v.12, p.25-36, 2013.
6. Numeric Tessitures. In Technoetic Arts. Bristol: Intellect, v.8, p.243-249, 2010.
7. Intangíveis poéticas Compucionais Poslissêmicas. In Identidades Perféricas. Murcia: Edit.um, v1, p.151-184, 2009.
8. Thinking Liquid Thoughts: Version 2. In Techoetics Arts a Journal Of Speculative Research. Bristol: Intellect, v.2, p.169-180, 2004.
9. Ciberscenarios: Hekuras, Karuanas et Kurupiras. In Galaxia. Sao Paulo: Educ-CNPq, n.7, p.111-122, 2004.
10. The Xamantic Web. In Digital Creativity. Exeter: Digital Creativity, v.10, p.108-111, 1999.
11. Interactive Stereoscopic Simulations and Binocular Vision. In Humanities. Brasilia: UnB, v.42, p.27-36, 1997.
12. A Conceptual Collage About Contemporary Artistic Making. In UFS notebooks. Santa Maria: UFS, v.4, p.43-51, 1997.
13. Interactive Stereoscopic Simulations and the Binocular Vision. In Humanidades. Brasilia: UnB, v.42, p.4 and 27-36, 1996.

Books chapters:

1. Designing Behaviors to Interactively Interlace Natural Language Processing, Text to Speech Procedures and Algorithmic Images. In: Lecture Notes in Computer Science.1st ed. Las Vegas: Springer International Publishing, 2018, v.1, p. 437-446. http://link.springer.com/10.1007/978-3-319-91803-7_33
2. Acertos e desacertos na preservação de acervo em arte computacional interativa. In: Gobira, P. (org) A Memória do Digital. Belo Horizonte: UEMG, 2019, p. 127-163.
3. Reflexões sobre o fazer em arte computacional. In: Gobira, P. (org) Múltiplas Interfaces. Belo Horizonte: UEMG, 2018, p. 219-232.
4. Conservation de la collection en art informatique interactif. In: Soulanges, F. et all (ed), De la photographie au post-digital. Paris: L'Harmattan, 2017, p. 145-152.
5. Behind the Scene: production of spectacles with interactive scenarios. In: Aesthetics of the Worlds Possibles.1st ed. Bogota: Pontificia Universidad Javeriana, 2016, p. 183-198.
6. Perambulações em arte computacional. In: Nóbrega, C. A. M.& Frafoso, M. L. (org) Hiperorgânicos. Rio de Janeiro: UFRJ, 2016, p. 182-201.

7. Computational art: differences and convergences In: *Biology poéticas de posible*. 1st ed, Bogotá: PUC Javeriana, 2012, p. 87-102.
8. Exoendogenias. In: *A pesquisa na ECA-USP*. Sao Paulo: USP, 2012, p. 46-66.
9. Caracolomobile: um simbiote interativo. In: Rocha, C et all. (org) *Arte e Tecnologia*. Brasilia: UnB, 2011, p. 213-223.
10. Percursos poéticos. In: Venturelli, S. (org) #6.ART. Brasilia: Unb, 2007, p. 305-312.
11. Membrana: M_Brana. In: Fragoso, M. L. (org) >=4D. Brasilia: UnB, 2005, p. 136-141.
12. Barja, W. & Fraga, T. >=4D. In: Fragoso, M. L. (org) >=4D. Brasilia: UnB, 2005, p. 142-146.
13. Pensando pensamentos líquidos. In: Maciel, K. & Parente. A. (org) *Redes Sensoriais*. Rio de Janeiro: Contracapa, 2003, p. 301-308.
14. Arte do Código na Universidade de Brasilia. In: Medeiros, M. B. (org) *A Arte Pesquisa*, V 1. Brasilia: UnB, 2003, p. 382-390.
15. Ciber cenários interativos. In: Medeiros, M. B. (org) *Arte e tecnologia na cultura contemporânea*. Brasilia: UnB, 2002, p. 164-170.
16. Arte computacional e devir. In: Capisani, D. (org) *Transformação e Realidade*. Campo Grande: UFMS, 2001, p. 15-29.
17. Inquiry into allegorical knowledge systems for telematic art. In: Ascott, Roy (ed) *Art, Technology, Consciousness*. Bristol: Intellect, 2000, p. 59-64.
18. Reality, virtuality and visuality in the Xamantic Web. In: Ascott, Roy (ed) *Reframing Consciousness*. Bristol: Intellect, 1999, p. 211-216.
19. Simulações estereoscópicas. In: Domingues, D. (org) *Arte do século 21*. Sao Paulo: UNESP, 1995, p. 117-126.

Catalogs:

1. TransFormAcao. In: *BioQ?*. Brasilia: Niemeyer Cultural Centre, 2019, p. 3.
2. Jardim de Epicuro_3. In: *A/Riscado*. Brasilia: National Museum of the Republic, 2018, p. 56-57.
3. Jardim de Epicuro_3. In: *Immersphere*. Brasilia: Planetarium, 2017, p. 46-47.
4. Projeto Amoreiras. In: *Softborders*. Sao Paulo: UNESP, 2011, p. 26-27.
5. Caracolomobile. In: *Autonomia cibernética [emoção art.ficial 5.0]*. Sao Paulo: Itau Cultural Institute, 2010, p. 176-183.
6. Amoreiras. In: *Autonomia cibernética [emoção art.ficial 5.0]*. Sao Paulo: Itau Cultural Institute, 2010, p. 142-147.
7. MutableArchitectures. In: *Memória do Futuro*. Sao Paulo: Itau Cultural Institute, 2007, p. 58-61.
8. Viabolus_01. In: *Cinético Digital*. Sao Paulo: Itau Cultural Institute, 2005, p. 23.
9. M_Branas. In: >=4D. Brasilia: Bank of Brazil Cultural Center, 2004, p. 64-67.
10. >=4D (foreword with Barja, W.). In: >=4D. Brasilia: Bank of Brazil Cultural Center, 2004, p. 7-12 & 16-19.
11. XamanticJourney. In: *II Mercosul Biennial*. Porto Alegre: Mercosul Visual arts Biennial Foundation, 1999, p. 58.
12. Poéticas em Devir. In: [*art&tecnologia*]. Sao Paulo: Itau Cultural Institute, 1997, p. 36-37.
13. Simulações Estereoscópicas. In: *Arte do século 21*. Sao Paulo: MAC-USP, 1995, p. 21.

