

# FINAL CONFERENCE

 CHANCE.

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ICE Kraków  
Congress Centre



8-9 September 2025



Krakow, Poland

**MULTIMEDIA EXHIBITION**  
**8 September 2025**





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## CHANSE projects and CHOCOLATE Films

CHANSE projects had the opportunity, facilitated by the CHANSE Knowledge Exchange Facilitators (KEF), to co-create short films showcasing their research. Five projects were chosen competitively, and their videos are launched in this exhibition.

The initiative was realised in collaboration with [Chocolate Films](#) an international video agency run as a social enterprise, based in London, UK.

**AUTO-WELF** Citizens across the EU are impacted by algorithmic systems in welfare provision in distinct ways. As these systems become more mundane and the welfare state is increasingly entangled with AI, citizens need to know what this means for their everyday lives.

**DIGeMERGE** Everyone is at risk of experiencing a public emergency. But with the rapid development of new media and digital solutions for everything, how can we ensure that "nobody is left behind" in an emergency situation? How exactly can digital emergency communication save lives?

**DigiPatch** The DigiPatch project aims to explore the psychological, social, and cultural mechanisms driving the emergence of radicalized groups—tribes—in the digital realm. Additionally, it seeks to understand the genesis of (micro)identities, their unique online dynamics, and the societal ramifications of their involvement in effecting social change.

**SMARTUP** The SMARTUP project explores how digital infrastructures within homes impact the daily lives of women and men differently, often reinforcing traditional divisions of labour and responsibility within different-sex couples, despite the promise of comfort and automation. We emphasize the need to design smart technologies to support equity and inclusivity in everyday domestic life.

**TETRARCHs** TETRARCHs recognises the power of archaeology to nurture wonder in people and enrich connections in the past and present. But current digital practices often engender disenfranchisement and inequity. Collaboration and innovation with the form and nature of archaeological data are essential for creating conditions for archaeology to impact the world in more just and meaningful ways.

## *Afterlife: Exploring the Social Lives of the Digital Dead*

The performance *Afterlife: Conversations with the Living Dead*, staged at the Finnish National Theatre in November 2024, was developed and produced as part of *The Digital Death: Transforming History, Rituals and Afterlife* (DiDe) research project. This collaboration was a unique experiment based on a new type of co-creation between media and communication studies scholars, data scientists, and performing artists. The collaboration was a joint effort between two institutions: the University of Helsinki and the Finnish National Theatre. The *Afterlife* project was motivated by the academic determination to enhance public scholarship and to reach out to the wider public. The DiDe project was based on the idea that digital afterlife is already a lived reality affecting both the living and the dead. Collaboration with artists and institutions beyond academia made a difference in generating public debate on this fundamental concern in which the boundaries between life and death are shifting.

Exhibit: *Afterlife*, a short film by Petter Korkman  
<https://vimeo.com/1083909878?share=copy>

Dr Petter Korkman is a project inventor and philosopher who is specialist in audiovisual productions. He has extensive experience in academic research and currently works as an Information Specialist at Helsinki University Library. Korkman is one of the founding members of TIUKU (Culture Factory for Knowledge Sharing) based in Helsinki. TIUKU brings together artists, researchers, civic organisations, and art educators to explore new ways of public scholarship. TIUKU collaborates with DiDe project.

## ***An Introduction to JUSTHEAT***

**Film 1 (Intro)** This short film talks about the motivations and aims of the project, and sets it in the context of the domestic energy transitions and the social and cultural complexities associated they raise.

**Film 2 (Methods):** This film explores the interdisciplinary methods of the project and how history, art, social and politics science and architecture interact to produce a comprehensive insight into the complexities of domestic heating transitions and how they play out in diverse ways across time, space and social groups.

**Film 3 (Justice):** this film explores the ways that justice has been conceptualised within JUSTHEAT, the complex justice implications of domestic heating transitions and the different ways that justice has emerged as a theme in our empirical findings.

All films from the JUSTHEAT project were produced by Miles Umney of Holm Films, London under the direction of Prof Becky Shaw, Lead Artist for JUSTHEAT.

