UNIVERSEH

SCiARTS LAB WEEK

When Sciences Meet Arts

Co-funded by the European Union

UNIVERSITÉ DE NAMUR

UNIVERSITÉ DU LUXEMBOURG

ESPACE CULTURES

GENERAL INFORMATION

- **Date:** August 25-31, 2025
- **Location:** Namur and Redu (Euro Space Center), Belgium
- **Working languages:** English
- **Accommodation details:**
  - 1 night in Namur (25/08) – Hotel to be booked using a promotional code
  - 5 nights in Redu (Euro Space Center)
- **Cost:** <79€/day/PhD candidate. The UNIVERSEH mobility coordinator at your university will contact you to organise your mobility and inform you about the funding opportunities.
- **Applications open until:** July 1, 2025
- **More info:** universeh@unamur.be

LAB OJECTIVE

This lab aims to develop participants' creativity through an interdisciplinary creation project centered on a space-themed topic. By engaging with artistic, scientific—including both natural sciences and humanities/social sciences—and technological approaches, participants are encouraged to step beyond their usual ways of thinking to co-design an original creation (installation, performance, prototype, narrative, etc.).

The emphasis is placed as much on the creative process as on the final outcome: experimenting with diverse creative methods, learning to collaborate effectively in multidisciplinary teams, and expressing scientific knowledge—across all fields—in innovative and unexpected formats.

GENERAL INFORMATION

PUBLIC

This lab is open to PhD students from all scientific disciplines within the member universities of the UNIVERSEH Alliance who are curious to explore their practice through a creative lens, particularly in connection with space exploration and its technological, societal, and philosophical challenges.
No prior artistic experience is required — only a willingness to experiment and collaborate!

Who can apply?
PhD students from any discipline who are interested in expanding their research practice through exposure to artistic methods and interdisciplinary dialogue. Participants will be selected with the aim of ensuring a balanced representation of genders.

THEME

Solarpunk meets Space Exploration — Restoring Earth, Dreaming the Stars

What if the future could be imagined by bringing together the rigor of science and the vision of creativity—driven by ecological urgency and cosmic curiosity?
This lab invites scientists from all disciplines to roll up their sleeves and create alongside talented artists, collaboratively crafting narratives and prototypes of hopeful futures. Grounded in solarpunk aesthetics and the ethics of space exploration, this is not just a meeting of minds but a hands-on, shared creative process.
It's neither a technophile fantasy nor a dystopian escape, but a collective journey to invent hybrid, resilient, and inspiring futures—where science and art shape what's possible together.

GENERAL INFORMATION

Your disciplinary background isn't just welcome—it's essential. Whether you're rooted in the natural sciences, engineering, social sciences, or the humanities, your expertise will fuel the collective imagination and shape the creation of meaningful, grounded futures. Together with artists, you'll explore new ways of thinking, designing, and storytelling.

Fields may include (but are not limited to):

- Environmental sciences, ecology, energy studies
- Low-tech innovation, repair engineering, sustainable design
- Feminist science studies, STS, postcolonial or indigenous science
- Education, pedagogy, digital humanities
- Biotech, bioinformatics, microbiology
- Information and computer sciences with environmental concerns

Possible thematic entry points (open to reinterpretation):

- Urban resilience and community ecologies
- Repair cultures and technological care
- Energy democracies and post-growth infrastructures
- Speculative storytelling and solarpunk education
- Bio-art and everyday rewilding
- Feminist and situated ecologies
- Ecologies of digital waste and data degrowth
- Multispecies learning and post-anthropocentric schools

Creative Labs

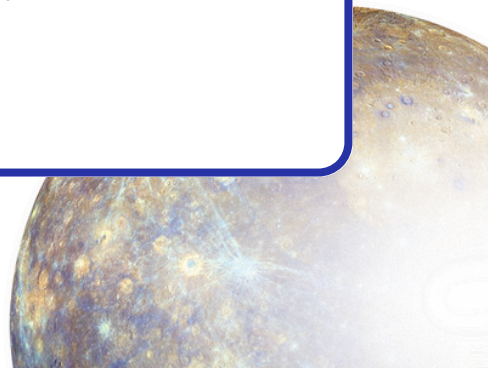
Collaborative working sessions, in small groups, dedicated to exploring, designing, or producing the creative project that is the core objective of the residency.
This is the main space for research, experimentation, and artistic-scientific prototyping.