14. Modular ceramic sculpture. In: La Ceramica nell Arredo Urbano. Faenza: 2ª Quadriennale Internazionale Faenza, 1987, p. 40.

Conferences, communications, lectures and seminars

EcoNFT. In Galeria Clima 2021 Seminar. November 30th, 2021.

Expo-graphic designs: within Hipermediatic and Informational Context. In X Hispano-Brazilian Information, Documentation and Society Research Seminar American 2021 Conference. November 22nd, 2021.

Expo-graphic designs from 2004 to 2018. In SIGraDI 2021 Seminar. November 11th, 2021.

Symbiotic interstices. In AIFA2021: AI and the future of arts. September 28th.

Reviewing VRML in pandemic times: Rainforest Awakens, interactive telematic performances. In Siggraph: SPARKS. January 2021.

In-memoriam: Unforgettable Memories—Arlindo Machado: Virtuality, Visuality & Reality. In Memoriam: Arlindo Machado, Leonardo Archive. <https://www.leonardo.info/blog/2020/08/19/in-memoriam-arlindo-machado>. Online homage, 2020.

Epicurus' Garden: Poetic and aesthetic considerations of an installation and performances with Brain-Computer Interface. In Tatic Engagement in the Digital Age @Cambridge. <http://www.chierico.net/conference-tatic-engagement-in-the-digital-age-cambridge/>. Cambridge University, Cambridge, 2019.

Reflexões sobre arte e ciência: arte computacional aplicada em arte, arquitetura e design. In Retina. <https://doi.org/10.29147/dat.v3i1>. Anhembi-Morumbi University, Sao Paulo, 2019.

Arte, Ciência e Tecnologia como realidades poéticas. In Art, Science, and Technology Seminar. FAP-DF & National Museum of the Republic, Brasilia, 2018.

Designing Behaviors to Interactively Interlace Natural Language Processing, Text to Speech Procedures and Algorithmic Images. In Human Computer Interaction (HCI 2018) proceedings. <http://2018.hci.international/>. HCI 2018, Las Vegas, 2018.

Entrelaçamentos entre Processamento de Linguagens Naturais, Procedimentos tts e Imagens Algorítmicas. In 27th ANPAP Congress. <http://www.anpap.org.br/>. PUC-Campinas, Campinas, 2018.

Epicurus Garden: poetic and aesthetic considerations of an installation with Brain Computer Interface. HDRio2018. FGV, Rio de Janeiro, 2018.

Jóias Autorais Escultóricas em Titânio. In #17.ART. National Museum of the Republic, Brasilia, 2018.

Entrelaçamentos. In Hiperorgânicos 7. <http://www.nano.eba.ufrj.br/tag/hiperorganicos-2/>. EBA, Rio de Janeiro, 2017.

#EntrelaçamentosELIZA: transduções.transductions. In Immersphere. <http://immersphere.com.br/en/program/#tabs-6>. Planetarium, Brasilia, 2017.

MindFluctuations, Fraga, T. & Withers, Maida. In 16.ART: Fine Arts School of Porto University. <http://www.fba.up.pt/2017/10/04/16-art-2/>. Porto, 2017.

O fazer em Arte Computacional. In 26th ANPAP (Fine Arts Research Association) Congress. http://www.anpap.org.br/anais/2017/PDF/PA/26encontro_FRAGA_Tania.pdf. PUC-Campinas, Campinas, 2017.

21st Century Brazilian Computer (Experimental) Art, Fraga, Tania & FRAGOSO, M. L.. In ISEA 2017. http://www.isea-archives.org/docs/2017/program/ISEA2017_Programme.pdf. Caldas University: Teatro de los Fundadores, Manizales, 2017.

Acertos e desacertos na preservação de acervo em arte computacional interativa. In #15.ART. National Museum of the Republic, Brasília, 2016.

Experiência artística e preservação da arte. In Rodadas LabFront. <http://www.artesdigitais.art.br>. Escola Guignard – UEMG, Belo Horizonte, 2016.

MindFluctuations. In 11st Symposium of Contemporary Art: Neuroscience and Art. <http://museuarteciencia.ufsm.br/>. University of Santa Maria, Santa Maria. 2016.

MindFluctuations: a arte entre o cérebro e a máquina. In 2nd Seminar of Digital Arts. <http://www.artesdigitais.art.br>. Guignard School, UEMG, Belo Horizonte, 2016.

Intermediação mediadora. In Seminário Internacional Diálogos Transdisciplinares: Arte e Pesquisa. ECA-USP and Paço das Artes, Sao Paulo, 2015.

Metainstalações. In #13.ART. National Museum of the Republic, Brasília, 2014.

Metainstalações: novos modos de apresentar e montar exposições de Arte Computacional. In 9^o Simpósio de Arte Contemporânea, UFSM, Santa Maria, 2014.

NumericVariations. In CAC4 Computer Art Congress 4. EBA-UFRJ, Rio de Janeiro, 2014.

Perambulações em Arte Computacional. In Hiperorgânicos. EBA-UFRJ, Rio de Janeiro, 2014.

Reflexões sobre o fazer em arte computacional. In 7^o National Symposium and 3rd International Symposium on Informative Literature, FAE-UFMG, Belo Horizonte, 2014.

Breve histórico do percurso em Arte Computacional. In 8^o Symposium of Contemporary Art. UFSM, Santa Maria, 2013.

Experimental art with Brain Controlled Interfaces, Fraga, T., Pichiliani, M. et al. In HCI International 2013. <http://www.hcii2013.org/>. HCI, Las Vegas, 2013.

