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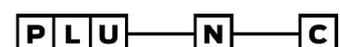
OPEN CALL - PLUNC 2016

NEW MEDIA AND DIGITAL ART FESTIVAL

PLUNC's second edition will take place in the riverine areas of Lisbon and Almada, between September 29th and October 2nd, 2016. The [Open Call is now open](#) until July 17th. You can submit finished projects, prototypes, ideas and original experiences in the realm of digital art and new media. Interactive projects that involve the public, either through the results or through interactive processes implicit in the execution. The selected projects will integrate the festival's exhibition. The call results will be announced on August 8th.

PLUNC 2016 OPEN CALL!

Deadline: 17 Julho



PLUNC wants to bring together artists and new media and digital art students, in order to showcase to the public projects that intersect art and technology, through exhibitions, workshops, talks, performances and round tables. PLUNC is an informal space of permanent dialogue and interaction between authors, their works, and the public. The first edition of the festival showcased works, and was attended by 32 artists, such as Zach Lieberman, Cuppetelli & Mendonza, André Sier, Els Viaene, Alex Rothera and José Carlos Neves. The festival is organized in collaboration with UT Austin | Portugal Program.

More information about the Open Call can be found here: <http://bit.ly/1qFK1bq>

SUMMER SCHOOL IN ADVANCED SCIENTIFIC COMPUTING

■ From June 20 to June 23 the University of Minho, Braga, will be hosting a Summer School in Advanced Scientific Computing.

This Summer School is targeted for researchers and PG students in:

- Computer Science, which aims to update their knowledge in development of efficient software that takes advantage of current multi-core and many-core processor architectures, and
- Computational Sciences, which aims to improve the efficiency of their end-user software, both at the algorithm and data structures level, to get more robust and faster code execution when using multi-core and manycore computing systems.

The School agenda follows a success program developed at the Texas Advanced Computing Center (TACC), which will be offered again this summer at [TACC](#) in August. All instructors from TACC will come to Braga to present their courses for the first time in Europe, with the support of TA's from U. Minho during the lab classes.

These lab classes will use computing resources at TACC, namely the world largest computer cluster open to the scientific community, Stampede, and in the top 10 in the TOP500 list.

Number of attendees is limited and registration is free and mandatory, through the form in [the website](#).

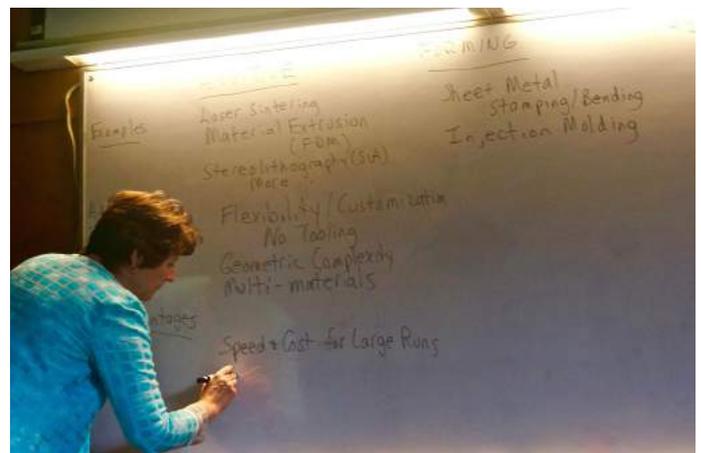
ADDITIVE MANUFACTURING SUMMER SCHOOL

■ The Additive Manufacturing (AM) Summer School under the auspices of the Emerging Technologies Initiative of The UT Austin | Portugal Collaboratory for Emerging Technologies, CoLab, was organized by Paula M. Vilarinho and Brian Korgel and took place at the Department of Materials and Ceramics Engineering of the University of Aveiro, from 6 to 7 June 2016.

The Director of the Department of Materials and Ceramic Engineering, Professor Mário Ferreira welcome the participants and strengthen the importance and timing of this School.

During 2 days approximately 40 participants coming from the Industry, Technological Centers and Academia were exposed to the basic principles of AM, the current state of AM as a processing technology and to what is predicted to be the future of this technology and how it is expected to shape the next 25 years of production.

Additive Manufacturing (AM), also known as 3D Printing, is a technology that has grown by double digits for the last 20 years and has garnered international interest in the last few years.



