

CURRICULUM VITAE



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:artist, curator and researcher, specializing in experimental art, embodied experiences and disruptive technologies. His research and practice focus on the art of the recently possible - such as panhaptic communication, somatic sound and holophonic soundspaces, and disruptive design for emerging technologies. In 1993 he built the cyberSM experiment, the first tactile, cybersex communication system in the world. He has been exhibiting and lecturing at major international events (ISEA, DEAF, Ars Electronica, SIGGRAPH) and moderated symposiums like Ars Electronica (Next Sex), ArcArt and Oslo Lux. He represented Norway at the first Ichihara Biennial, Japan, the 5th biennial in Istanbul, Turkey, co-organized 6cyberconf and won the Grand Prize of the Norwegian Arts Council. As a publisher he is the editor of EE – Experimental Emerging Art magazine www.eejournal.no, he has written numerous scientific articles and co-founded The Journal of Somaesthetics <https://journals.aau.dk/index.php/JOS> His PhD on Touch and Technologies: <https://virtualtouch.wordpress.com>

For almost two decades he has worked as a professor in new media at The Academy of Media Arts, Cologne; The Oslo National Academy of The Arts; at Aalborg University (DK) and taught interaction design at The Oslo School of Architecture and Design (www.aho.no). Currently he is head of R&D at Arts for Young Audiences Norway (www.kulturtanken.no)

EDUCATION:

2010 PhD, Virtual Touch, The School of Architecture and Design, Oslo, Norway
1992 - 1994 Academy of Media Arts, Cologne, Germany, Masters in Audio-Visual Media
1991 - 1992 The Düsseldorf Art Academy, Düsseldorf, Germany. Meisterschüler.
1988 - 1992 Statens Kunstakademi (National Academy of Visual Arts), Oslo, Norway, Diploma.
1987 - 1988 SHKS, The Norwegian Arts and Crafts school, Oslo, Norway

EXHIBITIONS

2018

- The Origin – the anthropocene spices, first set. Interformat symposium, Nida Art Colony, Lithuania.

2017

- Omni Anima – interactive holophonic sound. Sami Center for Contemporary Art, Karasjok, Norway. www.samidaiddaguovddas.no

2016

- Art Guns. Art as Crime. Kontejner. Touring exhibition Croatia/Serbia/Macedonia with 3D printed artweapons

2015

- Artgasm. Performance at Scenekunstfestivalen, Cafeteatret, Oslo.
- Dead Beauty. Artist book and performance, Gallery SiO, St. Olavsgate 32.
- Mothers of the Nation, oil paintings, Gallery SiO, St. Olavsgate 32 Oslo

2014

- Voice Catcher: The Dead Voices. Interactive and holophonic sound installation at ANX, Atelier Nord, Oslo. www.anart.no
- The Ichihara Tales. Holophonic & haptic sound installation. Ichihara Biennial, Ichihara Lakeside Museum, Ichihara, Japan
- The Dead Walk. Performance at Scenekunstfestivalen 2014, Cafeteatret, Oslo.
- Scumgun, A Monument to Valerie Solanas. Del av FemFest 2014. Live 3D printing of Open Source Monument, Kulturhuset, Oslo. Webside. Scumgun.me
- Nasjonalpistolen, a downloadable monument for 3D printing for the 200th anniversary of the Norwegian Constitution, nasjonalpistolen.wordpress.com

2013

- Click. Print. Shoot. Functional art weapons 3D printed. Galleri 51, Oslo.
- Somatic Sound. Holophonic soundart, using sound as physical material, Galleri AHO, Arkitektur og Designhøgskolen I, Oslo
- Sexiatrics. Smart bodywear sculpting the body into a geriatric fetish and object. Extravagant Bodies, Zagreb, Croatia

2012

- Voice Catcher, Dramatikkens Hus, Oslo. Holophonic theatre play. <http://dramatikkenshus.no/pub/dramatikkenshus/presse/?aid=2417>. Produced in cooperation with Dramatikkens Hus and The Arts Council Norway and NOTAM (www.notam02.no)

BOOKS

- **Dead Beauty**
<https://ghostpublishing.files.wordpress.com/2015/09/dead-beauty-online.pdf>
- **The New Cookbook - Delights for the Anorexic.** 2015. Ghost Publishing. ISBN: 9788299988827
- **Virtual Touch, phd dissertation.** <https://virtualtouch.wordpress.com>
- **Elektronisk kunst i Norge** (2021) TEKS press.