Metainstalações: expografia e montagem de exposições em Arte Computacional. In #12.ART. <http://www.medialab.ufg.br/art>. Museum of the Republic, 2013.

Exoendogenias. In 3rd Research Week of ECA-USP. <http://www3.eca.usp.br/pos>. ECA-USP, Sao Paulo, 2012.

Interatividade exoendogênica em interface cérebro computador. In Research Meeting. Anhembi-Morumbi University, Sao Paulo, 2012.

Organismos distribuidos: laboratórios em rede. In Hiperorgânicos 3. <http://nano.eba.ufrj.br/hip3organicos>. FUNARTE Rio, Rio de Janeiro, 2012.

Os percursos do fazer. In #11.ART. <http://medialab.ufg.br/art/11-art/seminario-11art-2>. National Museum of the Republic, Brasília, 2012.

21st Century Brazilian Art, Fraga, Tania & FRAGOSO, M. L.. In 3rd Computer Art Congress, CAC3. <http://postdigital.eu/>. Le Centre Quatre, Paris, 2012.

Caracolomobile. In Victoria Vesna Class. Pratt Institute, New York, 2011.

Caracolomobile. In (Peter D'Agostino) Lectures Series. Temple University. Philadelphia, 2011.

Caracolomobile: um simbiote interativo. In #10.ART. National Museum of the Republic, Brasília, 2011.

Percursos poéticos. In Curso de Artes e Mídias. PUC-SP, Sao Paulo, 2011.

Tessituras Numéricas. 2nd Research Seminar, ECA-USP, Sao Paulo, 2011.

Transformation virtual scenarios. In Art Institute Lectures. University of Regina, Canada, 2011.

Computer Art. School of Computing Lectures. The George Washington University, Washington, 2011.

Caracolomobile: da concepção à realização. In 5th Symposium of Contemporary Art. UFMS, Santa Maria, 2010.

Computer art: affection in computer systems. In CS Colloquium. <http://cs.seas.gwu.edu/events/422>. The George Washington University, Washington, 2010.

Numeric Tessituras. In 10th International Research Conference Consciousness Reframed. <https://www.designresearchnetwork.org/drn/content/planetary-collegium-xth-international-research-conference-consciousness-reframed>. Planetarium Collegium and University of Applied Sciences, Munich, 2009.

22 Anos de Arte Computacional. In #8.ART. National Museum of the Republic, Brasilia, 2009.

Poéticas Computacionais. In Arte e Ciência. Chile University, Santiago, 2008.

Thinking responsive growing morphologies for computer art and architecture, Fraga, Tania & LOURO, D.. In 2nd Congress of Computer Art – CAC2. <http://europia.org/CAC2/>. Europia and Tecnológico de Monterrey, Mexico, 2008.

Arte Computacional Interativa. In 1st Contact Festival. www.contato.ufscar.br. UFSCAR, São Carlos, 2007.

Envisioning possibilities for computer art, architecture and design. In Forum on Contemporary Arts. Artspace Visual Centre, Sydney, 2007.

Envisioning possibilities for computer art, architecture and design. In Ideology of the Imaginary in the 21st century. Experimental Art Foundation, Adelaide, 2007.

Percursos poéticos: vislumbrando possibilidades para a arte, arquitetura e design. In #6.ART. National Museum of the Republic, Brasilia 2007.

Percursos Virtuais. Interactive Media Lectures, SENAC-SP, Sao Paulo, 2007.

Percursos Virtuais. In O corpo na arte e tecnologia. PUC-SP, Sao Paulo, 2007.

Realidades Intangíveis. In RODA. Global Art Gallery, Sao Paulo, 2007.

Affective Jewllery, AMADEU, F. & Fraga, Tania. In CiiA -Reframing Consciousness. Planetarium Collegium, Plymouth, 2006.

Arte e codificação de jogos computacionais interativos. In COMPOS 2006. UNESP, Bauru, 2006.

Fluxos de gravidade: pulsações. In 3rd Art Research Forum. Museu de Arte Sacra, UFPA, Belém, 2006.

Organismos Comportamentais Estimuláveis. In 1st International Congress of Technological Aesthetics. <http://www.pucsp.br/pos/cos/estec/index.htm>. PUC-SP, Sao Paulo, 2006.

Earth and Space Sciences for Computer Art Works. In Space: Planetary Consciousness and the Arts. http://archive.olats.org/space/13avril/2005-2/te_tFraga.php. Yverdon Chateau, Yverdon, 2005.

Spacetime dimensions in computer art, Fraga, Tania & ARANTES, P.. In altered States. Plymouth University, Plymouth, 2005.

Aula Magna: arte e tecnologia. In See and Understand >=4D. Brasilia University, Brasilia, 2004.

Borders, Limits, Territories. In Guest Lectures. Center of Visual Studies, MIT, Boston, 2004.

Cibercenários Interativos: Fertilidade. In Inclusão Digital. Estação Ciência – USP, Sao Paulo, 2004.

Fluid Rubber Membranes: Simple Solutions for the Creation of Complexity. In Chi and Complexity. Planetarium Collegium and Beijing University, Beijing, 2004.

KARUANAS: arte em Java 3D™ na CAVE da Universidade de Calgary. In Intertional Symposium on Virtual Reality. SENAC-Santo Amaro, Sao Paulo, 2004.

M_Branas. In 4th International Meeting in Art and Technology. Bank of Brazil Cultural Center, Brasilia, 2004.

Membrana Estimulável: além da imersão em realidades virtuais. In Art.ficial Emotion 2.0. Itau Cultural Institute, Sao Paulo, 2004.

Poéticas Interativas. In *Hipermidia e Interatividade*. ECA-USP, Sao Paulo, 2004.

A Arte do Código na Universidade de Brasília. In 3rd International Meeting on Art and Technology. Bank of Brazil Cultural Center, Brasília, 2003.

