

SCI-VI SEMINAR DAY about SUSTAINABLE Research

Visualisation with & without AI - Two locations, same program

25 November 2025 - Tuesday - NOVA FCSH at Avenida de Berna Campus (B201, Torre B)

28 November 2025 - Friday - NOVA FCT at Caparica Campus (Sala 213, Dep. de Física)

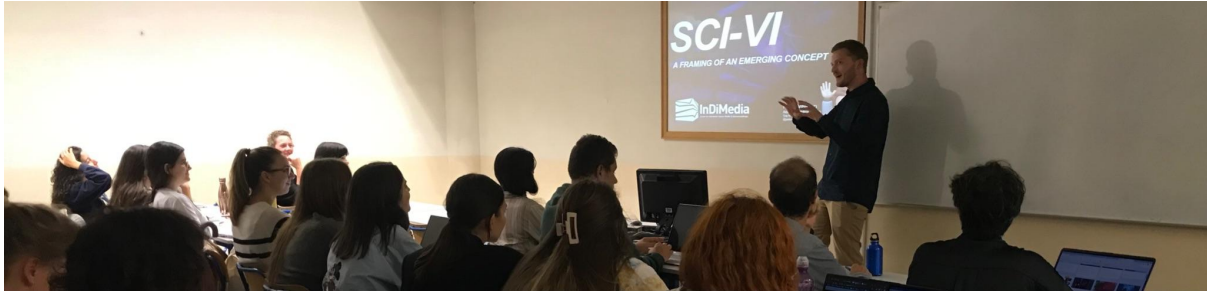


Photo at NOVA FCSH - SciVi Seminar in 2022



INSTITUTO
DE COMUNICAÇÃO
DA NOVA



FACULDADE DE CIÊNCIAS SOCIAIS E HUMANAS
UNIVERSIDADE NOVA DE LISBOA



NOVA SCHOOL OF
SCIENCE & TECHNOLOGY



Fundação
para a Ciência
e a Tecnologia

The Sci-Vi (science visualization) Seminar Lisbon for Researchers and PhD Candidates on the 25th and 28th of November 2025 is the fifth yearly event organized and funded by [iNOVA Media Lab/ICNOVA](#), FCT ([Fundação para a Ciência e a Tecnologia](#)) and the [Sci-Vi Initiative](#) (from The Animation Workshop, VIA UC, Viborg, Denmark) in collaboration with [Department of Communication & Psychology](#) at Aalborg University in Denmark. This year's program besides building on the foundation of the previous editions is also a call for action regarding the current visualisation possibilities and challenges due to the growing presence of generative AI tools. The presenters will talk about the basics of research visualisation theory and the latest AI visualisation tools. We will discuss how to recognize when to collaborate with artists or use generative AI tools, and how to structure the text of the AI prompt to avoid wasting resources (water and energy) on failed experiments. The day will include three hours of semi-interactive presentations and one hour guided prompt writing.

Registration is obligatory by filling out the online application form:

<https://forms.gle/ctz6yGnHXA6uBbyeA>

We have limited spots available due to the capacity of the seminar room; therefore, we will close the application form once we reach 20 participants per session. Further information will be sent after registration!

Program:

14-15h - Introduction to Dynamic Research Visualisation and AI Sustainability by Ágota Végső

15-16h - SciVi Principles and Cases by Sia Søndergaard & Peter Vistisen PhD.

16-17h - AI Tools and Prompting - Carla Nave

17-18h - Guided prompt writing and group experimenting



Matchmaking session and audio-visual project discussion between the Science Communication MA students and the Sci-Vi Animation Artists at NOVA FCSH University Lisbon /Sci-Vi Seminar on the 25th of October in 2022/.

About the previous editions:

Science animation production as a collaborative process offers new opportunities for flexible production planning and tools to keep up with the media novelties. 2021 focused on the theoretical syllabus, 2022 introduced a science communication matchmaking session between researchers and artists, and 2023 allowed PhD researchers to develop plans for science animation videos summarizing their investigations. The 2024 seminar summarized visual science communication theory and practice, where the participants used their own research to create [short animated videos](#) in collaboration with visualisation professionals. Besides learning and practicing audiovisual science communication theory, this week-long seminar allowed the participants to experience actual science animation production.

Presenter Bio's



Ágota Végső (HU) is an animated film director and PhD student in Digital Media at NOVA FCSH Lisbon, investigating the vital role of animation in science communication at iNOVA Media Lab. She finished her studies at the Moholy-Nagy University of Art and Design (MOME). Between 2014 and 2024, she worked for The Animation Workshop/VIA University College as a production manager and producer, leading a collaboration with TED-ed.



Sia Søndergaard (DK) is a Project manager and Producer at The Animation Workshop / VIA University College in Research, Development, and Projects, Center for Animation, Visualization, and Digital Storytelling in the pedagogical department Animated Learning Lab. Since 2017, she has been the Head of the Sci-Vi Initiative and the lead organizer of the yearly Sci-Vi Conference. Her main objective is to strengthen cooperation between scientists and visual storytellers.



Carla Nave (PT) is a guest lecturer at NOVA University Lisbon (FCSH), where she teaches Interaction Design and User Experience. Since the advent of generative AI, she has integrated these tools into her classes and has gone on to create and deliver several courses and workshops on AI for education and creativity. She is also pursuing her Ph.D. in Digital Media, focusing on emotion-aware interfaces and affective computing, exploring the intersection of design, psychology, and artificial intelligence.



Peter Vistisen, PhD (DK), is an Associate professor of Design & Visualization at Aalborg University in the Department of Communication & Psychology. He studies using animation as a functional design medium to facilitate communication of complex information. He has been teaching BA and MA students and has consulted for academic institutions and industry stakeholders. He is a member of the Sci-Vi Initiative and the advisory board of Viborg Municipality's Animation Strategy. His academic textbook is 'Sketching with Animation'.

This seminar was made with the financial support from FCT (Fundação para a Ciência e Tecnologia – Portugal), Reference FCT UID/05021/2023, under the auspices of the research unit ICNOVA.