

OPEN CALL

EXHIBITION 10 DIGITAL ECOLOGIES: BODIES, MACHINES, AND TERRITORIES

In the context of the Fourth Industrial Revolution, characterized by the convergence of physical, digital, and biological technologies, contemporary artistic practices are being challenged to rethink their media, methodologies, and relationships with society. Intermediality emerges as a key field for understanding and activating these transformations, enabling dynamic intersections between languages, media, and technologies.

Digital ecologies are configured as expanded ecosystems of creation and reflection, where data, algorithms, territories, bodies, and memories intertwine, enabling new forms of experience, symbolic production, and collective knowledge-building.

10 Digital Ecologies: Intermedialities and Ecosystems for Co-Creation in the Era of the Fourth Industrial Revolution, a program of creation, research, and dissemination by the Hipertrópico Research Group of the Faculty of Arts at the University of Antioquia, and the PRACMA group at the University of Caldas, in alliance with Universidad Católica Luis Amigó, invite artists, designers, researcher-creators, collectives, and cultural agents to participate in the call for the Exhibition *10 Digital Ecologies: Bodies, Machines, and Territories*, aimed at critically exploring how emerging technologies reconfigure our ways of inhabiting, perceiving, and narrating the world.

Rather than understanding technology as an end in itself, the exhibition emphasizes processes of co-creation and research-creation that integrate artistic, community-based, and technological knowledge, addressing the social, cultural, and political implications of these developments.

THEMATIC AXES

10 DIGITAL ECOLOGIES: BODIES, MACHINES, AND TERRITORIES

In its tenth edition, **Digital Ecologies** invites participants to think of the digital not merely as a set of technologies, but as a relational space where bodies, machines, and territories converge.

Digital ecology is understood as an active fabric in which the human, the non-human, and the technological mutually influence one another, giving rise to sensitive experiences, forms of interaction, and new ways of understanding the environment.

The exhibition calls for creative proposals that explore these relationships from critical, poetic, experimental, or pedagogical perspectives, addressing a relational field where heterogeneous materialities, technical systems, and memories converge in cultural construction.

Proposals that engage the public's experience, perception, and interaction—mediated by technological devices within the exhibition space—will be particularly valued.

Proposals may address, among others, the following questions:

- What type of experience does the proposal offer the audience?
- How is the relationship between body, technology, and space activated?
- What connections does the proposal establish with territory, memory, or information systems?
- What processes, infrastructures, or dynamics can be made visible through digital technologies?

Based on this, the following thematic axes are proposed:

1. Analog and Digital Materialities

- Hybridizations between analog processes and computational devices.
- Hybrid visualities, scanning, digitization, printing, technical residues, among others.
- Invisible infrastructures: cables, signals, networks, databases, clouds, sensors, among others.
- Artificial intelligences, algorithms, or autonomous systems.

2. Bodies, Machines, and Affects

- Human-machine interaction and sensitive interfaces.
- Digital corporealities and technified performativity.
- Responsive systems, light robotics, and bio-media.
- Relationships between body and technology.

3. Territories, Memories, and Diverse Technocultures

- Digital cartographies, spatial layers, archives, and technified landscapes.
- Urban or rural ecologies altered by technologies.

- Critiques of datafication, surveillance, and data extractivism.
- Materialities of data, traces, digital residues, and their ecological impacts.
- Hybrid territories: intervened natures, technified landscapes, connected urban ecologies.
- Digital ethnographies, affective cartographies, and eco-technological imaginaries.

The notion of digital ecology is approached here from contemporary perspectives that integrate relational aesthetics, media studies, political ecology, and media art practices. The emphasis is on proposals that think, activate, or disrupt the ways we inhabit the digital environments we co-produce.

EXHIBITION MODALITIES AND REQUIREMENTS

The call includes three exhibition modalities. Proposals may apply to one or more of them, provided that the proposal allows it and this is clearly specified in the application form.

1. Exhibition in Physical Space

For proposals conceived for presentation in a physical exhibition space.