Cibercenários Interativos. In *inclusão Educacional*. Estação Ciência- USP, Sao Paulo, 2003.

Realidade e Virtualidade. In *Ver e Compreender*. Caixa Econômica Cultural Center, Brasília, 2003.

Thinking Liquid Thoughts. In *Carbon Versus Silicon*. The Banff Centre, Calgary, 2003.

TTrambula. In *Ambientes Imersivos Interativos*. Goethe Institute, Sao Paulo, 2003.

Visualidade, Virtualidade e Realidade. In *COMPOS 2003*. UFPE, Recife, 2003.

A Collaborative Method for Art Projects. In *Bridges II*, The Banff Centre, Calgary, 2002.

Dança Interativa. Seminário de Arte e Ciência. IdA-UnB, Brasília, 2002.

Dança Interativa e Tecnologias Computacionais. In *Seminários do IdA*. IdA-UnB, Brasília, 2002.

Espectáculos em Dança Interativa. In 1^a Conferência da Associação Brasileira de Semiótica, FINATEC, Brasília, 2002.

Shamanic Cyberjourneys for Stage Performances. In *Counciousness Reframed Congress*, CaiiA-STAR, Perth, 2002.

The Biocybernetic Body. In 10th International Congress of Deutsche Gesellschaft fur Semiotik, Kassel University, Kassel, 2002.

Arte Computacional Interativa. In *Semana de Arquitetura*. PUC-Poços de Caldas, Poços de Caldas, 2001.

Arte Eletrônica Computacional. In *GRAPHICA 2001*. POLI-USP, Sao Paulo, 2001.

Aurora 2001. In *Women Leadership Program*. The George Washington University, Washington, 2001.

Aurora 2001: VRML Journey. In (Peter D'Agostino) *Lecture Series*. Temple University, Philadelphia, 2001.

Cibercenários Interativos. In *II Encontro Internacional de Arte e Tecnologia na Cultura Contemporânea*. IdA-UnB, Brasília, 2001.

Wagner Barja e a Arte Contemporânea. In *Experiência Tumulto II*. Centro Cultural da Caixa Econômica Federal, Brasília, 2001.

Shamanism and CyberSpace. In *UCLA Monday Lectures Series*. UCLA, Los Angeles, 2000.

Inquiry into Allegorical Knowledge Systems for Telematic Art. In *CAiA2000*. CAiA-STAR, University of Waller College, New Port, 2000.

Jornada Poética em VRML. In *Seminário avançado*. IdA-UnB, Brasília, 2000.

Realidade Virtual: Jornadas Poéticas em VRML. In *Workshop de Inteligência Artificial e Comunicação*. FAC-UNB, Brasília, 2000.

VRML-ART. In *Lecture Series*. Temple University, Philadelphia, 2000.

Telematic Art: Exploring Allegorical Realms. In *SEAFair'99: Skopje Electronic Art Fair*. Macedonia Museum of Contemporary Art, Skopje, 1999.

The Xamantic Journey – Avignon. In *Futurs Émergents, Rencontre Arts/Sciences/Nouvelles Technologies*. AVIGNONumérique/LES MUTALOGUES, Avignon, 1999.

The Xamantic Journey – Marseille. *Futurs Émergents, Rencontre Arts/Sciences/Nouvelles Technologies*. CYPRES, Centre Interculturel de Pratiques Recherches et Echanges Transdisciplinaire, Marseille, 1999.

The Xamantic Journey on VRML. In *Lectures on Multimedia*. Plymouth University, Plymouth, 1999.

Arte e Criatividade. In Semana da Grécia na UnB. UnB, Brasília, 1998.

Realidade, Virtualidade e Visibilidade. In Contemporary questions. Itau Gallery, Brasília, 1998.

Reality, Virtuality and Visuality in the Xromatic Web. In CAiiA98. CaiiA-STAR University of Waller College, New Port, 1998.

Arte e Tecnologia. In Art and Technology Lectures. FAC-UFBA, Salvador, 1997.

Fundamentos Teóricos em Artes e Ciências. In VII Simpósio de Artes Plásticas. XI Festival de Arte da Cidade de Porto Alegre, Porto Alegre, 1997.

Poéticas Virtuais: Signos Resemantizados. In Interseções Multiculturais & Telemática. Renato Russo Cultural Center, Brasília, 1997.

Transcodificação de Formas do Cerrado em Realidades Virtuais Interativas. In Técnicas Digitais Experimentais em Multimídia e Internet. Fundação VITAE - Brasil, Fundação Antorchas - Argentina, Fundação Andes - Chile, Fundações Rockefeller e MacArthur - EUA e México, Bariloche, 1997.

Consultoria e pesquisa em arte integrada a arquitetura. In Braga, A. C., et al (org) Guia de urbanismo, arquitetura e arte de Brasília. Fundação Athos Bulcão, Brasília, 1997.

A Educação nas Redes de Comunicação. In ANPAP-ECA/USP. ECA/USP, Sao Paulo, 1996.

Internet e Educação. In UFS Seminar. Federal University of Sergipe, Aracaju, 1996.

Stereoscopic Computer Art. In XXI Century Art Symposium, Latin America Memorial, Sao Paulo, 1995.

Transcodificações em VRML: O Cerrado. In IV COMPOS. Faculdade de Comunicação da UnB, Brasília, 1995.

Interactive Stereoscopic Simulations. In First Symposium Multimedia for Architecture and Urban Design, FAU-USP, Sao Paulo, 1994.

O Uso da Cor em Imagens. In VIII Simpósio Brasileiro de Computação Gráfica e Processamento de Imagens. SIBIGRAPI94, Curitiba, 1994.

Interatividade e Imersão. In Mostra Atlantic de Realidade Virtual. Candido Mendes Cultural Center, Rio de Janeiro, 1993.

Simulações Estereoscópicas. In Semana de Arte da Escola Politécnica da USP. Escola Politécnica da USP, Sao Paulo, 1993.