## *REDACT: 15-Minute City Conspiracy Theories*

This presentation offers a taste of the research the REDACT team have been conducting by concentrating on one case study. The UK team conducted research into the spread of conspiracy theories that accompanied proposals for progressive traffic and urban planning measures introduced in 2023. Embedded in the wider British socio-political context and media ecology, the circulation of conspiracy theories about traffic controls are best understood as post-Brexit (because of how they articulate concerns over sovereignty) and post-pandemic (for how they both repurpose the freedom-oriented rhetoric of anti-lockdown conspiracism). To understand the circulation of 15-minute conspiracy theories in the UK in 2022-4, we identified a feedback loop between four nodes: online conspiracism, protest groups, party politics and mainstream media reportage. Ultimately, 15-minute city conspiracy theories are evidence of how conspiracism is being used as a mobilising rhetorical device in British culture wars.

This animation was made by REDACT (Researching Europe, Digitalisation and Conspiracy Theories) with the help of Gaia Clarknevola (research intern). The data visualisations were made by Ben Pelling (PDRA) and the photographs are the copyright of Annie Kelly.

# AUTO-WELF

## *Policy Briefs:*

### *Getting people involved in welfare automation*

### *Curtail public dependencies of private tech*

European states are increasingly automating their welfare services. The automation of welfare varies across European countries as does the way welfare provision is organised. The systems for automation range from static decision trees to natural language processing applications including large language models (LLMs) and predictive risk scoring. The implementation of these systems has far-reaching consequences both for the daily work of caseworkers in public institutions as well as for the equal and just treatment and social rights of the people. Considering the perspective of the people who are affected by automation, the AUTO-WELF project has identified several challenges and gives procedural recommendations to address them.

Our recommendations are intended to foster democratic control over digital public infrastructures, ensure that these infrastructures are resilient, and align innovation with long-term public interest in welfare and human flourishing.

The recommendations are an outcome of the AUTO-WELF project and were developed together with AlgorithmWatch during, among others, a joint workshop at the Institute of Philosophy and Sociology of Polish Academy of Sciences in 2025.

## DIGeMERGE

# *DIGeMERGE: Digital Emergency Communication in the Nordic Countries*

The DIGeMERGE project studies the digitalization of emergency communication in the four Nordic countries. In Sweden, DIGeMERGE researcher Linda Paxling has followed the team behind the Swedish national information portal for emergency communication known as [krisinformation.se](https://www.krisinformation.se), examining how the communicators there use different online platforms—such as their own website and app, and social media. Paxling has explored how social media logics are reshaping emergency communication and institutional trust. In Norway, DIGeMERGE researchers Åshild Kolås and Stine Bergersen have studied a new cell broadcast emergency alerting system, *Nødvarsel på Mobil*, introduced in 2023 as a digital supplement to emergency sirens. We have investigated responses to the testing of the cell broadcast alerting system, and to its first use in a real-life emergency- an extreme weather event with flooding in eastern

Examining how digitalization transforms public emergency communication in the Nordic countries, the DIGeMERGE (Digital Emergency Communication) project explores the introduction of new communication technologies in Norway, Sweden, Finland and Denmark, and the implications of these transformations for citizen-state relations. The DIGeMERGE consortium consists of the Peace Research Institute Oslo (Norway), Malmö University (Sweden), IT University of Copenhagen (Denmark) and Centre for Machine Vision and Signal Analysis, University of Oulu (Finland).

## DigiFREN

# *Digital Aestheticization of Fragile Environments: Snapshots from Fieldwork*

### **Slovenia – Alpine Valleys of Solčavsko and Bohinj**

These photographs capture the digitally mediated and lived experiences of visitors and locals in the Slovenian Alps. The valleys, renowned for their beauty and protected within Triglav National Park and Logar Valley and Roban Cirque landscape parks, are increasingly entangled with digital practices such as hiking apps, drone photography, and social media sharing. The images open questions of authenticity, environmental pressures, and the shifting meanings of “pristine nature.”

### **Croatia – Paklenica National Park and Telaščica Nature Park**

Our images from the Adriatic coast reflect the interplay between tourism, local livelihoods, and the circulation of digital imagery. These protected areas are simultaneously biodiversity reserves, tourist destinations, and digitally aestheticized landscapes. The photographs document how “uniqueness” and “safe haven” narratives emerge, especially in times of crisis.

### **Finland – Viiankiaapa and Patvinsuo Peatlands**

These fragile mire landscapes, central to both ecological debates and aesthetic traditions, are reimagined through photography, activism, and digital circulation. The snapshots capture the tensions between conservation, resource extraction, and recreational use, illustrating how peatlands become sites of contested futures in a digitalizing world.