PEER REVIEWED PAPERS AND BOOK CHAPTERS, excerpt

2018

- **Utter Disgust as Autoethnographic Method.** ARWEI 2018 (Artistic Research Will Eat Itself), Plymouth. <https://sarconference2018.org/ARWEI.Booklet.pdf>
- **Digital Arts for Young Audiences?** Mediation and Dissemination of Digital Arts and Culture to Norwegian School Children. Tronstad, R., Pedersen, G. J., Stenslie, S. ISEA 2018 Durban.
- **OMNI ANIMA** - holophonic transformation of indigenous Sami joik song into shared and embodied flesh. ISEA 2018 Durban.
- **The DETOX exhibitions:** forgotten tales from the media arts in Norway. Nordik VII 2018 Copenhagen.
- **Making arts speak for the young audience of digital natives.** Nordik VII 2018 Copenhagen.
- **Pleasure in Pains.** In Stretched Skin by Stelarc.PS MEDIA.

2017

- **Designing for Violence.** And its undoing. Paper at <http://www.designfornext.org/EAD> – European Academy of Design. The Design Journal, 20:sup1, S4319-S4330, DOI: 10.1080/14606925.2017.1352929 Link to the article: <http://dx.doi.org/10.1080/14606925.2017.1352929>
- **Preemptive Architecture: Explosive Art and Future Architectures in Cursed Urban Zones** A+Media magazine Serbia No 12 (2017): Issue No. 12, Architecture with(in) Art and Theory, April 2017 <http://www.fmk.singidunum.ac.rs/izdavastvo/art-media/>
- **Fluid Processor Design for Ecological Computing - a new techno-ecological computing paradigm for sustainability.** ISEA 2017. From page 196 in http://www.isea-archives.org/docs/2017/proceedings/ISEA2017_Proceedings.pdf
- **Digital Dragons.** Book Chapter in: DIGITAL DYNAMICS IN NORDIC CONTEMPORARY ART. Editor Tanya Toft. Intellect/Chicago University Press, forthcoming in 2018.
- **Somatic sound in performative contexts.** S. Stenslie, K. T. Innervik, I. Frounberg, and T. Johansen, in Proceedings of NIME - the international conference on new interfaces for musical expression, Copenhagen, Denmark, 2017, pp. 99-103.

2016

- **Techno Sex in Art: Mating Man and Machine In the Solve et Coagula Experiment.** Published in the Proceedings of the 22nd International Symposium on Electronic Art. ISEA2016 Hong Kong CULTURAL R>EVOLUTION. Editor: Dr. Olli Tapio Leino. School of Creative Media, City University of Hong Kong. ISBN: 978-962-442-397-6 http://isea-archives.org/docs/2016/proceedings/ISEA2016_proceedings.pdf
- **EXTREME LABOUR IN THE CLOUD**
Co-author: Boris Debackere, LUCA School of Arts, KU Leuven, Belgium
Going Digital conference. Full paper and presentation. Strand.rs Belgrade
ISBN 978-86-89111-12-5 (DVD) Conference Proceedings
- **SOMATIC SOUND AS AN ELECTRIC SKIN**
Going Digital conference. Full paper and presentation. Strand.rs Belgrade
ISBN 978-86-89111-12-5 (DVD) Conference Proceedings

2015

- **Preemptive Architecture – Building Future for Cursed Urban Zones.**
Going Digital: innovations in the contemporary Life. Strand – Sustainable Urban Society Association, Belgrade, Serbia. Co-author Prof. Magne Wiggen, Oslo School of Architecture magne@mmw.no ISBN 978-86-89111-08-8 (DVD) Conference Proceedings
- **PERFORMING THE BODY AND SPACE WITH SOMATIC SOUND.**
In Proceedings of ISEA2015, the 21st International Symposium on Electronic Art. ISBN 978-0-9878354-1-3 (paperback) ISBN 978-0-9878354-2-0 (pdf)
<http://isea2015.org/publications/proceedings-of-the-21st-international-symposium-on-electronic-art/>