Art Worshop

Hands-on session led by a guest artist, centered on a specific technique, process, or artistic approach.
It provides an immersive experience into a singular practice that may inspire or challenge the participants' own projects.

Inspirational moments

Encounters with artists and scientists who share their journeys, methods, and current research. These talks are designed to spark curiosity, generate new ideas, and foster unexpected connections.



PROGRAMME

Monday 25-08-25

Namur

WELCOME

SOCIAL EVENT

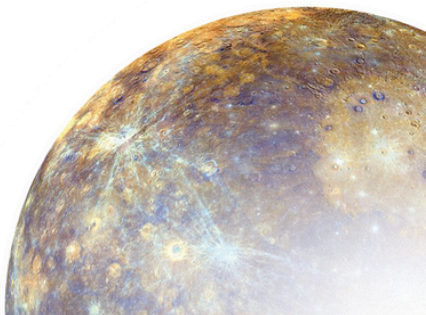
Visit of the exhibition “D’autres Mondes sont possibles”.

COURSE

Learn key tools and apply them to your research by crafting a clear, compelling message with narrative and visual techniques

SOCIAL EVENT

Visit of the Antoine Thomas S.J. Astronomical Observatory –



PROGRAMME

Tuesday 26-08-25
EuroSpace Center

ART WORKSHOP

CREATiVE LAB

Wednesday 27-08-25
EuroSpace Center

ART WORKSHOP

CREATiVE LAB

Thursday 28-08-25
EuroSpace Center

CREATiVE LAB

PROGRAMME

Friday 29-08-25
EuroSpace Center

INSPIRATIONAL MOMENT

Meeting with artists and/or scientists from UNamur and UniLu

CREATIVE LAB

SOCIAL EVENT

"The Spationaut's Journey"

Saturday 30-08-25
EuroSpace Center

CREATIVE LAB

COURSE

design of communication materials

Sunday 31-08-25
EuroSpace Center

Exhibition

ARTISTS

GIJS DE HEIJ

Gijs de Heij is a Brussels based designer and programmer. He is a member of the collective Open Source Publishing which exclusively uses free and open source software (F/LOSS). Through his work he questions the influence and affordances of digital tools to make design and to enable different modes of collaboration.

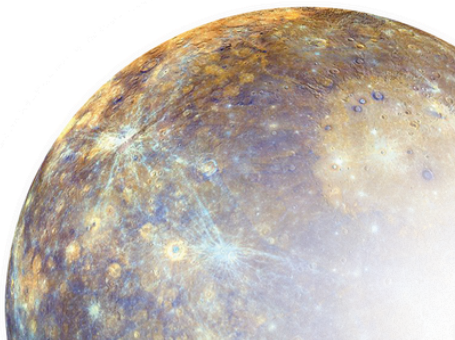
MARIE VERDEIL

Marie Verdeil (she/her) is a French designer based in Brussels. Her transdisciplinary projects—websites, installations, publications, tools—advocate for an autonomous, transparent, environmentally aware and critical approach to technology. Since graduating from the Design Academy Eindhoven, she uses design as a means of imagining desirable futures that are aligned with planetary limits. Marie works closely with Low-tech Magazine, an alternative and techno-critical media. She is responsible for the magazine's visual direction (graphics, illustrations, documentation). With Kris De Decker, they design low-tech prototypes, write DIY guides and facilitate workshops, inviting us to question our relationship with energy through practice, hacking and subversion. As a freelancer, she also builds custom static websites, with the intention to limit their resource use and raise awareness on the growing environmental impact of digital product. She has been collaborating with various European institutions in the form of talks, workshops and residencies (FabLab Barcelona (es), Gentler Futures Festival (pt), Fiber Festival (nl), HetNieuweInstituut (nl), etc.).