## DigiFREN (Cont.)

# *Digital Aestheticization of Fragile Environments: Snapshots from Fieldwork*

### **Norway – Sørmarka Urban Forest, Stavanger**

Sørmarka, a reforested urban green space, is a layered cultural and natural landscape. Our visual material highlights the everyday use of this “new nature,” where rephotography and senso-digital walking uncover hidden histories and environmental changes. These images explore how digital technologies reshape perceptions of ordinary urban ecologies.

### **Poland – Oder River Valley**

The Oder Valley has transformed from a flood-prone agricultural region into a recreational and ecological corridor. Our images track how digital representations contribute to the reimagining of the valley as both a leisure destination and a contested environmental resource, revealing competing interests between developers, environmentalists, and local communities.

DigiFREN (Digital Aestheticization of Fragile Environments) is a collaborative ethnographic project bringing together researchers from Slovenia, Croatia, Finland, Norway, and Poland. Through multi-sited fieldwork, the team investigates how digital technologies – from smartphones to drones – reshape sensory, cultural, and ecological relations with fragile European environments. By focusing on outdoor leisure practices and everyday engagements, DigiFREN examines the tensions between digital mediation, environmental change, and the search for authenticity in contemporary Europe.

## DigiPatch

# *DigiPatch: Knowledge Exchange and Public Engagement*

**The LivingLAB**, situated within the exhibition space of the Copernicus Science Centre, leverages the center's high visitor traffic, exceeding one million annually, to support innovative research and public engagement. It comprises five adaptable research stations designed to accommodate a range of scientific projects. These stations are temporarily reconfigured for specific studies, enabling scientists to conduct experiments while engaging directly with visitors. This setup allows researchers to collect data from a diverse audience, providing insights that are difficult to achieve in controlled laboratory settings. At the same time, visitors are introduced to the research process, offering an opportunity to observe and understand how scientific knowledge is produced. The LivingLAB integrates public participation with scientific investigation, advancing both data collection and science communication within a single framework. Four of these stations were used at the Copernicus Science Centre to conduct four DigiPatch research procedures, successfully gathering valuable data from participants.

## **DigiPatch (Cont.)**     ***DigiPatch: Knowledge Exchange and Public Engagement***

**Education scenarios** - to address the mechanisms underpinning the functioning and isolation of narrow social groups on the internet. The purpose of this activity was to prototype scenarios for KE solutions that focus on the mechanisms of human functioning in digital media, specifically how our daily online interactions shape our identities and actions in the socio-political sphere. To achieve this, the Copernicus Science Centre, together with the DigiPatch team, collaborated with various social stakeholders involved in the project. As a result, two scenarios were developed. These efforts also aimed to integrate the findings and outcomes of the DigiPatch project into educational programs implemented in schools, museums, and science centres.

The aim of the Knowledge Exchange (KE) activities component within the DigiPatch project, delivered by the non-academic partner **Copernicus Science Centre (CSC)** in collaboration with societal stakeholders—including educators from both formal and informal education sectors, museums, NGOs, and cultural institutions – was to:

- Create an interactive knowledge map to assist in navigating the project's knowledge resources.
- Develop innovative solutions to address the mechanisms underpinning the functioning and isolation of narrow social groups on the internet.
- Utilize the Living Lab research stations featured in the Copernicus Science Centre exhibition to actively involve the public in DigiPatch research activities and increase awareness of topics related to the project.
- Disseminate information about the project and KE solutions through presentations at selected conferences.

## DIGISCREENS

### ***DIGISCREENS: Identities and Democratic Values on European Digital Screens***

DIGISCREENS explores how European TV distribution, reception, and representation shape identities and democratic values such as equality, inclusion, and solidarity. Focusing on Norway, Sweden, France, Spain, and Lithuania, the project examines industry practices, audience habits, and the negotiation of identity within digital audiovisual content. Using multi-methods—policy analysis, expert interviews, textual analysis, and reception studies—the project investigates three key areas. Distribution reveals that while inclusion policies enable diverse productions, creators face vulnerabilities due to structural gaps and platform dominance. Representation shows that diversity on screen is often precarious, though differences appear between public and commercial platforms. Audiences highlight the role of fiction in shaping meaning-making, the tokenistic nature of diversity, and the tension between globalization and locality. DIGISCREENS ultimately synthesizes findings into a broader theory of European spectatorship and representation.