A moment during lecturing with Professor Carolyn Seepersad

The primary goal of the course was to provide sufficient information about AM for participants to evaluate where in their working activities the technology might make sense to employ. Upon completion of this course, the participants had a basic knowledge of all seven types of AM processes, the types of materials that are used for each, how to design for AM applications, how to evaluate the economic value of using AM in a manufacturing application and how the technology arose. The lecturers discussed the midterm and long-term future of the technology and where it is headed.

The lecturers are international recognised experts in the field. Carolyn Seepersad is an Associate Professor of Mechanical Engineering and General Dynamics Faculty Fellow at the University of Texas at Austin. Dr. Seepersad's research involves the development of methods and computational tools for engineering design and additive manufacturing. Her research interests include simulation-based design of complex systems and materials, design for additive manufacturing, innovation, and environmentally conscious design of products and energy systems. David Bourell is the Temple Foundation Professor of Mechanical Engineering at The University of Texas at Austin. He is currently director of the Laboratory for Freeform Fabrication. Bourell's areas of research include particulate processing with emphasis on sintering kinetics and densification, and materials issues associated with laser sintering (LS).

The course was designed for:

- Engineers, technical personnel and managers working in AM or contemplating moving into the field;
- Students, researchers and academics who want to AM have a basis for assessing AM and its utility in their business;

- Company decision makers who would like to have a basis for assessing AM and its utility in their business; (iv) any employee who wants to get up to speed with AM and to move past the hype into the reality of what AM has done and can do.

The course started with an overview of AM. Additive Manufacturing (AM), also known as 3D Printing (3DP) is a potent collection of manufacturing processes. They are economically applicable for certain types of manufactured goods and production runs. This overview described the rationale for using AM instead of a conventional manufacturing process for a given manufacturing run. Examples of broad application areas based on this rationale were presented. Followed by an overview of the AM processes, a detailed description of the seven ASTM categories of AM processes was presented. The manufacturing advantages and disadvantages were discussed. Society has become aware of AM in the last 2-3 years, but the technology as a whole is almost 30 years old. The history of AM was given from the viewpoint of the patent literature. Prior to active AM processing are AM precursors and AM prehistory. Precursors are AM technologies that were developed in the 1960s-70s before all the technical infrastructure was in place; thus, these technologies were not feasible for embodiment as commercial manufacturing equipment. AM prehistory dates back almost 150 years to two broad areas: layered manufacturing and photosculpture. The course continued with the presentation of materials for AM. Not every material can be printed on any AM equipment. Feedstocks must be shaped into the proper form to be processable on a specific piece of AM equipment. It must be amenable to required post-processing, and it must have acceptable service properties and metrology. This presentation reviews the commercial materials available for AM (polymers,



Group photo

metals, ceramics, composites) for each of the major AM technologies. AM service microstructure and properties will be presented and compared to those obtained using conventional manufacturing approaches. Design for AM was the following topic. AM removes many of the design constraints associated with molding, machining, and other conventional manufacturing processes, but it introduces its own set of design challenges. AM part designers must be aware of the accuracy and resolution limits of commercial AM machines, as well as the attainable part and material properties. The presentation described the latest design for AM guidelines for powder bed fusion and fused deposition modelling. Before concluding a perspective on the breadth of current AM was probed by presenting three diverse topics. These included a review of current ASTM/ISO standards related to AM and new standards under development. The repeatability and reliability of AM/3DP was considered using as a specific case the mechanical properties of laser sintered polyamide. Finally, novel application of AM was presented, which deal with conversion of digital photographs into AM back-lit images (lithophanes) and AM of metamaterials. For the conclusion of the course the future of AM/3DP was presented and discussed. AM is a rapidly growing and expanding field. The future of the technology was broken into two sections: a mid-term perspective of what will be happening in the next 3-5 years and a long-term perspective that includes organ printing and volume-based AM/3DP. Participants were also invited to engage



A moment during lecturing with Professor David Bourell

in forward-thinking discussions of how AM/3DP can be applied to their own challenges. The course ended with a lively Round Table that discussed the questions raised by the participants.

By the end of the second day there was a visible excitement of the participants, looking forward to the continuation of the ideas and collaborations started during these days.

A movie promoting the workshop will be soon prepared.

DIGITAL MEDIA SUMMER INSTITUTE 2016

■ The 2016 edition of the [Digital Media Summer Institute](#) is already in motion. The tenth annual Summer Institute offers students and professionals in Lisbon and Porto the opportunity to explore a variety of digital media topics, with renowned instructors and alumni from the University of Texas at Austin providing intensive short courses in May, June and July.

