

nicolas@nearfuturelaboratory.com
<http://www.nicolasnova.net>

+41 78 614 85 61

Nicolas Nova.

Curriculum Vitæ

Summary

Researcher in media and interaction design with interests spanning from design ethnography to futures research. Also consultant at The Near Future Laboratory, a creative collective that combines insight analysis with design and prototyping in order to understand the possibilities for new kinds of social and digital interaction rituals. We focus on areas of research that will have impacts within a near-future time span of 18-36 months.

Professional experience

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|----------------------------|---|
| October 2009 – Present | Lecturer, HEAD-Genève (Geneva University of Arts and Design) : lectures in interaction design, design ethnography, masters thesis tutor and research. Masters level. |
| July-August 2012 | Visiting Researcher, Art Center College of Design, Pasadena, USA : « Designer in résidence » in the Media Design Program. |
| October 2011 – Present | Founder, The Near Future Laboratory
User research and foresight, design fiction for Nokia design, SEB, BBVA, Orange, Nespresso, IKEA.
Design research workshops (Mediamatic Amsterdam, ENSCI –Les ateliers Paris, ENSAD Paris, SUPSI Lugano, Gobelins Annecy) |
| September 2009 – June 2014 | Visiting professor, ENSCI – Les Ateliers, Paris |
| March 2008 - Present | Consultant and researcher, Liftlab
User experience, design research and foresight research for Swisscom, SEB, CEA, Nespresso, Orange, Vodafone, the French Ministry of Industry. |
| April 2007 - March 2008 | Research Scientist Media and Design Lab, Swiss Institute of Technology Lausanne (EPFL) : research projects concerning the influence of mobile and locative technologies on spatial behavior in the School of Architecture.
Research project in collaboration with Nokia design and Sulake (Habbo Hotel). |
| May 2003 – April 2007 | 2003 - 2007: Research and Teaching Assistant, Swiss Institute of Technology Lausanne (EPFL) : research projects concerning mobile and ubiquitous technologies. Teaching duty on a Computer Supported Cooperative Work course at masters level (qualitative and quantitative methods to investigate groupware and tangible interfaces in a collaborative context). |
| 2006 - Present | Editorial Manager Lift, Geneva (part-time) : organization of a series of multidisciplinary conference about social impacts of technologies (400-1000 persons) in Geneva, Marseilles and Seoul. In charge of conférence programs. |
| 2006 - 2007 | Co-founder, Simpliquity (part-time) : consulting firm focused on user research, user-centered design in the field of mobile and ubiquitous computing. |
| 2004 - Present | User Experience Researcher, Abell Entertainment, Lyon, France (part-time) : user experience projects in a game development studio: usability tests, ethnographic studies, experiments about controller interfaces, tangible interactions, children's cognitive skills. Also lead foresight seminars about game design. |

2003 Co-founder, rss4you, Geneva : design and R&D of the first francophone RSS/RDF agregator (open source).

September 2002 - May 2003 Research and Teaching Assistant, University of Geneva : work on research projects about cognitive processes at stake in collaboration carried out in 3D virtual games. Teaching duty on user research at Masters level.

September 2001 - September 2002 Game designer, Doki-Denki, Lyon, France : user experience projects in a game development studio: usability tests and experiments on games.

September 1999 - June 2000 Internship as research assistant, University of Lyon (France) : Work on research projects about cognitive psychology and artificial intelligence

Education

2003-2007 **Ph.D in Human-Computer Interaction**, Swiss Institute of Technology, Lausanne (EPFL)
Dissertation on "The Influences of Location-Awareness on Computer-Supported Collaboration"

2000-2002 **M.Sc. Educational Technologies and Human-Computer Interaction**, University of Geneva, (Switzerland)
Masters dissertation on "The impacts of awareness tools on mutual modeling in a collaborative video-game"

1998-2000 **Undergraduate degree in Cognitive Sciences**, University of Lyon (France)

1995-1998 **Bachelor in Biology**, University of Lyon (France)

Skills

Working languages Native speaker in French, fluent in English, notions of German.

Scientific skills User research methodologies (survey, controlled experiments in laboratory and mobile contexts, field studies, ethnographic research, usability inspections) both quantitative and qualitative. Univariate and multivariate statistics. Strong written and oral communication skills (presentations, seminars/workshops). Foresight methodologies (trend scanning, scenario planning, expert interviews and workshop organizations).