All DIGISCREENS project members participated in the creation of the poster.

## GEiO

### *Overview of the GEiO project*

This A2 poster summarises the background, aims and research questions of the GEiO. It gives an overview of the three studies undertaken by the team and presents some key findings from each study. The poster also invites you to look out for our upcoming interactive online course and to connect with us via our website and LinkedIn.

### *'Out and about with GEiO'*

A selection of photos of the GEiO team at work and at play. These photos are from our project workshops and from Chanse (and other) conferences that we have attended

### *'Are you on mute?' (GEiO's interactive online course)*

This video shows excerpts from our forthcoming interactive online course on how to improve your online meetings. This course is designed for anyone who uses videoconferencing for work purposes. It covers 6 topics including, effective chairing, being a good participant, how humour can be used positively to help productivity and when that meeting could just as well be an email. The course includes online activities, audios, videos and test yourself quizzes to support your learning.

## GEiO (Cont.)

### *'GEiO in action'*

This PPT slide show depicts presentation, conference and social highlights from GEiO's three-year collaboration. We have presented across Europe, Scandinavia and further afield (Mexico), both as nation teams but also as an international team. The slide show captures the collaborative and significant professional and personal relationships that have formed as a result of the project.

***+ a selection of abstracts of presentations and papers submitted for publication***

GEiO is an interdisciplinary team across four countries ( Germany, Iceland, Spain and the UK). It is a psychosocial research project that takes an innovative multi-method approach to explore how gendered, intersectionally shaped, power dynamics are manifested in digitally mediated work relations in online group meetings. It aims to identify, describe and share online practices that best support working relationships and activities. The evidence collected during the life-course of the project has been used to produce our forthcoming interactive online course about how to improve your online meetings.

## PlatFAMs

### *PlatFAMs: Main project poster*

#### ***PLATFORMED FAMILY DYNAMICS.***

#### ***The platformisation of family relations and communication***

This poster showcases three studies from the project, which dive in to the family dynamics in using digital platforms for communication (particularly WhatsApp), to do care and intimacy between generations and for tracking and checking each other's activities and whereabouts. The studies are illustrated by quotes from the material.

#### ***PLATFORMED FAMILY CONTEXTS.***

#### ***The platformisation of contexts for family practices and digital futures***

This poster showcases four studies based on the project data, where the focus is on how the contexts for everyday family lives are platformised. They describe how families use streaming platforms and health platforms respectively, asking how these platforms are integrated in and impact on family practices and relationships. Understanding the family context and the manner in which families are part of larger techno-social digital ecologies, and how they see and act upon their imaginaries of the future with platforms are also represented in this poster.

## PlatFAMs (Cont.)

### ***THE PLATFORMIZATION OF THE FAMILY. The methodology of a generational study***

This poster describes the generational methodology of the platFAMs project. In addition, it describes one study describing how the family- and biological generations also constitute *mediagenerations*. The sample and media generations are illustrated by figures, photos and quotes from the data material.

### ***PUBLICATIONS and other ongoing studies***

This poster presents two publications (Erstad, Hegna, Livingstone, Negru-Subtirica & Stoilova 2024 and Sefton-Green, Mannell & Erstad 2025) coming out of the project, as well as other planned publications.

PlatFAMs is an international project on the digital transformations in everyday life across generations. PlatFAMs examines the embeddedness of digital platforms in the lives and practices of modern families by researching three-generation families (children, parents, grandparents) in six European countries (Norway, Estonia, UK, Romania, Poland and Spain).

## PSM-AP

### *Policy Brief: Adapting Public Service Media for the Age of Platforms*

As part of the impact strategy for the Public Service Media in the Age of Platforms (PSM-AP) project, we have produced a number of policy briefs. These condense key findings from the project into four pages oriented specifically at policymakers, industry and civil society groups. This is an example of one of our comparative briefs. We have also produced briefs oriented towards the core issues in specific countries/markets. These briefs have helped to get our research into the hands of key stakeholders and have led to multiple invitations to share our research with non-academic stakeholders.

Each comparative policy brief is co-authored by the team responsible for leading one of the Work Packages in the project, plus the Project Lead. In this instance, the brief is co-authored by the WP2 team and the PSM-AP Project Lead. However, in line with the collaborative approach taken on the PSM-AP project, all members of the team were consulted on the text, contributed to the data collection/analysis and are named in the policy brief itself.