This year's Summer Institute started May 25-27 with a workshop with Professor Sharon Strover (UT Austin Dept. of Radio, Television and Film), at FCSH/UNL, entitled "Research Methods for Digital Media". In this workshop, organized as a seminar with intensive attention to students' research interests, participants had the opportunity to examine fundamental premises of research design and approaches for working with digital media projects and issues. Core topics included: the conceptualization process; writing research questions; thinking about causality; alternative design options.

Professors R.B. Brenner (UT Austin Dept. of Journalism) and Cameron Blake (Washington Post) gave a workshop at Porto (University of Porto, June 3) and Lisbon (FCSH/UNL, June 6-7) about "Virtual Reality, 3D and Journalism".

All interested can still attend the upcoming courses, namely "Business Plan Development for the Videogame Industry", take will take place at University of Porto and will be divided in two parts:

"Entrepreneurial Finance" (with Heidi Toprac, June 20-23) and Part II: Start UP and Greenlighting (with Paul Toprac July 5-8). This two-part course will guide students through the process of developing a business plan. It will help students define and describe their product, their management team, as well as their sales, marketing, operations and development plans. In addition, students will learn how to forecast their game's financial results, and incorporate their forecasts into their business plans. The

UT AUSTIN PORTUGAL ANNUAL CONFERENCE IN LISBON

■ The UT Austin Portugal program held its **Annual Conference** at the Rectorate building of the New University of Lisbon, May 23 and 24.

With near 200 participants, this two days event brought together students, professors, investigators and leaders from Portugal and USA institutions, covering all areas of the Program - Advanced Computing, Applied Mathematics, Digital Media and Emerging Technologies - to present Program's achievements and discuss Future developments. The event opened with the welcome remarks by António Rendas (rector NOVA), Fernando Santana (UT Austin Portugal National Director), Marco Bravo (UT Austin International Director), Robert A. Peterson (UT Austin PI), Robert A. Sherman (US Ambassador), António Cunha (President CRUP), Paulo Ferrão (President FCT) and Manuel Heitor (Minister of Science, Technology and Higher Education).

The four areas of the Program present their achievements concerning courses, events, projects, students, startups, etc. Moderated by João Sentieiro, these panels, that had more than 20 speakers, where an exciting opportunity for the audience to know all the work that has been developed in all areas of the Program, namely concerning courses, workshops, student's work and research activities.

The second day started with a roundtable with entrepreneurs associated with the UTEN Global Startup Program. With moderation by Greg Pogue companies representatives presented their statements about the challenges of going global and debated this issue with other invested discussants.

Following was a roundtable discussion about future Program developments, moderated by Miguel Castanho



Almost two hundred participants filled the UNL Rectorate Auditorium



Roundtable with entrepreneurs

(Vice-President FCT), with statements from Nicholas Peppas (UT Austin), Thomas J. R. Hughes (UT Austin), Amílcar Soares (IST), Fernando Lau (IST) and also the discussants Lars Montelius (INL), José Manuel Mendonça (FEUP/INESC TEC) and Heitor Alvelos (FBAUP).

Closing the event Robert A. Peterson did a summing up of the achievements and future presented and discussed at the Conference and Fernando Santana, Marco Bravo, Miguel Castanho and Maria Fernanda Rollo (Secretary of State for Science, technology and Higher Education) address the closing remarks for the audience.



Welcome remarks at the Opening Session

STUDENTS AND INVESTIGATOR'S POSTERS AND DEMOS

A total of [45 Posters](#) and [8 Demos](#) were presented at the UT Austin Portugal Annual Conference, as a result of the Call for Posters and Demos published for this purpose. These reflected student's and investigator's work from all areas of the Program - Advanced Computing, Applied Mathematics, Digital Media and Emerging Technologies -, both from Portugal and UT Austin universities and research centres.



A student presenting his Demo



A total of 45 Posters were presented

ADVANCED COMPUTING SHORT COURSE ON ISOGEOMETRIC ANALYSIS

■ On May 25th, Professor Thomas J.R. Hughes from the Institute for Computational Engineering and Sciences (ICES, UT Austin) gave a short course on Isogeometric Analysis at the Instituto Superior Técnico, University of Lisbon.