Computer knowledge Statistical tools (R), Knowledgeable in mark-up languages (HTML, XML, SVG), script/log data analysis (PHP). Other applications: MS Office, Pages, Keynote, Photoshop, Illustrator, Aperture

Strength Creative, self-starter, initiative taker and independent worker. Strong interest in interdisciplinary projects including working with designers and programmers. Cultural competence and adaptive to switching between cultural paradigms in international environments.

Personal information French nationality, born on 06/12/1977, Roanne, France.

Research publications

Books

- Kaplan, F. & Nova, N. (2016). *Wikipedia's Miracle*, Lausanne: EPFL press.
- Kaplan, F. & Nova, N. (2016). *Le miracle Wikipedia*, Lausanne: PPUR.
- Kaplan, F. & Nova, N. (2016). *The Internet Meme Culture*, Lausanne: EPFL press.
- Kaplan, F. & Nova, N. (2016). *La culture internet des mèmes*, Lausanne: PPUR.
- Nova, N. & Vacheron J. (2015). *Dadabot : an Introduction to Machinic Creolization*, ID Pure, Lausanne.
- Nova, N. (2014). *Beyond Design Ethnography: How Designers Practice Ethnographic Research*, SHS Publishing, Berlin.
- Nova N. & Bolli, L. (2014). *Joypads ! Le design des manettes*. Les Moutons Electriques.
- Nova, N. (2011). *Les flops technologiques : comprendre les échecs pour innover*. FYP Editions.
- Bleecker, J & Nova, N. (2009). *A synchronicity: design fictions for asynchronous urban computing*. Situated Technologies: NY.
- Nova, N.. (2009) *Les Médias géolocalisés: comprendre les nouveaux paysages numériques*. FYP Editions

Peer-reviewed articles

- Lemaignan, S., Dillenbourg, P., Sangin, M., Molinari, G. & Nova, N. (2016). *The Symmetry of Partner Modelling*, *International Journal of Computer-Supported Collaborative Learning*.
- Beaude, B., Nova, N. (2016). *Topographies réticulaires*, *Revue réseau*, No 195, pp. 53-81.
- Lécho Hirt, L., Nova, N., Kilchör, F. & Fasel, S. (2016). *Design et ethnographie : comment les designers pratiquent les études de terrain*. *Technique et Culture*, , no 64, «Essais de bricolage. Ethnologie de l'art et du design contemporains», p. 27-38.
- Nova, N., Lécho Hirt, L., Kilchör, F. & Fasel, S. (2015). *De l'ethnographie au design, du terrain à la création : tactiques de traduction*, *Sciences du design*, No1, pp. 86-93.
- Zimmermann, B. & Nova, N. (2015). *Circulation: A Theoretical Toolkit*, *Design and Culture*, Vol. 7., No 2.
- Nova, N. (2013). *A portrait of the Near Future Laboratory*, *Ubiquity*, 1 (2), pp. 235-241.
- Nova, N. & Jobert, T. (2011). *User-Centered Design in Video Games: Investigating Gestural Interfaces Appropriation*, *Proceedings of ACM DPPI 2011 (June 22-25), Milano, Italy*.
- Nova, N. (2010). *Relying on Failures in Design Research*, *ACM interactions*, September+October issue.
- Nova, N., Girardin, F., Dillenbourg, P. (2010). *The Effects of Mutual Location-Awareness on Group Coordination*. *International Journal of Human-Computer Studies*.

Nova, N. & Jobert, T. (2010). Disrupted by a New Script: Exploring the Meaning of Gestural Video Game Interfaces. European Association for the Study of Science and Technology, 'Practicing Science and Technology, Performing the Social,' University of Trento, Italy, 2-4 September 2010.

Girardin, F., Nova, N., and Dillenbourg, P. (2009). Detecting air travel to survey passengers on a worldwide scale. *Journal of Location-Based Services*, 3(3).

Nova, N. & Jobert, T. (2009). Intuitivité et incorporation des interactions gestuelles chez les utilisateurs de jeux vidéo. *IHM 2009*, Grenoble: France.

Nova, N., Sangin, M. & Dillenbourg, P. (2008). Reconsidering Clark's Theory in CSCW, Proceedings of the 8th International Conference on the Design of Cooperative Systems (COOP'08), Carry-le-Rouet, May 20-23, 2008.