## REIMAGINE ADM

## *REAL: Reimagining algorithmic futures. 63 cards for thinking differently about algorithmic systems.*

REAL (REimagining ALgorithmic futures) is a card deck designed to inspire and provoke thinking about algorithmic systems and how they shape human lives, society, and potential futures. Built around seven keywords – threshold, steering, codability, replacement, responsibility, repair, and friction – the deck draws from cutting-edge research on human values and societal aspects of algorithmic systems.

The questions on the cards stimulate discussion about values embedded in algorithmic systems, as well as their social and technical implications. The questions are designed to work with a specific case or example of an algorithmic system, either existing or one being developed.

The cards can be used by experts, developers, students, and researchers, either in group interactions or individually. While there is no right or wrong way to use the cards, we provide several concrete ideas for working with them. The cards come as a physical deck and a printable version can be found on [Figshare](#).

Reimagining public values in algorithmic futures (Reimagine ADM) studies how public values intertwine with algorithmic systems and futures. Novelty of the project lies in applying anthropological and sociological perspectives to examine how values are enacted in everyday practices, rather than treated as abstract concepts. We develop methods and comprehensive frameworks to investigate values within socio-technical systems, studying cases across insurance, healthcare, energy, border control, and activism. By focusing on the people who design, promote, and assess algorithmic systems, we uncover the alignments and tensions that shape how values—such as efficiency, autonomy, solidarity, and openness—are prioritized, negotiated, and contested. Visit our webpage: <https://www.helsinki.fi/en/researchgroups/reimagining-public-values-in-algorithmic-futures>

## SMARTUP

### **1) Smart and Genderless? Critical Review of Smart Home Research**

Smart homes are marketed as neutral, efficient, and transformative, but research shows they reproduce traditional gendered power structures. Out of approximately 30,000 publications, only around 100 mention gender, revealing major research gaps and the need for intersectional, inclusive approaches.

Bartosz Hamarowski (Nicolaus Copernicus University & University of Lodz, PL); Sandra Frydrysiak (University of Lodz, PL); Julia Gruhlich (University of Göttingen, DE); Nina Andrš Fárová (Czech Academy of Sciences, CZ); Blanka Nyklová (Czech Academy of Sciences, CZ)

### **2) Digital Housekeeping as a New Form of Care Work?**

Smart homes promise convenience but create new forms of digital labour, such as maintenance, troubleshooting, and energy management, which often reinforce existing gender inequalities. This poster explores whether digital housekeeping counts as care work, showing it can both involve emotional/technical labour and simultaneously reproduce unequal domestic power relations.

Julia Gruhlich (University of Göttingen, DE); Nina Andrš Fárová (Czech Academy of Sciences, CZ); Sandra Frydrysiak (University of Lodz, PL); Petr Kodenko Kubala (Czech Academy of Sciences, CZ)

## POSTERS

### **3) Why 'Smart' in Smart Homes Should Be Plural? Charting the Futurescapes of Smart Living**

This poster critiques the dominance of techno-capitalist, efficiency-driven visions of smart homes and argues for plural, humanities-informed approaches. Using Critical Future Studies, it reimagines "smartness" through inclusive, participatory, and artistic perspectives that embrace sustainability, social justice, and democratic co-creation of domestic futures.

Bartosz Hamarowski (Nicolaus Copernicus University & University of Lodz, PL); Sandra Frydrysiak (University of Lodz, PL); Dorota Golańska (University of Lodz, PL)

## SMARTUP (Cont.)

## FACTSHEETS

- 1. The Hidden Labour of Digitalization at Home***
- 2. Digital Care Gap at Home – Digital Housekeeping & Gender***
- 3. Dealing with the Digital Care Gap***
- 4. Smart Surveillance and Gender-based Violence***
- 5. Why We Need More Inclusive Smart Home Research?***
- 6. Why Binary Gender Frameworks Undermine Inclusive Smart Home Design?***
- 7. Smart Technologies in Collaborative Housing***
- 8. Smart Homes in Use: Practical Gaps and Tensions***
- 9. Smart Social Housing: Ideal Smart Solution vs. Real-World Compromise***