Simulações Estereoscópicas Interativas. In Segundo Simpósio de Computação Gráfica em Arquitetura, Engenharia & Áreas Afins, FAU-UFBA, Salvador, 1993.

The Phenomenon of Computer Art and the Possibilities of a New Aesthetic. In Conference on Liberal Arts and the Education of Artists. New York School of Visual Arts, New York, 1992.

A Estética das Imagens Informáticas. In Palestras na SUCESU Nacional. SUCESU Nacional, Curitiba, 1990.

Arte e Tecnologia. In MAB Seminar. Brasília Museum of Art, Brasília, 1990.

III Simpósio Internacional sobre o Ensino da Arte e sua História. 1989.

Instalações Ambientais. In 1º Encontro de Arte e Tecnologia da UnB. Auditório Dois Candangos, UnB, Brasília, 1989.

Um estudo de estruturas aplicado às esculturas em cerâmica. In Cadernos da UnB, UnB, Brasília, 1989.

Computer Art Production

Exhibitions and curatorial & expo-graphic designs

Site Specific Performance: Teknoaba. Opening of Art Memory and Media International Congress, November 3rd 2021. Event City: Sao Paulo. Promoter institution: PUC-SP, Brazil.

Video: Epicurus Garden On Fire. LASER Garden, ArsElectronica 2021, June. Promoter institutions: Ars Electronica, Austria and Leonardo, USA.

Video: Epicurus Garden. Meditation for South America, [AlienStar Dust] June 2021. Promoter institutions: UCLA, USA; UFCE, Brazil.

Performance: Rainforest Awakens: international online interactive performance, 2020. Event Cities: Sao Paulo. Promoter institution: Visões Urbanas, Brazil.

Performance: Rainforest Awakens: international online interactive performance, 2020. Event Cities: Washington, DC, Sao Paulo, Santa Maria. Promoters institutions: The George Washington University, USA; UFSM, Brazil.

Performance: Rainforest Awakens: international online interactive performance, 2020. Event Cities: Washington, DC, Sao Paulo. Promoters institutions: Artomatic, The George Washington University, USA.

Telematic Quarantine International Performance: Promoted by Paul Serman (UK) for the International Lime Coast Video Art Festival, Australia, 2020.

Video: Language Experiments: for the International Lime Coast Video Art Festival, Australia, 2020.

Performance: Pandemic Encounters into the Deep Third Space Network: international online interactive performance, 2020. Promoted by Paul Serman (UK), Randall Packer, Gregory Kuhn, and Leonardo's International Society for the Arts, Sciences and Technology

TransFormAcao: stereoscopic installation, 2019. Location Event: Niemeyer Cultural Center. Event City: Brasilia, Brazil. Promoter institution: FAP-DF and Museum of the Republic.

Exhibition: EpicurusGarden_3: virtual reality installation with brain computer interface, 2019. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: FAP-DF (Federal District Research Foundation) and National Museum of the Republic.

LASER Talks Sao Paulo. Leonardo Art and Science Evening Rendezvous: November 2018 and April, September, and November 2019. Location Event: Atelier Tania Fraga. Event City: Sao Paulo. Country Brazil. Promoter institution: Leonardo and Atelier Tania Fraga.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#10, 2018. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: EpicurusGarden, 2017. Location Event: Brasilia Planetarium. Event City: Brasilia. Promoter institution: Brasilia Planetarium.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#8, 2016. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Distracted Stories, 2016. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: EpicurusGarden, 2016. Location Event: UFSM Cultural Center. Event City: Santa Maria. Promoter institution: UFSM.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#7, 2015. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Bug in the can, 2015. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Dance spectacle: MindFluctuations, interactive virtual scenarios with brain computer interface commissioned for the Maida Withers Dance Construction Company dance spectacle, 2015, Lisner Theatre, Washington, DC, USA

Exhibition: NumericVariations, 2014. Location Event: UFSM Cultural Center. Event City: Santa Maria. Promoter institution: UFSM.

Exhibition: NumericVariations, 2014. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Epicuro's Gardem, virtual reality installation with brain computer interface commissioned by Paço das Artes Cultural Center, 2014, Sao Paulo, Brazil

Exhibition: NumericVariations, 2014. Location Event: School of Fine Arts (EBA-UFRJ). Event City: Rio de Janeiro. Promoter institution: School of Fine Arts (EBA-UFRJ) and CAC4.

Expography (jointly curated with Malu Fragoso): CAC4, for the exhibition of the 4th International Congress of Computer Art (CAC4), 2014. Location Event: School of Fine Arts (EBA-UFRJ). Event City: Rio de Janeiro.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.): EmMeio#6, 2014. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Award: granted by the Intel Perceptual Challenge Brazil Award, 2013, with software engineer Mauro Pichiliani, for the project 'DoubleHands', INTEL Brazil.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#5, 2013. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Wanderings.Perambulacoes, 2013. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Wanderings.Perambulacoes, 2013. Location Event: Lilo Zone. Event City: Sao Paulo. Promoter institution: Lilo Zone.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#4, 2012. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Fluxions, 2012. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Wanderings.Perambulacoes, virtual reality installation with stereoscopy using Pulfrich illusion, selected for the 3rd International Congress of Computer Art (CAC 3) exhibition, 2012, Paris, France.

Exhibition: Exoendogenias, 2012. Location Event: School of Communication and arts of the University of Sao Paulo (ECA-USP). Event City: Sao Paulo. Promoter institution: ECA-USP.

Exhibition: S.O.S. Sigma, 2012. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: S.O.S., 2012. Location Event: Rio +10 Convention Center. Event City: Rio de Janeiro. Promoter institution: Rio+10.

Performance: Transformation, interactive virtual scenarios for a performance at the Java3D CAVE (Computer Automated Virtual Environment) at the University of Calgary, 2011, with performer Tanya Dahms, Canada

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#3, 2011. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Enigma, 2011. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio#2, 2010. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Caracolomobile, selection award for interactive robotic installation with brain computer interface for the 5th Biennial of Art and Technology, Art.ficial.emotion5.0, 2010, Itau Cultural Institute, Sao Paulo. Homepage: http://www.itaucultural.org.br/index.cfm?cd_pagina=2716&cd_noticia=6883.