Sangin, M., Nova, N., Molinari, G. & Dillenbourg, P. (2007). Partner Modeling is Mutual, Proceedings of the 8th international conference on Computer supported collaborative learning, Rutgers, State University of New Jersey, pp. 625-632.

Girardin, F. and Nova, N. (2006). Getting Real with Ubiquitous Computing: the Impact of Discrepancies on Collaboration, *eMinds*, 1.

Nova N., Wehrle, T., Goslin, J., Bourquin, Y. & Dillenbourg, P. (2006): Collaboration in a Video Game : Impacts of Location Awareness. *Journal of Multimedia, Tools and Applications*.

Nova, N., Girardin, F., Molinari, G. & Dillenbourg, P. (2006): The Underwhelming Effects of Automatic Location-Awareness on Collaboration in a Pervasive Game, International Conference on the Design of Cooperative Systems (May 9-12, 2006, Carry-le-Rouet, Provence, France).

Nova, N., Girardin, F., Dillenbourg, P. (2006) "Investigating How Automatic Disclosure of Partners' Location Influences Mobile Coordination", Poster at Ubicomp 2006, Orange County, CA.

Girardin, F., Nova, N., Blat, J. (2006) "Towards Design Strategies to Deal with Spatial Uncertainty in Location-Aware Systems" , Poster at Ubicomp 2006, Orange County, CA.

Nova, N., Girardin, F. & Dillenbourg, P. (2005) Etude empirique de l'utilisation de la geolocalisation en collaboration mobile, Short Paper for IHM 2005, Toulouse, France.

Nova, N. (2005). A Review of How Space Affords Socio-Cognitive Processes during Collaboration. *Psychology*, Vol. 3, No 2, pp. 118-148.

Nova, N., Girardin, F. & Dillenbourg, P. (2005) A Mobile Game to Explore the Use of Location Awareness on Collaboration. *HCI International 2005*, Las Vegas, USA.

Nova, N., Girardin, F. & Dillenbourg, P. (2005): 'Location is not enough!': an Empirical Study of Location-Awareness in Mobile Collaboration. Proceedings of the third IEEE International Workshop on Wireless and Mobile Technologies in Education, November 28-30, 2005, Tokushima, Japan, pp. 21-28, IEEE Press: Los Alamitos, California (Acceptance rate: 11.6%).

Chapters in books

Nova, N. (2016). Generated Detective, un cas d'œuvre transformative algorithmique, In Fourmentraux J.P. (eds.). *Digital Stories: Arts, design et cultures Transmedia*, Hermann.

Nova, N. (2015). Where did the future go?, in Bühler, M. (ed.) No Internet, No Art. A Lunch Bytes Anthology, Onomatopée: Eindhoven.

Nova, N. (2015). Design Ethnography? Towards a Designerly Approach to Field Research, in Bihanic, D. (ed). Empowering Users through Design Interdisciplinary Studies and Combined Approaches for Technological Products and Services, Springer.

Nova, N. (2015). Everywhere Computing: the Technological Conditions of a Gameful World, in Steffen P. Walz and Sebastian Deterding (eds). The Gameful World Approaches, Issues, Applications, Cambridge: MIT Press.

Nova, N. (2014). Reformulations numériques mobiles. Téléphone mobile et création. Paris: Armand Colin.

Nova, N. (2012). Temps réel et géolocalisation. In Les Nouveaux Temps-Réels, FYP Editions.

Nova, N. and Girardin, F. (2009). Framing the Issues for the Design of Location-Based Games, In Digital Cityscapes: Merging digital and urban playspaces. Peter Lang Publishers.

Huang, J., Cherubini, M., Nova, N. & Dillenbourg, P. (2008). Why Would Furniture Be Relevant For Collaborative Learning? In Dillenbourg, P., Huang, J. & Cherubini, M. (Eds.) Collaborative Artefacts and Interactive Furniture Supporting Collaborative Work/ Learning. Kluwer Academic Publishers.

Nova, N. and Labrune, J.B. (in press, 2007). Des jeux vidéo au LifeGames: Perspectives tangibles et sociales des nouvelles formes d'interactions ludiques. In Franck Beau (Ed): "Le futur des MMORPG"

Nova, N and Girardin, F. (in press, 2007). CatchBob! A Collaborative Treasure Hunt: Experimenting on Debord's Dérive with Pervasive Computing. In on Borries, Friedrich, Walz, Steffen P., Brinkmann, Ulrich, and Matthias Bttger (eds.), Space Time Play. Games, Architecture, and Urbanism. Birkhauser: Basel / Berlin / Boston.

