

EDIT VIZER / CV

Contact info

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Profile

I am a communication designer with a specialization in interaction and experience design. Plus a practicing media artist and researcher – equipped with a critical, analytical and playful toolkit, brewed from a series of interdisciplinary skills and competencies.

Born (1984) in Budapest (H) where I recently relocated to.

Contexts & Concepts

interaction / participatory design
interactive & multi-sensory
installations / objects /
environments
critical design
speculative design (design for
future scenarios)
research
experience study & design
design methodology & method
development
design thinking & strategy
concept development
prototyping / fabricating / DIY
creative technology
sound art / sonic installations
narratives (storytelling)

Other

education › workshops
experiential performances
trend forecasting
creative consultancy
curating / art direction

Design methods

sketching (basic)
ideation
field / user research
interviews
observation
bodystorming
scenarios / pastiche scenario
personas
experience prototyping & mapping
mock-ups / prototyping
(digital) fabrication
material & technological
explorations
narratives
universes
design fiction
workshops

Work and related experience [selection]

2015 Creative consultant on new media technologies for DavidT / Copenhagen
Creative consultancy and prototyping for the interdisciplinary multimedia performance Pigeon Superstitions, created in collaboration with performer and magician David Tholander (DK) and sound artist Christian Skjødt (DK). Focus on sensor technology applications. Premiered in the contemporary dance theater, Dansehallerne.

2013 Artist and workshop facilitator / various places of Northern Denmark
Joined project of MC Holms Primary School and the municipality of Nykøbing Mors, I joined the interdisciplinary project as a media artist and workshop facilitator, and was contributing to the one week long activities, which had a focus on establishing a multi-sensory outdoor learning environment. I was functioning as an integrate part of the process – from concept development to planning and post-evaluation. I had direct responsibility for a group of 3rd grade pupils, together with teachers, pedagogues, other cultural communicators and artists.

2012 Visual designer for theatre play / Aalborg
Real-time visuals and stage design for theatre play Apokalypse, premiered in the theatre Teater Nordkraft. Joined project of Teater Nordkraft, Aalborg Kulturskole, art and music school, youth club KUL, and the social inclusion initiative Projekt 9220.

2011 Student research assistant / Department of Architecture, Design and Media Technology, Aalborg University / Aalborg
Research assistance for the project Urban Vibrations, a wearable computing project. Research and development regarding the first field trial tests in lab and field conditions. (Project instructor: Assoc. Prof. Ann Morrison)

2010-2011 Member and co-curator at It's a Boring Century, association for experimental music and art / Aalborg

2011 Guide / Jørn Utzon architecture and research centre / Aalborg

2008-2010 Various activities at Platform4, a non-profit and user-driven art & technology house / Aalborg

Co-curator of event at the Cultural Night – 2009, 2010
Audiovisual real-time performances.

Project and fundraising co-ordinator – 2010
Responsible co-ordinator of the audiovisual art festival APPARAT.Lab, part of the larger contemporary art festival PORT 20:10 + planning of fundraising for Platform4.

Member and co-founder of the curator group – 2009-2010
Establishment of the curator group, administrative work and curation of long-term projects.

Festival organiser and artistic leader – 2008, 2009-2010
Creative consultancy, curating, booking and organizing for the audiovisual art festivals APART & APPARAT.Lab – Experiments in Sound and Visual Arts.

2008 Co-organiser of concerts / 1000Fryd, social centre and concert venue / Aalborg

2007-2009 Freelance writer / prae.hu / Budapest
Reviews on contemporary music and arts.

Software

Photoshop, Illustrator
(intermediate)
InDesign (basic)
Keynote (intermediate)
Final Cut (basic)
Max/MSP (intermediate)
Arduino, Processing (basic)
Audacity, Sound Forge
(intermediate)
Reaper, Logic (intermediate)
Ableton Live (intermediate)
Wordpress, CSS, HTML (basic)
SketchUp (basic)

Hardware

sensors & actuators (intermediate)
Arduino & Phidget misc.
microcontrollers (intermediate)
electronics (basic)
sound recording (intermediate)
video recording (basic)
lightning equipment (basic)

Tools

for modelling and electronics:
laser cutter (advanced)
soldering equipment (advanced)
screen printing (intermediate)
woodworking (intermediate)
Roland iModela CNC (basic)
3d printers (basic)
sewing machines (intermediate)
needle and wet felting
(intermediate)
knitting looms (intermediate)

Languages

Hungarian: native
English: fluent, written and oral
Danish: fluent, written and oral
German: basic understanding

References

Available upon request.