ARTISTS

GUILLAUME SLIZEWICZ

Guillaume Slizewicz is a designer and digital artist whose work sits at the intersection of technology, the environment, and societal issues. Through his practice, he engages with the evolving dynamics between innovation and sustainability, using technology in poetic, evocative and critical ways. His approach draws connections between ancient craft practices and contemporary digital tools. Graduating in Politics, Philosophy, and Economics from the University of Kent and Science-po Lille and later in Production Technology at Copenhagen's School of Design and Technology, Guillaume founded his studio in 2021 to explore these relationships through digital arts and collectible design. His works often blend physical materials—metal, wood, and clay—with digital processes like algorithms, artificial intelligence, and machine learning. His works connect the past with the future, linking craftsmanship with computational processes. Guillaume Slizewicz often works in collectives such as Algolit, Anaïs Berck or Tropozone. His work has been presented in institutions like Schloss Hollenegg(Austria), MAD (Brussels), Impakt (Utrecht), Design Museum Ghent (Belgium), Le Pavillon (Namur) and BioArt Labs (Eindhoven, NL), Fake/Authentic (Milan) and Constant (Brussels)



SPEAKERS

BENEDETTI CHARLOTTE (KIKK ASBL)

Charlotte is the director of Le Pavillon, a center for exhibitions, experimentation, and innovation that breaks down disciplinary boundaries and explores the intersections of arts, sciences, and technologies.

FUZFA ANDRE (UNAMUR)

André is a passionate physicist and professor at the University of Namur, driven by one mission: to make science accessible to all. With a Ph.D. in physical sciences, his research explores cutting-edge topics such as directed energy propulsion for interstellar travel. In 2019, after years of dedication, he founded the Antoine Thomas S.J. Astronomical Observatory on the rooftops of UNamur — a unique facility enabling high-quality sky observation in the heart of the city. Tirelessly curious and inspired by the cosmos, he embodies the spirit of scientific outreach and innovation.

HEIN ANDREAS (UNI.LU)

Andreas loves space and complex systems. He is fortunate to combine both as a professor for Space Systems Engineering at SnT, University of Luxembourg where he works on disruptive future space systems.

HENRY JULIE (UNAMUR)

Julie is STEAM project leader at UNamur, with a Master's degree in Chemistry and a Ph.D. in Computer Science. She is an expert in STEAM approaches and gender issues in STEM. Combining scientific expertise with pedagogical insight, she designs and coordinates interdisciplinary initiatives that challenge stereotypes and foster inclusive education. As part of the organizing team, she will act as both coordinator and facilitator.

SPEAKERS

VAN HELDEN ORION (UNAMUR)

Orion studied physics in Marseille before completing a Ph.D. in philosophy of science at UNamur, focusing on the interpretation of quantum physics. A science fiction author, comic book artist, and science popularizer, he thrives at the crossroads of imagination and knowledge. As the facilitator of the lab, his mission is to help participants unlock their creativity — convinced that, when guided, imagination can propel science even further.

VON DER NAHMER PETER MICHAEL

Peter Michael ("Mike) is a composer, sound researcher and Maker of Transformative Theater based in New York City. His American/German/Cuban heritage influences the questions of identity, complexity, and transcendent connection that shape his music. He has written over 27 works for music theater and dance, and over 50 works for concert and film; many have received national/international awards and been performed around the world.

WIES ANOUK (UNI.LU)

Anouk is Strategic Advisor at the Cell for Cultural Affairs of the University of Luxembourg and serves as coordinator for the university within the organizing team. She works at the intersection of academia and culture, fostering initiatives that connect scientific research with creative expression and public engagement.

WILMET ALINE (UNAMUR)

Aline holds a Ph.D. in History, Art History, and Archaeology. As a science communicator at Confluent des Savoirs (UNamur), she designs and coordinates a wide range of outreach projects in collaboration with UNamur researchers — from exhibitions and videos to articles and educational kits. She also supports scientists in sharing their research with broader audiences. Since 2019, she has been organizing and coaching the "Ma thèse en 180 secondes" competition at UNamur, helping young researchers bring their science to life in just three minutes.

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UNIVERSITY OF LUXEMBOURG

IN COLLABORATION WITH

EURO SPACE CENTER

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UNIVERSITÉ DU LUXEMBOURG

ESPACE CULTURES

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