Nova, N (2006). La R&D en Game Design. In Genvo, S. (Ed.) Le game design de jeux vidéo : Approches de l'expression vidéoludique.

Art and design catalogues

Nova, N. (2016) What is speculative (critical) design to you? Responses for "21st Century. Design After Design" XXI Triennale di Milano.

Nova, N., Bleecker, J. Girardin, F., & Foster, N. (2016). New Idioms for Sci-Fi Producers, Organ Everywhere, No 5.

Nova, N. (2015). Design et science-fiction. Catalogue for the "Invention/Design. Regards croisés" exhibit, Musée des Arts et Métiers, Paris, France.

Nova, N. (2015). Me, My Cloud and I, Catalogue of the "Poetics and Politics of Data" exhibit, HeK, Basel.

Nova, N. (2015). Swamp Tech. Revue Fiction, No20, mars 2015.

Nova, N. (2014). Sci-Fi Wahabi/Gulf futurism. Revue Fiction, No19, juin 2014.

Nova, N. (2014). Avez-vous un visage si la machine ne le voit pas ? Revue Fiction, No18, février 2014.

Nova, N. (2014). Postface to « Minuscules flocons de neige depuis dix

Minutes » (David Calvo), Les Moutons Electriques.

Nova, N. (2013). Interfaces, pop-culture et hybridations frénétiques, Exposition Antonin Fourneau « HACK'n PLAY !, Cergy, France.

Nova, N. (2012). Place/Neworks intersections. Catalogue for the « Sensing Place. Mediatizing the Urban Landscape » exhibit, Hause für Elektronische Künste Basel.

Nova, N. (2012). Question your game controllers!?, Catalogue for the « Playtime — Videogame mythologies » exhibit, Maison d'Ailleurs, Yverdon, Switzerland.

Nova N. (2010). Une brève histoire de jeu, Interview for the Museogame Exhibit, Musée des Arts et Métiers, Paris, France.

Nova, N. (2010). Snapshots from a Fictional Asynchronous City, Catalogue for the HABITAR: Bending the Urban Frame » exhibit , pp. 71-73, Laboral, Gijon, Spain.

Workshop paper
with selection

Nova, N., Molinari, G. and Dillenbourg, P. (2007). Evaluating Mutual Modeling in CSCW environments. Workshop "Mutual Model in collaborative task", CSCL Alpine Rendezvous, Villars.

Dillenbourg, P. & Nova, N. (2006) : The RoadForum : Sharing informal knowledge in a distributed team through a mobile audio environment. Workshop about Knowledge Sharing in Organizations, at the International Conference on the Design of Cooperative Systems., (May 9-12, 2006, Carry-le-Rouet, Provence, France).

Technical reports

Nova, N., Girardin, F. & Dillenbourg, P. (2008). A Descriptive Framework to Design for Mutual Location- Awareness in Ubiquitous Computing. EPFL Technical Report LDM-REPORT-2008-001.

Nova, N, Traum, D, Montandon, L, Ott, D. and Dillenbourg, P. (2005), DO PARTNERS CARE ABOUT THEIR MUTUAL LOCATION? Spatial awareness in virtual environments, EPFL Technical Report IC/2005/038

Selected talks

Design Ethnography ? IMERA, Marseille, April 20, 2016.

Design Culture Innovation, Rencontres du marketing de l'innovation, Grenoble, April 5, 2016.

Keynote conclusion to Mirage Festival, Lyon, March 4, 2016.

Futurs? la panne des imaginaires technologiques? Systemx, Saclay, March 23, 2016.

What does it take to make smart interactions? Ixda interaction conference, Helsinki, February 19, 2016

Explore/design the Future Mundane: design fiction as an ethnography of the possible, workshop at the Swiss Design Network Symposium, January 30, 2016.

Dadabots!? N/O/D/E, Lausanne January 29, 2016

Towards algorithmic cultures? Art Center School of Design, Pasadena, January 21, 2016.

Towards algorithmic cultures? UCLA, Los Angeles, January 19, 2016.

Les sciences sociales créatives, Ba Social Sciences Lecture, Unige, December 18, 2015.

Design ethnography!? MA Design talk series, Hochschule Luzern – Design & Kunst, December 16, 2015.

Algorithmic cultures, ENSBA, Lyon, December 14, 2015.