Portfolio

Attached as PDF.

Internships

2014 Interaction design intern. IxD Lab, IT University, Copenhagen / 5 months

Working on the design research project Exploring temporal form in collaboration w/ Assoc. Prof. Anna Vallgård. Helping out with setting up new technologies, doing physical computing, rapid prototyping, digital fabrication, and user testing. Giving workshops to students and researchers. Participating in the day-to-day activities in the lab.

2013 Design intern. Electrotecture Lab, Aalborg / 1 month

Concept and rapid prototyping for a kinetic interactive installation design. Participation in the day-to-day studio activities.

2006 Television production intern. Duna Television, Budapest / 3 months

Participation in the day-to-day activities at editorial office of cultural programmes, and news media. Assistance w/ shooting, editing and preparations.

Other related

2015 Participant at Garage48 hackaton, Tartu (EE)

Developing a smart wearable concept and prototype that enables the user listen to audio via skin sensation. Team work.

2011 Participant and workshop facilitator at Art on Wires maker and hacker festival, Oslo (N)

2010-2013 Vj and Dj sessions in various settings

Education

2013-2015 Communication design, specialization in Interaction Design / MA / Kolding School of Design / Kolding (DK)

2009-2012 Art and Technology, specialization in Experience Design / BA / University of Aalborg / Aalborg (DK)

2007-2008 Danish / University of Aalborg / Aalborg (DK)

2003-2009 Scandinavian Studies / MA, final (pre-degree) certificate / ELTE University / Budapest (H)

2003-2009 Media and Communication, specialization in TV production and written media / MA, final (pre-degree) certificate / ELTE University / Budapest (H)

2014 Participant in International Design Camp on the topic 'Welfare as good business' / Kolding School of Design

During DesignCamp2014 the participants were exploring welfare processes, systems, products and services which help create "the good life" for the senior citizens of our society. Designing solutions for small and medium-size Danish companies for sidestepping into welfare. The international student design team of mine have been collaborated together with the company &Hype, a B2B business developing loyalty and bonus programs on digital platforms for retailers. (Instructor: Cordy Swope (US), ex-IDEO designer)

2013 Graphic and web design & 3D crash course / Oooja & VIA UC / Århus (DK)

2009 Course in Dissemination of Culture: From culture to innovation and experience / Northern Denmark

Long-term workshop on themes as concept development, project planning and management, business understanding, fundraising and project evaluation. Case work as implemented part of the course.

2009-2015 Several workshop participations with artists and designers

– e.g. w/ Frans Jacobi (DK), Derek Holzer (US), Dan Overholt (US), David Gauthier (CA), Lara and Sara Grant (US), Stefanie Wuschitz (A), Lars Graugaard (DK), Jacob Sikker Remin (DK)

As an artist-designer I have been working with installations, facilitating workshops, writing and co-writing and giving talks on related topics. Below you find a list of selected activities.

Exhibitions [selection]

2015 Transformation. Installation for a tape loop machine. Galerie Joseph Turenne, Paris (F)

Collaboration w/ Tele Rouge and Orange Makers (DK). Showcased in the group exhibition by Holdbar Design Group (DK) at the Paris Design Week.

2015 Reflect(ions). Responsive sound installation. MA graduation exhibition. Koldinghus, Kolding (DK)

2014 Woods. Responsive sound installation. Dome of Visions, Copenhagen (DK)

2013 Tilted. User-dependent responsive sonic environment. Bunkerlove festival, Furreby beach (DK)

2012 Time/Life. Interactive installation. BA graduation exhibition. Teater Nordkraft, Aalborg (DK)

Collaboration w/ media artist and co-student Sandro Masai (BR).