Isogeometric Analysis (IGA), as Prof. Thomas J.R. Hughes explained, aims to overcome the major bottleneck in the engineering design-through-analysis process: the conversion of Computer Aided Design (CAD) systems in which industrial designs are encapsulated, to analysis-suitable formats from which finite element meshes can be developed and Finite Element Analysis (FEA) programs can be used for the computational simulations. This still remains, until now, an enormous obstacle to the efficiency of the overall engineering product development cycle.

During the Short Course, Professor Thomas J.R. Hughes described how this new approach, based on rich geometric descriptions from CAD, might lead to a single geometric model that serves as a basis for both design and analysis.

This technique, suggested ten years ago, is rapidly becoming a new paradigm for geometric design and a mainstream analysis methodology, which is now supported by a new theoretical foundation for FEA.



More than 50 participants coming from both academic and private institutions, from all over the country, participated in this six hours Short Course where an extended introduction to IGA was given, from the very basic tools and methods, to complex applications in linear and nonlinear elasticity, fluids and fluid-structure interaction.

The course ended with a description of several open problems, representing opportunities for future research.

This Course was integrated within the collaborative research activities involving the groups of Prof. Thomas J.R. Hughes and Prof. Adélia Sequeira from the Instituto Superior Técnico. It followed the UT Austin|Portugal Annual Conference 2016, on the 23rd and 24th May.



PORTUGUESE AMBASSADOR DOMINGOS FEZAS VITAL VISITS AUSTIN

■ On April 26-27, Domingos Fezas Vital, the Portuguese Ambassador to the United States, visited Austin and The University of Texas. The Ambassador was accompanied by Rui Boavista Marques, Trade and Investment Commissioner of aicep Portugal Global.

While at the University, the Ambassador met with CoLab Principal Investigator Robert Peterson, UTEN Portugal Director Marco Bravo, and members of the UTEN team to learn about their work supporting business development by Portuguese companies through the UTEN Global Startup Program.

The conversation touched on recent growth in Portuguese exports to the US, international successes by Portuguese companies in the financial security and cleantech sectors, the upcoming Web Summit in Lisbon, and potential city-to-city relationships between Austin and cities in Portugal. The Ambassador also met with CoLab academic directors Sharon Strover, Keshav Pingali, and Brian Korgel and a number of Portuguese graduate students to learn about CoLab's ongoing research and education activities.

Other stops during the Ambassador's visit included Austin City Hall to meet with Mayor Steve Adler and Economic Development Director Kevin Johns, and a meeting with Texas Governor Greg Abbott.



Ambassador Domingos Vital with Governor Greg Abbott

TALKS: THE FUTURE OF JOURNALISM AT FCSH/NOVA

■ Experts in journalism and in its future have been joining in Lisbon to discuss who will be making journalism and with what technology, resources and mindset.

The first session, on April 15th, was dedicated to the challenges that journalists will face in the future, with particular emphasis on cultural journalism and digital environment. The Spanish journalist Alfonso Armada and the cultural producer and former journalist/editor António Mega Ferreira were the guests in a debate moderated by Dora Santos Silva, alumna of the Digital Media program.

In the second session of Conversations on the Future of Journalism, on 6th June, the protagonists were virtual reality and other emerging technologies applied to the media. "What will be the future of journalism" marked the starting point of the debate between R. B. Brenner, Director of the School of Journalism at the University of Texas at Austin, and journalist for over 30 years, António Câmara, founder of Ydreams, and Cameron Blake, prototype engineer at The Washington Post, with moderation of Paulo Nuno Vicente, alumnus



of the Digital Media program and iNOVA Media Lab coordinator, a digital creation lab and spin-off of the UT Austin Digital Media program, located at FCSH/NOVA. This initiative is co-organized by iNOVA Media Lab, Bagabaga Studios and José Saramago Foundation, with the support of UT Austin | Portugal CoLab, Instituto Cervantes, Fundacion Gabriel García Márquez para el Nuevo Periodismo Iberoamericano (FNPI) and Antena 1.

The future of journalism will be discussed again in another two sessions until December 2016.

DIGITAL MEDIA DOCTORAL STUDENTS' NEWS

Exploratory visitors in Austin

UT Austin received in April visiting researchers Luciano Moreira (FEUP) and Claudia Pernencar (U. NOVA). They both were extremely proactive in setting up meetings with faculty. Luciano had extensive interactions with Dr. Joan Hughes in the College of Education. Claudia made some new and important connections with the Dell Medical center for her research in Mobile tracking data using biochips and wearables. Also, Professor Jorge Martins Rosa from FCSH/UNL visited the DM program in April. During his stay he toured the campus, visited the Vis-Lab and attended the UT3D showcase of movies. He also strengthened his ties to faculty and discussed strategies to further develop the partnerships within the DM PhD program. He has begun the first steps toward a future application for a collaborative research project on social networks.