Design ethnographic practices, ENSAD, Paris, November 17, 2015.

Towards Algorithmic Cultures, Séminaire relation et formes de présences robotiques, Université de Bordeaux, November 13, 2015.

Keynote speech: Design Fictions, Communauté innovation Renault, November 12, 2015.

Towards Algorithmic Cultures, KIKK Festival, Namur, November 6, 2015.

Panel : Quel impact le courant cyberpunk a-t-il eu sur la réalité des réseaux sociaux ? , Les Utopiales, Nantes, October 30, 2015.

Rencontre avec Nicolas Nova : et si le futur n'existait plus ? , Les Utopiales, Nantes, October 29, 2015

Panel : De l'avenir faisons table-rase: et si le futur était finalement impensable ? , Les Utopiales, Nantes, October 29, 2015.

Culture Interface, Scopitone/Digital Art Week, Nantes, September 17, 2015.

Keynote speech: Flops technologiques, Conservatoire des Arts et Métiers, Paris, September 10, 2015.

Signals for tomorrow, WIDE, Geneva, September 15, 2015.

Design at the Near Future Laboratory, Audencia Student Day, Nantes, September 2, 2015.

Design Fiction workshop, Stockholm, September 1, 2015.

Design Future Fiction, Ergosign, Saarbrücken, August 13, 2015.

Adventures in Algorithmic Cultures, Data Traces Conference, Basel, July 3-4, 2015.

Algorithmes au quotidien, Congrès Suisse de sociologie, June 5, 2015.

Open Innovation, HEG Innovation day, Geneva May 7, 2015.

Panel robotique et automatisation, Salon du livre de Genève, April 30, 2015.

Design Fictions, Resonate, Belgrade, April 17, 2015.

Adventures in Algorithmic Cultures, Resonate, Belgrade, April 17, 2015.

"Design Fiction for Designers", ixda interaction conference, San Francisco, February 10-11, 2015

Futurs?, Doc Forum, Lyon, January, 28, 2015. Keynote speech: Design and Science Fiction, Strate College, Paris, December 17, 2014.

Design & Innovation, Techlunch Geneva Creativity Center, December 4, 2014.

Design Ethnography, Tokyotech, Tokyo, November 26, 2014.

Funfair and innovation, TEDxTransmedia, Geneva, November 5, 2014.

Keynote speech: Détournement technologique et création numérique, Vaudoise Assurances, Lausanne, November 4, 2014.

Design/Science Fiction, Keynote presentation at IHM 2014, Lille, France, October 31, 2014.

Prospective & Design, CEAT, EPFL, Lausanne, October, 27, 2014.

Brain-Computer Interfaces: Design Challenges, Imaginove, Lyon, October 21, 2014.

Discussion around Futures/TBD, Hackuarium, Lausanne, September 24, 2014.
Smart Cities!? Nyon 2013, Nyon, September 18, 2014.

Futurs? La Paillasse, Paris, September 12, 2014

Elaborating future open data apps with design fictions, Open Data Zürich, September 18, 2014

The Internet of Things, Semaine de la Manufacture, Neuchatel, September 2, 2014

"Design Ethnography and User-Centered Design: The Missing Link", Workshop at UX Lausanne, May 21, 2014.

A discussion with Bruce Sterling, Talking HEAD, Geneva, April 14, 2014.

"Design Fictions", Hyperwerk, Basel, May 2, 2014.

"8-bit reggae and algorithmic culture", Swissnex Boston, April 15, 2014.

"Playful Interactions", MIT Game Lab, April 14, 2014.

"A user's perspective on urban networked objects", Materiality in its contemporary forms conference, Grenoble, February 28, 2014.

"Design Fictions!" CIID Open Lecture, Copenhagen, February 11, 2014.

"A designerly approach to ethnography", UCL, London, January, 20, 2014.

"What do you mean by Design Research?", Two-day workshop at ECAL, Lausanne, November 13-14, 2013.

"Design Fictions", The Family, Paris, November 6, 2013

"Adventures in Algorithmic Cultures", Creating Minds, UC Berkeley, October 23, 2013.

"Design fictions and B-sides futures" The Stuff between Us ZHDK, Zurich, October 5, 2013

"Design fiction and ethnography workshop" EPIC Conference, London, September 18, 2013

"Design fiction approach" UrbanIXD Split, Croatia, August 28, 2013 "Flops, futur et design fiction" BPI Beaubourg, Paris, May 31, 2013.

