idea
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Università di Genova · Università degli Studi di Palermo

Matosinhos, Portugal
October 2-3, 2026

ESAD
Escola Superior de Artes e Design

Deadline full paper
April 15, 2026

1. FROM LITERARY TO PHYSICAL EXPERIENCE:
DRAWING AS AN ACT OF TRANSLATION

2. FROM LANGUAGE TO DIGITAL SPACE:
TECHNOLOGICAL TRANSLATIONS

3. MAKING IS THINKING:
TRANSLATING THOUGHT INTO SPACE

Call for papers
TRANSLATIONS

drawing literature **language**
architecture **psychology**
neuroscience emotions
visualization **education**
design well-being
AI social sciences

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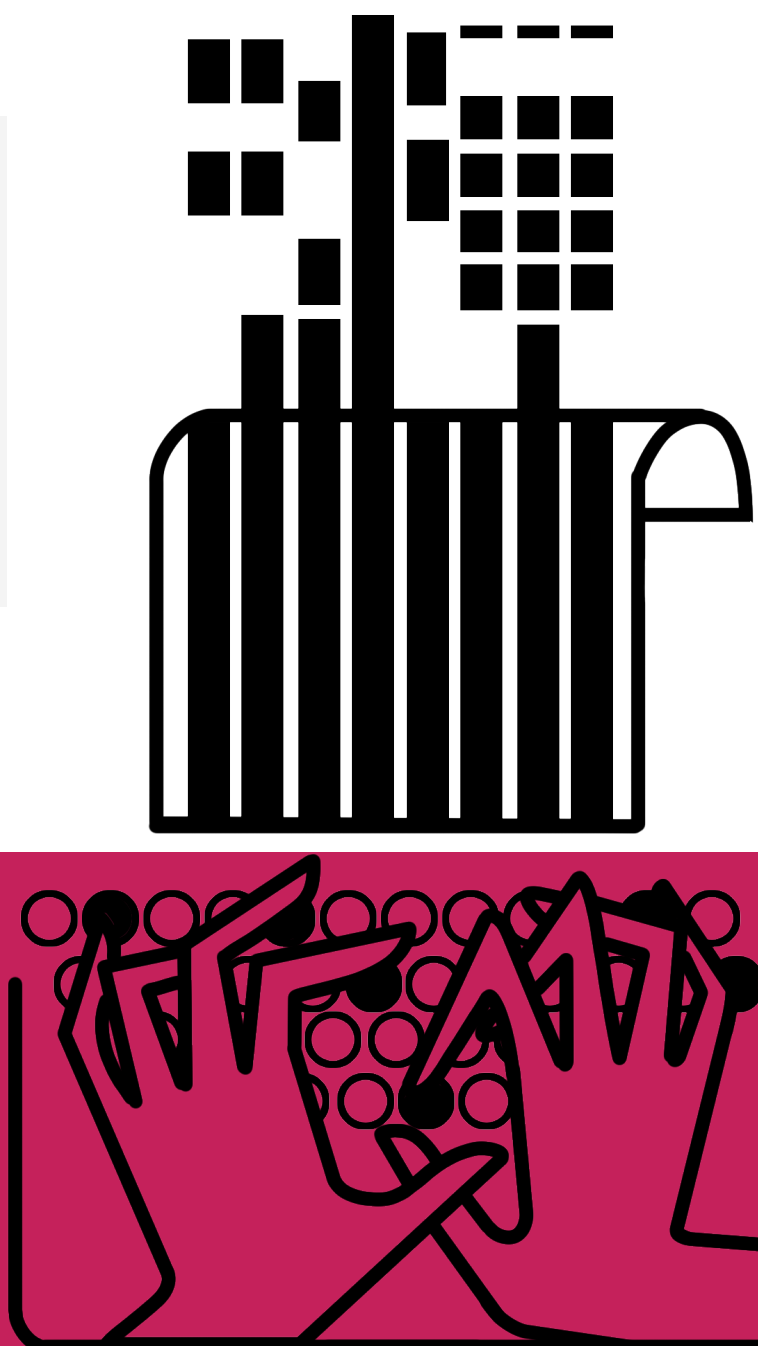
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4ᵗʰ Symposium idea26

idea26 explores space and perception through the concept of **translation,** understood as the process through which thought becomes language, language becomes representation, and representation becomes spatial and perceptual experience.