### **Collective Authors:**

Julia Gruhlich (University of Göttingen, DE); Nina Fárová (Czech Academy of Sciences, CZ); Sandra Frydrysiak (University of Lodz, PL); Petr Kodenko Kubala (Czech Academy of Sciences, CZ); Blanka Nyklová (Czech Academy of Sciences, CZ); Bartosz Hamarowski (Nicolaus Copernicus University & University of Lodz, PL); Antti Pirinen (Aalto University, FI); Nils Ehrenberg (Aalto University, FI); Anna Badyina (Cardiff University, UK); Oleg Golubchikov (Cardiff University, UK); Clarice Bleil De Souza (Cardiff University, UK); Emmanouil Perisoglou (Cardiff University, UK); Joanne Patterson (Cardiff University, UK)

## SoLiXG

### *SoLiXG: Keywords of the Digital Present*

As part of its research design and process, the research group 'The Social Life of XG | SoLiXG' has initiated the identification, categorisation and elaboration of key concepts of the digital present. This poster contains a selection of these keywords, with more available on the project website. They open up a dialogue within the research group and with the field of research in order to better navigate our digital present. Rather than being intended as dictionary definitions, they reflect on our own methods and existing discourses. For us, they represent an exploration of how these concepts – simultaneously scientific, discursive, historical and political – can be understood. We are not concerned with drawing precise distinctions between the terms. We are more interested in problematising them in their composition. This also means taking into account their conflicting nature. Working with these concepts has enabled us to develop an intelligible order of the digital present.

The Social Life of XG | SoLiXG brings together researchers in anthropology, political science, queer technoscience, sociology and cultural studies from four countries to explore the imaginaries that guide the development, production and maintenance of digital infrastructures, and how they shape and reconfigure dominant notions of politics and community (for more, visit: <https://solixg.net/>).

## TETRARCHs

## *ALL OF IT HAPPENED AND SOME OF IT'S TRUE.*

These photographs show the burial of a large scale (7m x 5m) hand-sewn embroidery in silk, linen and 22ct gold leaf on geotextile. The words are fragments of conversations between the artist, Eloise Moody, and archaeologists working at the excavation in Toumba Serron in Greece during 2024 and 2025, gathered as part of the TETRARCHs project. These conversations explored humanity, with questions about how we celebrate, how we console ourselves and if we daydream amongst others. In Toumba Serron this July, at the end of the excavation season, Eloise and the team of archaeologists laid the textile in the bottom of the trench and together they buried it. Some of the words resisted being buried. 'I don't believe in preservation' was the final sentence visible. And the very last word to be seen was 'pleasure'.

Eloise Moody is a multi – disciplinary artist/maker. Her work investigates subjects of memory, absence and belonging through socially engaged practice. Working with specific groups of people; from security guards and nuns to those who are the last in their family line, she helps to uncover and document moments of beauty, translating them into finely made artworks that often go back into the public realm. She has worked with BBC Radio 4, The Museum of London, Kettles Yard, Metal, Kew Gardens, the Art Lending Library, Orleans House, The London Wetland Centre and Pitt Rivers amongst others. She has received ACE Funding for multiple projects. For more, visit <http://www.eloisemoody.com/>.

## *Learning from local communities in Sardinia*

A booklet of reflections on meaningful, reusable archaeological data from fieldwork at and around the archaeological site of Tharros.

Compiled by Alice Clough, a research-led artist working across sculpture, film, photography, printmaking, sound, and text. For more, visit <https://www.aliceclough.com/>.

## TETRARCHs (Cont.)

### *Sunrises*

As part of the broader research project TETRARCHs: Transforming Data Reuse in Archaeology, Chloé Dierckx collaborated with archaeologists and residents of Toumba Serron, Greece. The artist looked for ways to inform the local community about the archaeological excavations taking place in their village and to make them feel connected to their local history.