Mental gamepads, user embodiment and BCI illiteracy: Brain-Machine Interfaces out of the lab, American Association for the Advancement of Science, Boston, Feb 15, 2013.

Code, creative culture and design, Code as Control seminar, Hamburg, Jan 17-18, 2013

Design and ethnography, UX Paris, November 14, 2012

Curious Rituals: Gestural Interaction in the Digital Everyday, Art Center, Pasadena, July 17, 2012

Where did the future go?, Lunch bytes, Hirshhorn Museum, Washington DC, June 22, 2012.

Des usages au design, WIF2012, Limoge, 31 mai 2012

Parole d'auteurs: Les flops technologiques, Conservatoire des Arts et Métiers, Paris, 5 avril 2012

Mind and consciousness as an interface, SXSW 2012, Austin, USA, March 11.

Wrong is the new right, NEXT 2011, Aarhus, Denmark, August 31, 2011.

Locative media few years after, what did we learn? Zurich school of design, June 10, 2011.

Traces and hybridization University of the Arts, London, June 19, 2011

"From Neuromancer to the Internet: the role of science fiction culture in design", Keynote talk at Swiss Design Network Junior conference, Basel, Switzerland, October 28, 2010

"Accidents and failures as creative material for the near future", Share Festival, Torino, Italy October 20, 2010

"The gamepad continuum", London, UK, September 24: Playful 2010

"Disrupted by a new script: exploring the meaning of gestural video game interfaces", Trento, Italy: EASST2010 conference, September 3, 2010

"From Tea-Spoons to Jetpacks: designing speculative futures by observing ordinary things and practices", Royal College of Art, London, March 19th, 2010.

"From instrumentation to social technologies in the city", Microsoft Social Computing Symposium, Jan 12, 2010, NYC.

"L'usager dans les nouveaux objets industriels", Entretiens du Nouveau Monde Industriel, 26 Novembre 2009, Paris

"i move and i interact", i realize conference, Torino, June 10th

"What the hell happened to location-based games?" Mobile Monday Amsterdam, February 2nd, 2009.

"Tangible@Home," MIT Medialab, October 8th, Cambridge, MA, USA, Inflated Deflated Futures or why futurists fail to predict the future, Design

Engaged, Montreal, October 2008.

Intro and moderation of "From Ubiquitous Technologies to Human Context" session, World Congress of Architecture, July 2nd, Torino, Italy.

"Digital Yet Invisible: Making Ambient Informatics More Explicit to People", Frontiers in Interaction IV, July 1st, Torino Italy.

"Mobile Social Software from the Inside Out", O'Reilly ETech 2008 conference, San Diego, March 6th, 2008.

"New Interaction Partners: perspectives on the pervasive media world for pets", Presentation at PiCnic2007, Amsterdam, September 2007.

"PeopleSpaceThings: hybridization over the internets", Presentation at Frontiers in Interaction, Milano, June 2007.

"Hybridization, fusing, melting, coalescence and salmagundi", Presentation at Reboot9, Copenhagen, May 2007.

"The user experience of location awareness", Talk at Geoware 2007, Innovation Lab, Aarhus, Denmark, March 2007.

"Networked Objects and the New Renaissance of Things", Talk at Reboot 8, Copenhagen (DK), June 2006.

Participation in a panel "Academic Session III: Place" at the Networked Publics Conference and Media Festival (Annenberg Center for Communication, USC Los Angeles), April 28-29th 2006.

"Blogjects and the new ecology of things", Crystalpunk Architecture Workshop, Utrecht, March 2006.

Workshop and large events organization (selected list)

Editorial manager (conférence program, speaker coaching) for the following events : Lift (Geneva, 2006-2012), Lift Asia (Seoul, 2007-2010), Lift France (Marseilles, 2009-2011), Robolift (Lyon, 2011).

Workshop organizer for (selected list) :

Fine-tuning game mechanics in location-based games workshop, Lift 12, Geneva, Switzerland.

Workshop about Smart Cities with Vlad Trifa and Fabien Girardin at Lift11, Geneva, Switzerland.

Workshop about Failures and Design Fiction with Julian Bleecker at Swiss Design Network conference, Basel, Switzerland, October 29, 2010

Workshop "Hands on Barcelona's Informational Membrane", November 2009, Cornella, Espagne.