Professor Sharon Strover with Luciano Moreira and Cláudia Pernencar

Patricia Nogueira also visited Austin for three months and found herself immersed in a fruitful and insightful environment. She audited courses, expanded her reading references, and interacted with a number of film students and filmmakers.

Horácio Tomé-Marques at MTF - Music Tech Fest, Berlin

Student Horácio Tomé-Marques participated this May in one more edition of MTF - Music Tech Fest, this time in Berlin at the Funkhaus, the historical former RDA Radio Studios.

Besides doing a final presentation of the project/performance FindingSomething BondingSound / WhiteMatter (by Horácio, Francisco Marques Teixeira and Fanni Fazakas) for the MusicBricks Incubation Award, he, with his friend and MuARTs partner Francisco and other international participants (artists, fashion designers and tech geeks from institutions such as Ars Electronica and MIT Media Labs) participated in the Transhumanism Performance Lab, facilitated by Jasmine Idun and Peter Kirn. In about five days, the group managed to create, produce and put on stage a special show for and with Viktoria Modesta, considered the first bionic pop artist.

Between brainstormings, conceptual possibilities, art essence's discussions, last generation sensors, high-tech artefacts, conductive paints, etc., they worked on software and hardware that allowed them to capture Viktoria relaxation and concentration brain states and used these states to control sounds and lights — breath like sounds and blue lighting when she was more relaxed and a pop like sounds and red lighting when she was focused and more concentrated. The performance also has included sensors such as movement detectors.



Transhumanism Performance Lab Team

When at exploring new concepts and ideas — also responding to one of the aims of the MTF hack labs, which is to create and propose technology for the future of the arts —, Horácio even designed a new brain computer interface focused on usability and easiness for performative events contexts (arts, fashion, etc) via hacking an used and broken interface.

Horácio also was a facilitator of the #AIOTILabs [promoted by MTF and the EU Alliance for Internet of Things Innovation, AIOTI.eu]

“Um quotidiano / an everyday”

“What speaks to us, seemingly, is always the big event, the untoward, the extra-ordinary (...) How should we take account of, question, describe what happens every day and recurs everyday: the banal, the quotidian, the obvious, the common, the ordinary, the infra-ordinary, the background noise, the habitual?”

Georges Perec

“um quotidiano / an everyday” is a participatory mobile photography project, initiated during the artist residency of Cláudio Reis, organized by Porto Lazer, at the arts venue Av. Espaço Montepio, Porto, Portugal, from March 30th to May 7th.

We are all photographers this day and age; we all carry along in our pockets a camera camouflaged as a phone. Above all, we all have a unique gaze over things surrounding us.

Aiming to materialize this collective gaze, “um quotidiano / an everyday” launched an open-call through social media asking for people to share with the project pictures of their everyday, providing as a possible reward the publication of a selection of pictures across the project’s social media platforms, and the inclusion in the residency’s group exhibition.

“um quotidiano / an everyday” collected during the residency period a total of 659 pictures, from 123 participants, representing 29 countries.

While the online publishing procedure, still active today, tentatively inquires the curatorial pattern of “feature accounts”, experimenting how to maintain a visual balance capable to motivate both photography-committed users and casual photographers to participate, the selection procedure for the group exhibition at Av. Espaço Montepio followed a different approach.

The exhibition design sought to provide a distinct user experience, whereby the collection of pictures was transposed to the physicality of print-based media, shifting the velocity of reading a digital feed of pictures to the more contemplative relation established toward paper and ink.

Designed in close rapport with the architecture of the exhibition venue, the selection of photographs was printed in small formats, reminiscent of Polaroids – an instant film format closely linked to the immediacy of photography produced through contemporary mobile communication devices –



while introducing reading disruptions in comparison to the prevalent online viewing patterns of platforms such as Instagram.

