

PROCESSING
COMMUNITY DAY
COIMBRA, PORTUGAL
2026

pcdcoimbra.dei.uc.pt
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PROCESSING COMMUNITY DAY

COIMBRA 2026

Call for works

The PROCESSING COMMUNITY DAY @ COIMBRA 2026 is accepting artwork submissions under the theme "Techfolk". We invite professionals, researchers, students, designers, and artists to submit individual or collective projects that explore the augmentation of folkloric tradition and culture through computational processes.

In this edition of PCD@Coimbra, we invite submissions that explore the outcomes or interactions of computational systems. Participants may submit their work in one of three tracks: system outputs presented as posters; community modules; and/or open submissions.

The selected artworks will be exhibited and/or presented during the PCD@COIMBRA in one or many exhibition venues in Coimbra, Portugal.

THEME

"Techfolk" is a hybrid space where contemporary programming practices and digital technologies are reinterpreted through the lens of traditional, regional, or ancestral folk cultures. It invites creators to express how coding and computation can carry, remix, or revive cultural heritage, storytelling, rituals, and communal knowledge systems.

REQUIREMENTS

1. The artwork(s) must be aligned with the theme "Techfolk".
2. Code (any programming language) must be used in at least one stage of the design process. Code can be used either to produce materials (for example, images or sounds) or in the final generation (generating the whole artefact/experience). Provided that you fulfil these requirements, you are allowed to use any media, material or technique.

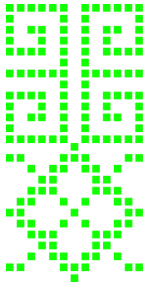
HOW TO PARTICIPATE

We accept both individual and collective submissions. In the case of collective submissions, the authors must indicate one corresponding author who may be contacted by the organisers.

The participants are allowed to submit multiple entries.

Submissions can only be made via the online submission link (see Submission section below).

Failure to comply with these conditions will invalidate the participation.



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NOTE: Participation is free of charge.

SUBMISSION TRACKS

In addition to completing all the fields of the online form, you are required to submit the following materials:

A brief description of your project (max. 500 characters) describing the concept and clearly stating how computer code was used. We accept descriptions in Portuguese and English (preferred language);

Artwork files. The type of submission depends on the track.

We are accepting three distinct types of submission:

1. SYSTEM OUTPUT AS POSTER

Static system's output designed in a poster format. The output should be submitted in B2 poster format (500mm x 700mm) in portrait orientation (PDF file, 300 DPI, Colour profile: CMYK).

Poster must fit the theme "Techfolk". Code (any programming language) must be used in at least one stage of the design process. Code can be used either to produce materials (e.g. images) or in the generation of the whole artefact. Provided that you fulfil these requirements, you are allowed to use any media, material or technique.

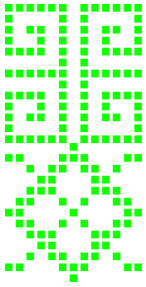
2. COMMUNITY MODULES / POSTCARDS COIMBRA X NUREMBERG

We invite participation in animated postcards that celebrate the TechFolk identity, exploring modular patterns and playfully illustrating the connection between Coimbra and Nuremberg.

Rules and Guidelines

- Create a sketch using `p5.js`;
- Use the provided template (<https://openprocessing.org/sketch/2799456>);
- Change only the body of the function `draw_here` included in the file `code_here` and draw in the canvas "c" as in the presented example;
- The final sketch must be submitted in `.js` format;
- In your submission, you must include a `.txt` file with a short description (<150 words) explaining and justifying what is the relation between the sketch and Coimbra, Nuremberg or both;
- In this link ([Coimbra x Nuremberg](#)) you can find some references related to Coimbra and Nuremberg. You can use these materials as reference but feel free to find your own sources of inspiration;

The output should be a link to a public sketch in the OpenProcessing (<https://openprocessing.org>), P5js Editor



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(<https://p5js.org/>) or other code-sharing platforms. It must be a modified copy of the provided template, and it must follow the presented requirements.

3. OPEN SUBMISSION

Any type of artwork that fits two main requirements: use code and within the theme "Techfolk". For example: system/applications, performances that involve the interaction with a system or its outputs, etc.

The open submission should be submitted by providing direct access to the files, depending if it's a video, application, static work, etc...

Please make sure that the submitted materials are available online until June 2026.

For any technical issues or questions, please contact the organising committee at the following address:
pcdcoimbra@dei.uc.pt

DEADLINE

10th January 2026 (23:59 UTC)

SUBMISSION FORM LINK

<https://forms.gle/MzVpUSAHbFSnHqWT8>

ACCEPTANCE NOTIFICATION: until February 2026.

The authors of selected entries will be informed through the email provided on the registration form.

JURY

To be announced soon.

MORE INFO

If you have any questions, please contact us using the email

pcdcoimbra@dei.uc.pt

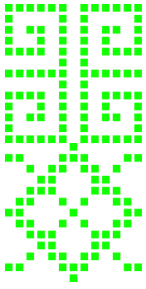
COPYRIGHT DETAILS

Candidates are responsible for the originality of their entries, must guarantee authorship and hold the organisers harmless from any liability resulting from third-party claims regarding copyright and other rights related thereto.

The authors also declare to be holders of all moral and patrimonial copyrights related to their entries. In the event of disputes, authors will hold the organisers harmless from any liability, costs and charges of any nature that may be incurred as a result of work contents.

CRITERIA FOR IMMEDIATE EXCLUSION

- Not aligned with the theme "Techfolk";
- Failure to use code;



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- Failure to complete the mandatory field of the submission form;

- Entries received after the deadline will not be accepted.

SELECTION PROCEDURE

A jury panel comprising design professionals will evaluate the entries based on the following criteria: relevance to the theme, originality of the proposal, effectiveness of message communication and emotional appeal;

The artworks will be selected based on the jury evaluation, installation requirements and suitability to the exhibition conditions;

The authors of the select entries will be directly contacted by the organisers;

The selected artworks will be displayed in an exhibition during the PCD@Coimbra event or integrated in a session of the program (in the case of performances);

The jury panel reserves the right not to select any posters if no submission is considered of quality.

GOOD LUCK!