Exhibition: Amoreiras, selection and acquisition award for the interactive robotic installation with Group Digital Poetics from USP, for the 5th Biennial of Art and Technology, Art.ficial.emotion # 5.0, 2010, Itau Cultural Institute, Sao Paulo.

Exhibition: Fragments, virtual reality installation with stereoscopy using Pulfrich illusion, commissioned by the Museum of Contemporary Art, 2009, Santiago, Chile

Exhibition: Crazy Dance and Poetic Mutual Atraction, 2009. Vasarely Foundation. Event City: Aix-en-Provence. Country: France. Promoter: Vasarely Foundation, L'Ecole Supérieure d'Art d'Aix-en-Provence, L'ARCADE, Galerie VM, Seconde Nature. Home-page: <http://iarvers.free.fr/pages/exposition.html>.

Exhibition: ArquitetasMutaveis, interactive installation in the multi-user virtual universe of Second Life commissioned for the exhibition Memory of the Future, 2008, Itau Cultural Institute, Sao Paulo.

Exhibition: Fragments, virtual reality installation with stereoscopy using Pulfrich illusion, commissioned for CAC 2 exhibition, Museum of Modern Art, 2008, Promoter: Europia Productions and Tecnológico de Monterrey, Toluca, Mexico. Home-page: <http://europia.org/CAC2/>.

Expography (curated jointly with FRAGOSO, M. L. and VENTURELLI, S.: EmMeio, 2008. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Fragments, 2008. Location Event: National Museum of the Republic. Event City: Brasilia. Promoter institution: IdA-UnB and National Museum of the Republic.

Exhibition: Fluxions, 2010. Federal University of Santa Maria. Event City: Santa Maria. Country Brazil. Promoter institution: Federal University of Santa Maria.

Performance: Transformation, award for production from the Canadian Saskatchewan Art Council, 2007, interactive virtual scenarios for the performer Tanya Dahms, Regina Cultural Center, Canada.

Exhibition: Journey through the Mask - Proyeto Collaborarte, 2006. Venue Event: University of Chile. Event City: Chile. Country: Chile. Promoter institution: Progetto Collaborarte.

Performance: Karuanas, interactive virtual scenarios for a dance show in honour of Klaus Vianna,

commissioned by SESC Consolação, 2006, with dancers Andrea Fraga and Marines Calori, Directed by Patrícia Noronha, Sao Paulo.

Expography: Diamantina Winter Festival, 2006. Location Event: Diamantina Cultural Center. Event City: Diamantina. Promoter institution: UFMG.

Exhibition: ViaBolus_2, virtual reality installation with game mat interaction commissioned for the exhibition of the Diamantina Winter Festival (UFMG), 2006, and for an exhibition PontoComico held at the Centro Cultural Renato Russo, Brasilia, Brazil

ViaBolus virtual reality installation commissioned by Itau Cultural Institute for the Cinético Digital exhibition, 2005, Sao Paulo.

MembranaEstimulável, interactive virtual reality robotic installation commissioned by Itau Cultural Institute for the 2nd Biennial of Art and Technology, Art.ficial.emotion # 2.0, 2004, Sao Paulo.

Expography: Greater or Equal to 4D (> = 4D), project and expography (jointly curated with Wagner Barja) commissioned by Bank of Brazil Cultural Center, 2004, Brasilia.

Exhibition: m_branas, commissioned by Bank of Brazil Cultural Center, 2004, Brasilia.

Dance spectacle: Aurora2003: fire in the sky, interactive virtual scenarios commissioned by Maida Withers Dance Construction Company for dance spectacles, 2003, Saint Petersburg and Arkangelsk, Russia.

Dance spectacle: Fertilidade, interactive virtual scenarios, 2003, Estação Ciência, USP, Sao Paulo.

Exhibition: Dentro[Fora], 2002, Mackenzie University, Sao Paulo.

Exhibition: SerDevir, 2002, Caixa Economica Federal Cultural Center, Brasilia.

Expography: Exhibition, 2002, Caixa Economica Federal Cultural Center, Brasilia.

Exhibition: Mostra Interpoesia, 2001, Mackenzie University, Sao Paulo.

Exhibition: GameArt, 2001, Polytechnic School of Engineering, USP, Sao Paulo.

Exhibition: Möebius Prize (Prix Möbius International), online virtual reality installation XamanticJourney, 2001, Beijing, China.

Dance spectacles: Aurora2001: fire in the sky, interactive virtual scenarios commissioned by Maida Withers Dance Construction Company for dance spectacles at Lisner Theatre, Washington, DC, USA, Nord Lys Dance Festival, Norway, and Renato Russo Cultural Center, 2001, Brasilia.

Exhibition: ActBolus in Arte Ponto Cômico, 2000, Renato Russo Cultural Center, Brasilia.

Exhibition: XamanticJourney, virtual reality online installation commissioned by the Mercosul Biennial, 2000, Porto Alegre.

Exhibition: XamanticJourney, virtual reality installation, 2000, VRML2000 conference exhibition, Monterey, USA.

Exhibition: Ofertas, virtual reality intranet multiuser installation with Suzete Venturelli, 2000, Galeria James Câmera, Goiânia.

Exhibition: XamanticJourney, virtual reality installation commissioned by the Museum of Contemporary Art in Skopje, Macedonia, and VRML99 conference exhibition, 1999, Onsbruck, Germany.

Exhibition: Art Nabi, Webart, 2000, Seul, South Korea.

Exhibition: Y00 -Year Zero Zero, Webart, 2000, Philadelphia, USA.

Exhibition: WOW – Without Walls, Plymouth Cultural Center, 1999, Plymouth, UK.