After the successful opening of the collective exhibition at Av. Espaço Montepio, “um quotidiano / an everyday” now continues online through social media platforms Facebook, Instagram and Tumblr.

www.facebook.com/umquotidiano
www.instagram.com/umquotidiano
umquotidiano.tumblr.com
www.umclaudio.com

PhD Conclusions

CLÁUDIA SILVA

Title: Expanding Participation in Locative Media among and about Latinos/as in Austin, Texas

Defense day: May 19th 2016

Grade: Unanimously Very good

Being born and raised elsewhere, and receiving a Ph.D. that started in Portugal and developed in the United States was a unique experience. It enabled me to expand my cultural and social capital substantially and, overall, it was a great preparation for my international career development. The four years at the University of Texas at Austin taught me the perks of collaborative research work, which was eye-opening to me, as I interacted with peers from different fields. Those four years also allowed to become somewhat familiar with that locality.

In fact, my research was done entirely with local communities in Austin, in the field of location-based media, under the steady guidance of Professor



Joseph Straubhaar. Until recently, studies of locative media had predominantly focused on the experiences of those who are already familiar with

the online world and have the right skills to take full advantage of GPS-enabled phones. My research shifted this focus to investigate participation in the general use of locative media and, specifically, in the production of locative storytelling by focusing on Latino, low-income and low-end smartphone users.

Access to mobile technologies is no longer an issue for this group, as they are heavy users of smartphones and have been considered the audience of the future in regards to digital media in the U.S. Despite all this evidence, research about Latinos and locative media is scarce. My research tried to fill this gap in the literature. Thus, my dissertation addressed the broad question of “how locative media may foster awareness about local history, of unknown or forgotten information, and social events among and about Latinos/as in a place that faces historical spatial segregation.” In order to respond to this question, a set of ethnographic and qualitative techniques mixed with a multiple-case study were used as a method.

One of the main contributions of this work to the field is the proposition of the term “spatial participation gap”, which I define as the unequal access to spaces and hybrid spaces and the inability,

GEORGE SOROS

My approach to music creation has always been an interdisciplinary one, often combining knowledge from computer science, music cognition and musicology. My doctoral thesis entitled “Syncopation as Transformation” revolves around the subject of automatic generation and analysis of musical rhythm. Syncopation is a rhythmic phenomenon present in various musical styles and cultures. During this research, I developed a set of simple rhythmic transformations that can serve as a formalized model for syncopation for the purposes of generation and analysis of music. The transformations are based on fundamental features of the musical meter and syncopation, as seen from a cognitive and a musical perspective. Based on this model, rhythmic patterns can be organized in tree structures where patterns are interconnected through simple transformations. The model was applied in the design of three listening experiments that explore the relation between syncopation and groove, i.e. the sensation of wanting to move when listening to music. Besides the development of

due to social constraints, to change spaces into places. What this concept attempts to convey is the need to address the inequalities in regards to space and place and its effects on the creation of locative content. Taking into account that locative technologies such as smartphones are becoming increasingly widespread, it is urgent to address this gap and understand its specificities. What can we do to create means that low-income populations and newcomers to a city become able and motivated to fully explore the public and physical space more equally? In the discussion chapter, I offer a set of suggestions to approach the challenges of the spatial participation gap. Other findings are:

- It is not the number of years of residence in a certain place that makes one very knowledgeable on her/his locality.
- Locative storytelling may be better adopted if integrated with everyday activities.
- Usability is fundamental to increase participation in the production of locative content.

Looking forward, I intend to pursue this line of research and deepen my research skills under a Postdoc researcher position, somewhere in the world where I have not been yet.

the theoretical concepts, I developed a software application of the model for the creative exploration of rhythms during a music performance. It generates variation in a real-time music input, such as an audio input or MIDI “clips”, by automatically “shifting” notes off or on the beat.



UPCOMING EVENTS

- Summer School in Advanced Scientific Computing
20-23 June, 2016
University of Minho, Braga
<http://www.di.uminho.pt/SS-AdvSciComp16/>

ONGOING OPPORTUNITIES

- Transnational Joint Call 'Digging Into Data Challenge'
Trans-Atlantic Platform for the Social Sciences and Humanities (T-AP)
Deadline for submission of proposals: June 29
For more information: <https://www.fct.pt/apoios/cooptrans/csa/tap/index.phtml.en>

MORE OPPORTUNITIES can be found at FCT website: <http://www.fct.pt/concursos/>

USEFUL LINKS

www.utaustinportugal.org www.fct.pt www.utexas.edu www.ic2.org www.ati.utexas.edu www.austin-chamber.org www.utenportugal.org

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