

The Permeable Body: Rethinking Presence, Embodiment, and Resistance in Digital Game Art

Abstract (200 words):

This paper explores the concept of the permeable body as a critical framework for understanding digital embodiment beyond the limitations of presence defined by coherence and legibility. Drawing from feminist and posthuman theories, alongside artistic interventions in digital games, the permeable body challenges algorithmic capitalism's demand for fully capturable, optimized user data. Instead, it embraces leakage, slowness, silence, and refusal as embodied tactics of resistance and non-compliance.

Through case studies of digital game art and glitch aesthetics, this paper highlights how permeability offers new possibilities for embodied experience as relational, ambiguous, and affective, while reframing presence as a poetics of porousness. Artistic practices model these alternative modes of being present, foregrounding the body as process and interference rather than a stable, self-contained unit.

Positioned within current debates on the commodification of creativity and the algorithmic governance of art and experience, this paper argues for reclaiming artistic and embodied opacity as a form of critical resistance. It contributes to discussions at the intersection of art, digital culture, and political struggle, proposing embodied digital futures that value complexity, care, and ethical engagement over optimization and control.

Keywords:

Permeable body, Digital embodiment, Glitch art, Algorithmic resistance, Game studies

Disciplinary Field:

Human Computer Interaction / AI / Digital Arts and Media Studies / Game Studies

Format of Presentation:

Oral presentation with audiovisual support

Mini-CV (max 100 words)

Burcin Genis-Ergün is a postdoctoral fellow at Umeå University, affiliated with the Psychology Department and TAIGA Centrum för Transdisciplinär AI in Sweden. Her research bridges human-computer interaction, game design, embodiment, and interaction design, exploring how artificial intelligence reshapes experiences of presence and immersion. Focusing on motion, voice, and emotional feedback between humans and AI, she investigates how these dynamics shape perception and interpresence. Through artistic, experimental and phenomenological methods, Genis-Ergün develops ethical frameworks for embodied interaction. Her lectures, at multimedia, interaction design and digital game design departments and her work, published internationally, engages with embodiment, resistance, affect, and glitch aesthetics in algorithmic and digital environments.

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