2011, 2012 The Walking Project. Experimental design for a responsive story-teller apparatus. Aalborg East (DK)

Commissioned by social inclusion initiative Project 9220. Re-exhibited at the Conference on Youth-related Issues.

2011, 2012, 2013 InsideOut vol. II. Participatory installation design for bio-feedback and DIY sensory system. Aalborg and Dronninglund (DK)

Collaboration w/ sound artist Christian Skjødt. Platform4 in a Box Exhibitions, Platform4 Awards; re-exhibited in Dronninglund Kunstcenter, and Transformator theatre.

2011 Forest. Interactive installation. Part of MediArT group exhibition. Aalborg Hospital (DK)

Collaboration w/ media artist and co-student Sandro Masai (BR).

2011 Passage. Interactive sonic architecture. Nordkraft, Aalborg (DK)

Collaboration of students of Art and Technology, Aalborg University.

2010 Curating, design and performer for the audiovisual real-time performance for bio-feedback, InsideOut. Platform4, Culture Night, Aalborg (DK)

Collaboration w/ sound artist Christian Skjødt, media artist Sune Petersen, co-student Ida Havn and Platform4.

2010 Prison. Interactive installation. Platform4, Aalborg (DK)

Collaboration of students of Art and Technology, Aalborg University.

2010 Forks and Knives. Audiovisual installation. Aalborg University (DK)

Workshops [selection]

A series of workshops for children and adults – focusing on art, sound and technology, rapid prototyping and learning, in Denmark and Hungary, since 2012

2014 Felt your own musical controller workshop and showcase, DIY e-textile sensors and sound, MADE festival, Orange Makers, Roskilde (DK)

2014 Building analog synthesizers workshop, IXDLab at IT University of Copenhagen (DK)

2013 Children's workshop, conductive dough and electronics, Parányi Műhely, Budapest (H)

2013 Children's workshop, interactive audiovisual games with the Makey Makey microcontroller, Nykøbing Mors (DK)

2013 Introduction to DIY e-textile sensors and the Arduino Lilypad, Aalborg (DK)

2013 FARM, children's workshop in soft circuitry and interactive sound games, Collaboration w/ Christian Skjødt, City Library, Aalborg (DK)

2012 FARM, workshop on soft circuitry and sound, Collaboration w/ Christian Skjødt, Platform4, Aalborg (DK)

Speaker at

2015 11th Student Interaction Design Research conference (SIDeR 2015) on Embodied Interactions, Kolding (DK) / Synaesthes: A Speculative Prototype

2014 talk at IxDLab, IT University of Copenhagen / on interactive art and design projects employing audio

2012, 2013 Pecha Kucha presentations / on interaction design concepts and projects, Aalborg, Kolding (DK)

Publications

Book chapter

Vizer, Edit E. 2016. Platform4 in a box. In: Villum, C. and Hvillum, N.P. (eds.) Open Source City: Art and Technology Experiments in Platform4. Ctrl+Alt+Delete Books, 53-59.

Academic article

Vallgård, Anna, Morten Winther, Nina Mørch, & Edit Emese Vizer. 2015. Temporal Form in Interaction Design. International Journal of Design. 9, 3. 1-15.

Vizer, Edit E. Synaesthes: a speculative prototype. 2015. In: In Lucero, A., Castañeda, M., Bang A.L. and Buur, J. Embodied Interactions, Proceedings of Sider 15, March 27-28, Kolding, Denmark, 179-180.

Honors and Awards

2015 CIRRUS/Nordplus scholarship – for participation in Garage48 Hardware & Arts: From idea to prototype in 48 hours hackaton, Estonian Academy of Arts and University of Tartu (EE)

2011 Platform4 Awards, Jury's Prize – for an art and technology installation InsideOut vol. II

2010 Platform4 in a Box, financial grant – for the art-tech project InsideOut

2009 Heinrich J. Klein Scholarship – for studies and project work at the Department of Art and Technology, University of Aalborg

2007-2008 Long-term scholarship of CIRIUS – for studies and research at the Department of Danish Studies, University of Aalborg