Exhibition: Goddess Realm, Itau Cultural Center, 1998, Brasilia.

Exhibition: Objetos de Síntese, Casa Thomas Jefferson, 1998, Brasilia.

Exhibition and Curator: XamanticWeb, curator and creator of the online collective installation in virtual reality

commissioned for the European Media Art Festival, 1997, Germany.

Exhibition: Recuerdos de Garcia Lorca, Webart, 1997, Renato Russo Cultural Center, Brasilia.

Exhibition: Poetics of becoming, virtual reality active stereoscopic installation commissioned by Itau Cultural Institute for the exhibition Mediações, 1997, Sao Paulo.

Exhibition: SuperComputing 97 with Eduardo Toledo, 1997, San José, USA.

Exhibition: International Creation Technologies Competition Paris-Cité, 1990, Paris City Hall, France.

Exhibition: Infoestética Group, FENASOFT, 1990, Sao Paulo.

Exhibition: Infoestética Group, Senate Black Saloon, 1990, Brasilia.

Exhibition: Infoestética Group, Latin America Cultural Center, 1989, Brasilia.

Exhibition: Infoestética Group, Latin America Festival, 1988, Brasilia.

Awards, Scholarships and Main commissions

2021 Teknoaba, performance action held on November 3rd 2021 as a site specific an online performance promoted by 1st Encontro Arte, Memória, Mídia, PUC-SP. The performance installation was designed together with Dani Dini.

2020 Pandemic Encounters, performance action held on May 23, 2020 as part of the online performance installation “Pandemic Encounters:: being [together] in the Deep Third Space”, promoted by LEONARDO / ISAST and “The Third Space Network” as the first Global LASER event (Leonardo Art Science Evening Rendezvous). The performance installation was designed by British telematics artist Paul Sermon in collaboration with Randall Packer, Gregory Kuhn and 11 action-performers around the world.

2020 Telematic Quarantine, performance action held on January 2020 in Australia as part of an online performance promoted by International Lime coast Video Art Festival. The performance installation was designed by British telematics artist Paul Sermon.

2020 Rainforest Awakens, performance action held on April 2020 as online performance promoted by University of Santa Maria. The performance installation was designed together with the American choreographer Maida Withers with the musician Steve Hilmy.

2020 Experiments in Language, Video Art presentation promoted by International Lime coast Video Art Festival, Australia, January 2020.

2019 TransFormAcao, virtual reality installation with stereoscopy using Pulfrich illusion commissioned for the exhibition BioQ ?, Oscar Niemeyer Cultural Center, Brasilia, Brazil

2018 Epicuro’s Gardem 3, virtual reality installation with brain computer interface commissioned for the exhibition A / Riscado, National Museum of the Republic, Brasilia, Brazil

2015 MindFluctuations, interactive virtual scenarios with brain computer interface commissioned for the Maida Withers Dance Construction Company dance spectacle, Lisner Theatre, Washington, DC, USA

2014 Epicuro’s Gardem, virtual reality installation with brain computer interface commissioned by Paço das Artes, Sao Paulo, Brazil

2014 CAC4, expography (jointly curated with Malu Fragoso), for the exhibition of the 4th International Congress of Computer Art (CAC4), held at the School of Fine Arts (EBA-UFRJ), Rio de Janeiro, Brazil

2014 Epicuro’s Gardem, virtual reality installation with brain computer interface commissioned by Paço das Artes, Sao Paulo, Brazil

2013 Award granted by the Intel Perceptual Challenge Brazil Award, with software engineer Mauro Pichiliani,

- for the project 'DoubleHands', INTEL Brazil
- 2012 Wanderings.Perambulacoes, virtual reality installation with stereoscopy using Pulfrich illusion, selected for the 3rd International Congress of Computer Art (CAC 3) exhibition, Paris, France
- 2011 Transformation, interactive virtual scenarios for a performance at the Java3D CAVE (Computer Automated Virtual Environment) at the University of Calgary, with performer Tanya Dahms, Canada
- 2010 Postdoctoral scholarship granted by FAPESP (Sao Paulo Research Foundation), Brazil
- 2010 Caracolomobile, selection award for interactive robotic installation with brain computer interface for the 5th Biennial of Art and Technology, Art.ficial.emotion # 5.0, Itau Cultural Institute, Brazil
- 2010 Amoreiras, selection and acquisition award for the interactive robotic installation with Group Digital Poetics from USP, for the 5th Biennial of Art and Technology, Art.ficial.emotion # 5.0, Itau Cultural Institute, Brazil
- 2009 Fragments, virtual reality installation with stereoscopy using Pulfrich illusion, commissioned by the Museum of Contemporary Art, Santiago, Chile
- 2009 Digital Poetics, interactive computer art installation commissioned for Gamerz5 exhibition, Vasarely Foundation, Aix-enProvence, France
- 2008 ArquiteturasMutaveis, interactive installation in the multi-user virtual universe of Second Life commissioned for the exhibition Memory of the Future, Itau Cultural Institute, Brazil
- 2008 Fragments, virtual reality installation with stereoscopy using Pulfrich illusion, commissioned for CAC 2 exhibition, Museum of Modern Art, Toluca, Mexico
- 2008-2018 EmMeio*, expography of the series of exhibitions curated jointly with Malu Fragoso and Suzete Venturelli, held at the National Museum of the Republic, Brasilia, Brazil
- 2007 ResponsibleMembrane, interactive virtual reality robotic installation commissioned by the Experimental Art Foundation, Adelaide, Australia
- 2007 Transformation, award for production from the Canadian Saskatchewan Art Council, interactive virtual scenarios for the performer Tanya Dahms, Regina Cultural Center, Canada
- 2006 Karuanas, interactive virtual scenarios for a dance show in honour of Klaus Vianna, commissioned by SESC Consolação, with dancers Andrea Fraga and Marines Calori, Directed by Patrícia Noronha, Sao Paulo, Brazil
- 2006 ViaBolus_2, virtual reality installation with game mat interaction commissioned for the exhibition of the Diamantina Winter Festival (UFMG), and for an exhibition PontoComico held at the Centro Cultural Renato Russo, Brasilia, Brazil
- 2005 ViaBolus virtual reality installation commissioned by Itau Cultural Institute for the Cinético Digital exhibition, Brazil
- 2004 MembranaEstimulável, interactive virtual reality robotic installation commissioned by Itau Cultural Institute for the 2nd Biennial of Art and Technology, Art.ficial.emotion # 2.0, Brazil
- 2004 Greater or Equal to 4D (> = 4D), project and expography (jointly curated with Wagner Barja) commissioned by Bank of Brazil Cultural Center, Brasilia, Brazil
- 2003 2000 Outstanding Intellectuals of the 21 First Century, International Biographical Center, Cambridge, UK
- 2002 Research Transmídia Award by Itau Cultural Institute, Brazil
- 2001 Artist Selected to Represent Brazil at the Möebius Prize (Prix Möbius International), with the online virtual reality installation XamanticJourney, Beijing, China