Ideas, memories, and emotions are first translated into **words** or **graphic signs**; these, in turn, are translated into designed **spaces** and lived environments, shaping human perception and **emotional response**. Drawing, writing, modeling, and technological representation are therefore not neutral tools, but active cognitive and perceptual operations that mediate between mind, body, and space.

Representation acts here as a threshold between perception and construction, mediating between narrative imagination and spatial reality.

The congress invites contributions that investigate translation as a core mechanism in the construction of space and experience, opening **interdisciplinary perspectives** across architecture, design, humanities, technology, and cognitive sciences.

TRANSLATIONS

idea26 topics:

1. From literary to physical experience: *Drawing as an act of translation*

This topic focuses on the translation between **literary space** and **spatial representation**.

Written descriptions, narratives, and textual imaginaries are translated into graphic signs — drawings, diagrams, maps — or, conversely, visual representations are translated into narratives.

Drawing is understood here as an interpretative and generative act, capable of transforming literary space into spatial form and experiential meaning; as a universal medium for narrating powerful stories, capable of engaging the public in a direct and affective way, across disciplines and cultural contexts.

Narrated space — whether written or drawn — activates embodied perceptual mechanisms, engaging imagination and affect even in the absence of physical presence. In this perspective, representation is not a secondary transcription of space, but a generative act through which space is constructed, interpreted, and emotionally experienced.

Contributions may address architectural design, historical analysis, and theoretical reflections and experimental practices in which representation operates as a translation between written language, graphic sign, and physical space.

2. From language to digital space: *technological translations*

The second topic investigates translation **processes mediated by technology.** Prompts, algorithms, digital models, simulations, and immersive environments translate language, data, and conceptual intentions into visual, spatial, and multisensory experiences — and vice versa. Technology is considered not merely as a tool for visualization, but as a cognitive interface that reshapes how space is conceived, represented, and perceived.

Contributions may explore AI-driven design processes, 3D environments, virtual and augmented reality, and experimental representational methods as contemporary forms of spatial translation.

3. Making is thinking: *translating thought into space*

The third topic addresses the relationship between **making, thinking, and perceiving**. The act of designing, drawing, or constructing is understood as a form of embodied cognition, in which thought is translated into space and space, in turn, generates perceptual and emotional experience.

From architectural design to experimental practices, this topic invites a reconsideration of the project as an embodied practice, in which knowledge emerges through the interaction between mind, hand, and environment. Spatial configurations are explored in relation to psycho-physical well-being, highlighting how design actively shapes perception, emotion, and bodily experience.

Contributions may explore how spatial making influences perception, emotion, and psycho-physical responses, bridging architectural and design practices with neuroscience, psychology, and biomedical research.

Submission Guidelines:

- We accept individual contributions or presentations with multiple authors.
- Authors should choose **one topic** and a maximum of **5 keywords** from those suggested or proposed by the author.
- The participation proposal must be submitted as a Word document (.doc, .docx) in the language chosen by the author, not exceeding **20,000 characters** (excluding abstract and references).
- The proposal must be written in **English**.
- Proposals should be sent by **April 15**, **2026** to the email address: **idea2026@esad.pt**
- Contributions are required to follow the **APA style**.
- Selected speakers will be required to prepare an oral presentation, accompanied by any images or videos, not exceeding **15 minutes** (+5 minutes for discussion).
- All participants are requested to **register** to the conference. The participation fee for each contribution is **€150**. In the case of multiple authors for a single contribution, registration is required for at least one author.

Selected contributions will be published in a the IDeA2026 conference proceedings. The volume will be delivered on the day of the symposium.