Workshop "The Design of the Hybrid City of the Near Future", Lift 09, February2009, Geneva, Switzerland.

Workshop "Ubiquitous computing: visions, failures and new interaction rituals" (with Fabien Girardin and Julian Bleecker), LIFT2008, Geneva

Workshop "Workplace 2010", Visualization Summit, Zürich, July 2007.

Workshop “La ville expérimentale”, FING Summer University, Aix-en Provence, France, May 2007.

Lift 07 foresight workshop “Re-Designing the City of the Future” (with Bill Cockayne), February 7, Geneva.

EPFL Workshop about “Mutual Modeling on Collaborative Tasks” (with Mirweis Sangin and gaelle Molinari), Villars, January 2007.

Nordichi 2006 Workshop Near field Interactions: User-centered interactions with the internet of things, Timo Arnall, Nicolas Nova, Julian Bleecker, October 14-15th, 2006, Oslo, Norway.

Atelier Médias Localisés, Université de Printemps de la FING, June 2006, Aix en Provence, France.

EPFL workshop about "Blogjects and the Internet of things II" (with Julian Bleecker), May, 2006, Lausanne, Switzerland

Lift 06 workshop about "Blogjects and the Internet of things I" (with Julian Bleecker), February 1st, 2006, Geneva, Switzerland

EPFL workshop “Spatial Awareness in Collaboration and Group Interaction” (with Pierre Dillenbourg and Mauro Cherubini), October 2004.

Reviewer position and students work supervision

Publication reviews

Reviewer for Interact, ICALT, International Journal of Human-Computer Studies, CHI, ToCHI.

Research project reviews

Fonds québécois de recherche sur la société et la culture (FQRSC), Agence nationale de la recherche (ANR, France). OSEO-Agence Nationale de Valorisation de la Recherche (France).

Students work

Ségolène Morion: “Veille et R&D: deux activités complémentaires dans un processus d’innovation” (Université Lyon 3), Fabrice Hong: “Développement d’un outil de visualisation de fichiers logs : LogScope “ (EPFL), Myriam Gamerat: “La veille comme processus d’aide à la décision” (Université Lyon 3), Laurence Dupuis: “Imaginaire et Design” (ENSCI), Céline Le Marc: “Interaction gestuelles ludiques” (Ecole de Design de Nantes), Stéphanie Philippe: “Appréhension des états émotionnels chez les joueurs de jeu vidéo en situations individuelles et collaboratives” (Université Lyon 2), Stéphanie Dabic: “Etude des représentations mentales des joueurs dans les interactions gestuelles de la Nintendo Wii” (Université Lyon 2), “Design : entre prescriptions et profanations” Louis-Eric Maucout (ENSCI), “Connexion affective personnelle”, Max Mollon (HEAD-Genève), “Augmenter la sociabilité des attractions touristiques grâce aux nouveaux médias” Xavier Bertschy (ERACOM), “Le numérique : un plugin pour la bande-dessinée ? », Stanislas Bernatt (HEAD-Genève), “Enjeux des nouvelles technologies dans l’évolution des interfaces musicales destiné au live”, Alexandre Burdin-François (HEAD-Genève), “Wearable interface and personal metrics”, Leila Jacquet (HEAD-Genève), Emilie Tappolet (HEAD-Genève), Cassandre Poirier-Simon (HEAD-Genève), Maria Beltran (HEAD-Genève), Samuele Anzelloti (HEAD-Genève), Laure Bretagnolle (HEAD-Genève).

Teaching topics

Design ethnography and how to turn field research into design : one-day workshop (ENSAD Paris, SUPSI Lugano, HKB Bern), one/two/month-week workshop (ENSCI-Les Ateliers, Paris), semester course (HEAD-Geneva).

Interaction design : semester course (HEAD-Geneva)

Innovation and foresight : three days course (Les Gobelins, Annecy)

References

Prof. Pierre
Dillenbourg

Former PhD advisor, Director of the CRAFT and Professor at the Swiss
Federal Institute of Technology (EPFL), Email: pierre.dillenbourg@epfl.ch

Prof. Jeffrey
Huang

Director of Media and Design Lab and Professor at the Swiss Federal Institute
of Technology (EPFL), Email : jeffrey.huang@epfl.ch

Prof. Anne
Burdick

Department Chair of Graduate Media Design at Art Center College of Design
(Pasadena)
Email: burdick@artcenter.edu