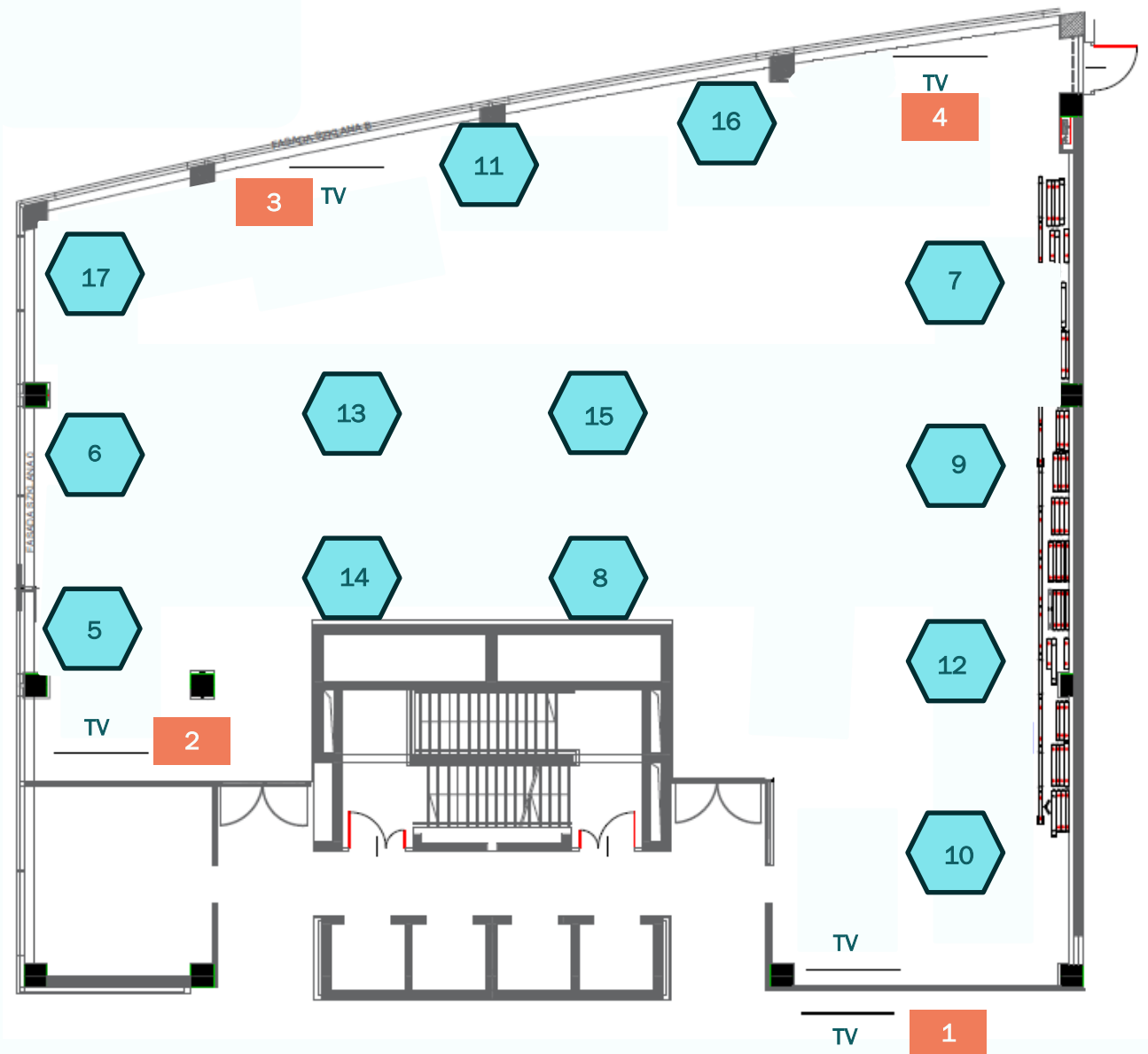
Dierckx asked residents the following question: “What object of yours do you think archaeologists of the future will find?”. The responses were incorporated into a hand drawn card set, together with drawings of archaeological artefacts and stories. Designed to be reshuffled and rearranged, the cards present a non-linear narrative in which past and present intertwine. Through this, the artist reflects on the continuity and shared experiences of humans across time.

Inspired by Tarot cards, the deck also invites reflection on the future—on what we hope future generations will continue to share with us. The title Sunrises not only recalls the early morning excavations, but also gestures to the constancy of the sun’s rise and fall—unaffected by the ebb and flow of human societies.

Please feel free to sit down, browse through the cards, explore connections, or create your own constellations.

Chloé Dierckx is an artist and PhD researcher at the University of Leuven, Faculty of Social Sciences. She is a member of the Research group Social, Methodological and Theoretical Innovation/Kreative (SoMeTHin’K) and the Meaningful Interactions Laboratory (MintLab). She also holds a Master in Visual Arts and in Anthropology and Cultural Politics. For more, visit <https://www.daniodean.org/chloé-dierckx>.

# Exhibition layout



## Digital exhibits

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## Physical exhibits

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