- 2001-2003 Aurora2001: fire in the sky, interactive virtual scenarios commissioned by Maida Withers Dance Construction Company for dance spectacles at Lisner Theatre, Washington, DC, USA, Nord Lys Dance Festival, Norway, Renato Russo Cultural Center, Brasilia, Brazil
- 2000 XamanticJourney, virtual reality online installation commissioned by the Mercosul Biennial, Brazil and VRML2000 conference exhibition, Monterey, USA
- 1999 XamanticJourney, virtual reality installation commissioned by the Museum of Contemporary Art in Skopje, Macedonia, and VRML99 conference exhibition, Onsbuck, Germany
- 1999 Postdoctoral scholarship granted by CAPES (the Brazilian Agency for High Education Personnel), Brazil
- 1997 XamanticWeb, curator and creator of the online collective installation in virtual reality commissioned for the European Media Art Festival, Germany
- 1997 Poetics of becoming, virtual reality active stereoscopic installation commissioned by Itau Cultural Institute for the exhibition Mediações, Brazil
- 1997 Invited Artist to the Bariloche Seminar, Argentina promoted by VITAE Foundation - Brazil, Antorchas Foundation - Argentina, Andes Foundation - Chile and Rockefeller Foundation - USA.
- 1991-1994 PhD scholarship granted by CAPES (the Brazilian Agency for High Education Personnel), Brazil
- 1990 Selected by International Creation Technologies Competition Paris-Cité, Paris City Hall, France
- 1989-1991 Co-author of the architectural project for the University of Brasilia Arts Institute (IdA-UnB) in partnership with the architect Cláudio Villar de Queirós commissioned by University of Brasilia Foundation, Brazil
- 1986-1987 Scholarship granted by the Fulbright Commission as Artist in Residence at the Alternative Work Site: the Bemis Project, Omaha, USA
- 1973 Award for the Weekend residence project, Vale do Rio Doce Forest Reserve, EAUFMG and the Minas Gerais State Forest Development Institute, Brazil
- 1973 Award for Restaurant project for SERVAS, EAUFMG and Cia. Urbanizadora da Serra do Curral - CIURBE, BH / MG, Brazil

Main interviews and references:

- 2020 Interview for the Andrea Rehader broadcast TV series Ex-tandarte. Computer Art, WW Channel, Brazil.
- 2018 Reference in the article: Prado Gilbertto. Project Amoreiras (Mulberry Trees): Autonomy and Artificial Learning in an Urban Environment. Leonardo, V 51.1, Cambridge: MIT, USA.
- 2009 Aurora 2001; fire in the sky, broadcast TV program. Computer Art, American Research Channel, USA.
- 2008 Reference in the article: Diamond, Sara. Reframing the Cathedral: Opening the Sources of Technologies and Cultural Assumptions. In: Kroker, A. & Kroker, M., Critical Digital Studies, p. 56-70, Toronto: University of Toronto, Canada.
- 2004 Reference in the article: Prado Gilbertto. Artistic Experiments on Telematic Nets: Recent Experiments in Multi-User Virtual Environments in Brazil. Leonardo, V 37.4, Cambridge: MIT, USA.
- 2004 Interview for the Visual Art Doctorate at UFRG PhD. Thesis: Santos, Nara C.. Arte (e) Tecnologia em sensível emergência com o entorno digital: projetos brasileiros, PUC-SP, Sao Paulo, Brazil.
- 2003 Interview for the Communication and Semiotics PhD. Thesis: Arantes, Priscila. Arte e Mídia no Brasil: por uma estética em tempo digital, PUC-SP, Sao Paulo, Brazil.
- 2003 Interview for the article: Ostoff, Simone. Brazilian Counterparts: Old Histories and New Designs. In:

Malloy, Judy, Women, Art and Technology, p. 467-477, Cambridge: MIT, USA.

2001 Reference in the article: Prado_Gilbertto. Artistic Environments of Telepresence on the World Wide Web. Leonardo, V 34.5, Cambridge: MIT, USA.

Additional Information

Links related to this curriculum./

<http://taniafraga.art.br>

http://taniafraga.art.br/computer_art/computerArt.html

Instagram: @taniafraga_atelie

<https://www.facebook.com/tania.fraga/>

<https://www.youtube.com/user/taniafraga1>

<https://vimeo.com/taniafraga>

<https://taniafraga.academia.edu/research#papers>

ResearcherID: E-1656-2018

<http://www.researcherid.com/rid/E-1656-2018>

https://scholar.google.com/citations?view_op=list_works&hl=pt-BR&user=2SiLt2cAAAAJ

<https://orcid.org/0000-0001-5342-7954>

<http://www.bv.fapesp.br/pt/pesquisador/82127/tania-regina-fraga-da-silva/>

<https://www.mendeley.com/profiles/tania-fraga2/?viewAsOther=true>

<http://buscatextual.cnpq.br/buscatextual/visualizacv.do?id=K4783019U2>