Requirements:

- The proposal must be completed or at an **advanced stage of development**, ready for exhibition within the established timeline.
- Clear description of **format**, approximate dimensions, materials, and installation conditions.
- Specification of **technical requirements** (equipment, devices, supports, electricity, connectivity, sound, lighting, audience interaction, etc.).
- Indication of whether the proposal requires the **creator's presence or activation** during the exhibition.
- Visual or audiovisual documentation that allows understanding of the proposal and its operation.

The organization may provide **partial support in technical and installation requirements**, depending on available resources and exhibition space conditions. Such support will be defined jointly with selected creators.

2. Exhibition in Digital Environment

For proposals conceived for presentation in digital or virtual environments, or adaptable to such spaces.

Requirements:

- The proposal must be completed or at an **advanced stage** suitable for implementation in a digital environment.
- Description of the **digital format** and how it will be experienced by the public (navigation, interaction, visualization, activation, etc.).
- Specification of **technical requirements** (software, platforms, file formats, compatibility, accessibility, network requirements).
- Indication of whether **adaptation, translation, or adjustments** are required for presentation in the organization's proposed digital environment.
- Links, demos, prototypes, or documentation that allow evaluation of the proposal.

The organization may offer **basic technical support** for adaptation of selected proposals.

3. Mixed Participation (Physical and Digital)

For proposals that can be presented both in physical space and digital environments, simultaneously, complementarily, or in expanded formats.

Requirements:

- Clear explanation of how the proposal is presented in each space and the relationship between both versions.
- Specification of shared elements and adaptations required for each modality.
- Indication of technical requirements for both modalities.
- The proposal must be completed or at an **advanced stage of development**.

Selection in this modality will depend on technical, conceptual, and logistical feasibility.

CONDITIONS REGARDING EQUIPMENT AND INSTALLATION

- Selected participants must have access to the equipment, devices, and technical resources necessary for installation and operation.
- Although the organization has some equipment and basic infrastructure, these resources are limited. Participants are therefore expected to provide the technical means required for proper presentation of their projects.

Subject to availability, the organization may provide:

- Partial support in equipment, devices, or technical infrastructure.
- Curatorial and technical guidance for installation or adaptation.
- Dialogue and adjustment sessions prior to the exhibition opening.
- Support offered is subject to technical and logistical feasibility and does not imply full production of the works.

Selected participants must be **available to take part in the Creation Laboratory**, conceived as a space for meeting, dialogue, and adjustment with the curatorial team and other creators, aimed at preparing, activating, and presenting proposals in the exhibition context.

Who Can Participate?

Artists, collectives, designers, programmers, creatives, researcher-creators, digital artists, bio-artists, performers, among others reflecting on relationships with technological processes.

Types of Accepted Proposals

Interactive, haptic, or environmentally responsive installations.

Hybrid analog-digital processes.

Audiovisual or multimedia works, video art, moving image.

Virtual, augmented, or mixed reality.

Generative, algorithmic, or AI-based art.

Bioart, robotic art, practices with sensors or autonomous systems.

Tech-mediated or telepresent performances.

Visual essays, computational art, data visualization.

Experimental interfaces, prototypes, connected objects.

Cartographies, visualizations, or data-based proposals.

Sound art, radio art, soundscapes.

Process-based projects (labs, residencies, ongoing research).

Application Requirements

- Complete the items in the online form.
- Title and description of the proposal (max. 500 words).
- Brief description of the creation or research process (max. 250 words).
- Relationship to the thematic axis (max. 250 words).
- Visual documentation (images, models, video links, or other materials clearly presenting the proposal).
- Technical sheet and installation requirements.
- Brief biography of the author(s) (max. 150 words).
- Contact information.

Selection Criteria

- Conceptual coherence with the thematic axis.
- Clarity in the relationship between idea, form, and medium.
- Aesthetic, sensory, and formal quality.
- Technical relevance and feasibility for the exhibition space.
- Capacity to generate experiences, interactions, or critical reflections on digital ecologies.

Key Dates

Opening of the call: February 9, 2026

Deadline: March 2, 2026

Announcement of selected proposals: March 20, 2026

Creation Laboratory: Between April 7 and April 30 (dates to be agreed upon with selected creators)

Exhibition installation: May 5 and 6

Exhibition opening: May 7, 2026

Submission of Proposals

[OPEN CALL – EXHIBITION 10 DIGITAL ECOLOGIES: Fill out the form.](#)