2014

- **Cybersex.** Bookchapter in The Oxford Handbook of Virtuality. Edited by Mark Grimshaw. OUP USA [Oxford Handbooks in Music](#) 978-0-19-982616-2
- **ENGENDERING TACTILITY THROUGH HAPTIC BODYSUITS**
Peer reviewed, published in the ISEA 2014 proceedings.
http://archives.isea-web.org/?page_id=32240
- **HAPTIC MEDIA ACROSS CULTURES**
Peer reviewed, published in the ISEA 2014 proceedings.
http://archives.isea-web.org/?page_id=32213
- **New Materialism – Will New Material Magic Save the World?**
Book chapter, published in: Innovation in Extreme Scenarios, Ebook. Publisher: V2_ Institute for the Unstable Media, Eendrachtstraat 10, 3012XL, Rotterdam, The Netherlands, <http://www.v2.nl> Webpage download:
<http://v2.nl/publishing/innovation-in-extreme-scenarios-ebook/>
- **STITCHIES: Towards Telehaptic Performativity**
Project presentation and conference proceedings @ TEI '14, Tangible, Embedded and Embodied Interaction, München, 2014
Authors: Stahl Stenslie, Tony Olsson, Andreas Göransson, and David Cuartielles. In Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction (TEI '14). ACM, New York, NY, USA, 327-329.
DOI=10.1145/2540930.2555200 <http://doi.acm.org/10.1145/2540930.2555200>

2013

- **Telehaptic Awareness**
TEI' 13 Conference Proceedings, Seventh International Conference on Tangible, Embedded and Embodied Interaction. February 10-13, 2013. Barcelona, Spain.
<http://www.tei-conf.org/13/sites/default/files/page-files/Cuartielles.pdf>
- **TOWARDS TELEHAPTIC PERFORMATIVITY**
Paper presentation and performance @ Remote Encounters: Connecting Bodies, Collapsing Spaces and Temporal Ubiquity in Networked Performance conference. Cardiff School of Creative & Cultural Industries, University of Glamorgan, Wales, 2013. Web: <http://remote-encounters.tumblr.com/towards-telehaptic-performativity>
- **MOBILE BEAUTY - hedonic interfaces on the go.**
Paperpresentation and workshop @ Fascinate, conference Falmouth University, UK, 2013. Web:

<http://conferences.falmouth.ac.uk/fascinate2013/schedule/mobile-beauty-hedonistic-interfaces-on-the-go-2/>

- **Virtual Touch.** Conference Paper, appeared in [Proceedings of the 19th International Symposium of Electronic Art, ISEA2013, Sydney](#). Publisher: ISEA International, Australian Network for Art & Technology, University of Sydney. URL: <http://ses.library.usyd.edu.au/handle/2123/9669>
- **PANHAPTIC COMMUNICATION**
Paper and presentation @ Slovenian Society of Aesthetics, 41st International Conference Space and Aesthetics @ Cultural Center of European Space Technologies (KSEVT), Slovenia, 2013. See http://www.sde.si/Publikacija_press-1.pdf page 19

2012

- **TECHNOLOGICAL MASHUPS - building HiFi wearables**
Stenslie, S; Göransson, A.; Olsson, T.; Cuartilles, D.
In Re-new / IMAC 2011 Proceedings, edited by Morten Søndergaard. Aalborg University Press, 2012. Open access publication. ISBN: 978-87-7112-037-0
- **Mobile Haptic Technology Development through Artistic Exploration.**
By Cuartielles, D., Göransson, A., Olsson, T., Stenslie, S.. Full paper in: Magnusson, C., Szymczak, D., Brewster, S. (2012) Haptic and Audio Interaction Design. 7th International Conference. HAID 2012, Lund Sweden. Springer LNCS 7468.
- **Developing Visual Editors for High-Resolution Haptic Patterns.**
By Cuartielles, D., Göransson, A., Olsson, T., Stenslie, S. Short paper at Haptic and Audio Interaction Design. 7th International Conference. HAID 2012, Lund Sweden.
Online publication at <http://www.english.certec.lth.se/haptics/HAID12/proceedings.pdf>

2010 and previous

- **Art in the Flesh.** (2010) Curatorial Perspectives on the Body, Science and Technology, KONTEJNER (Croatia).
- **Virtual Touch.** (2010) PhD dissertation, Oslo School of Architecture and Design.
- **Hedonistic Technologies** (2009) Paper at the Nordes Conference.
<http://www.nordes.org/opj/index.php/n13/article/view/69>
- **Immersive Virtual Environments and Multisensory Interfaces.** (2009) Senses & Society, Volume 4, issue 2, Berg Publishers
- **Symbiotic Interactivity in Multisensory Environments.** (2006). In Ascott, Roy: Engineering nature: art & consciousness in the post-biological era. Intellect Books, 2006.
- **Route Mapping** (2002). In 'Hybrid Methodology for Hybrid Cases', Oslo School of Architecture and Design.
- **Terminal Sex.** (2000) Ars Electronica, Next Sex Catalogue.
- **Flesh Space.** (1998) The Virtual Dimension: Architecture, Representation, and Crash Culture, Editor John Beckmann. Birkhauser.
- **Zukunft des Körpers I.** (1995) Kunstforum International.