

Curriculum Vitae

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EDUCATION

12.09.2011 Arts Based PhD/ Dr.Phil., CAIA all Stars program, Supervisor Prof. Roy Ascott, School of Computing and Communication, University of Plymouth, UK. Online published: <http://pearl.plymouth.ac.uk/handle/10026.1/453>
5.06.2008 MSc School of Computing and Communication, Universität Plymouth, UK.
5.06.1995 Magister Artis, summa cum laude, University of Applied Arts Vienna.
1992 - 1993 Erasmus-studies, Media Arts and Rabotnik TV, Gerrit-Rietveld-Akademie Amsterdam.
1990 - 1995 Textile and Fashion Design/ Arts Didactics, University of Applied Arts Vienna.
1988 - 1990 Art History, Philosophy and Psychology. First Degree, University of Vienna.

AWARDS/RESIDENCIES/FELLOWSHIPS

2020 Media Art Award of the City of Vienna,
<https://www.wienerzeitung.at/nachrichten/kultur/medien/2061393-Margarete-Jahrmann-erhaelt-Medienkunstpreis-der-Stadt-Wien.html#images-2>
2019 Research Fellow Center for Advanced Studies Ludwig-Maximilians-University Munich (CASLMU), Center for Sensorimotorics, Neurological Research LMU Munich.
2016 – 2017 Artist Fellow, Zentrum für Literatur und Kulturwissenschaftliche Forschung Berlin (ZfL), former Verlagshaus Mosse Berlin. Arts project title: Warburg Memnosyne and Pathos-Formula Performances.
2011 Leverhulme Post Doc research award. Leverhulme Trust and University of Plymouth. Research project title: Prosumer Plays. Viral interventions in arts and Reputation Management.
2009 Artist residency at MIT Medialab, Gamebit Lab, Comparative Media Studies CMS, Boston. Arts Project title: Ludic Society performance plays– We Sell Play no Games!

2006 Artist in lab, Swiss residency award, Artificial Intelligence Institute (Leitung Rolf Pfeiffer) und University of Zurich. Project title: GO APE ENGINE, Bottom up Robots and Simulation Engine. Robotic Game Engine development with Max Moswitzer and Daniel Bisig.

2004 Software Arts award, Transmediale Berlin, with Max Moswitzer, for the artsgame Nybble Engine Reloaded.

2003 Prix Ars Electronica, distinction interactive arts, with Max Moswitzer for Nybble Engine Toolz, anti-war shooter Installation/ Publication/ Game Mod.

2002 Artist Residency, V2-lab Rotterdam. Artist show at Dutch Electronic Arts Festival/ Las Palmas Gallery/ Mama Gallery. Project title: Nybble Engine. A Total Conversion of Unreal Engine merged Linux server commands.

Artistic Research Projects (as Principal Investigator)

2020-23 Neuromatic Game Art - Critical Play with Neurointerfaces as New Form of Media Art. FWF/PEEK, Principal Investigator/ main applicant. lead: Zentrum Fokus Forschung, University of Applied Arts Vienna, partners: Techno-philosophical research under the direction of Mark Coeckelbergh (University of Vienna), Stefan Glasauer (Brandenburg Technical University Cottbus-Senftenberg). Content: Critical Play with Neurointerfaces, methods of artistic research, staged and performative works of art, characterized by Game Art, concepts of flow and play.

2016-2018 Games in Concert: Collaborative music making in a gaming environment. Funded by SNF, Swiss National Research Fonds. Institute for Computer Music and Sound Technology, University of the Arts Zurich. Main Applicants: Martin Neukom (ICST) and Margarete Jahrmann (Game Design); Project-lead researcher: Olav Lervik.

2015-2016 Babel Replay. Urban Intervention research funded by FHNW/Game Design, Zürich University of the Arts ZHDK, in cooperation with Georges Pfründer, Witwatersrand University Johannesburg, Capital City Programme, University of Pretoria and Centre Dürrenmatt Neuchatel, Switzerland.

2011-2013 Principal investigator for the University of Vienna as a partner for the European Union HERA project "Play& Prosume" as part of "TEF: Technology Exchange and Flow: Artistic Media Practices and Commercial Application". Responsible for the development of the gamified concept exhibition as apparatus for dynamic public-facing interactions at the Kunsthalle Vienna and Filmmuseum Vienna. Key research partners Plymouth University, UK, University Amsterdam and University of Applied Arts Vienna. Partners: EYE Film Institute, Amsterdam and Institute for Sound and Vision, Hilversum.

Artistic Resumé

2020 – Neuromatic Game Art <https://neuromatic.uni-ak.ac.at>

2016 – Art and Neurogame Experiments { } www.margaretejahrmann.net { }

2016 – Performance Videos <https://vimeo.com/user1566601>

2016 – VOIDBOOK/ soirées <http://ludic-society.net/voidbook/>

2006 – 2016 Ludic Society and Ludic Society Magazine { }

www.ludic-society.net{ }

2006 – 2008 Game Fashion { } <http://ludic.priv.at> { }

2008-2009 QR-Nymphae, Quick-Read-Code Camouflage Collection { } <http://ludic-society.net/sema> { }

1995 – 2006 net art and lectures Konsum Art Server { } www.konsum.net{ }

2002 – 2004 game art Installations { } www.climax.at{ }

Solo Exhibitions (Selection)

- 2020 **Neural Net Play – AI Emotion Classification Play**, Jahrmann/Glasauer. Leben im Netz, Re:Publica Berlin.
<https://campus.re-publica.com/de/page/netz-werke-ausstellung-zum-leben-im-netz>
- 2020 **Generative Foto Booth/ GAN Portrait Game**. Artists Gaze Installation/ Neuromatic Game Art. With Stefan Glasauer. Parallel Vienna.
- 2020 **Brain Game Meditation Clip**. Online exhibition Research State Film with Thomas Wagensommerer & Stefan Glasauer./ Forum Alpbach/ Angewandte Festival.
- 2019 **Epicycles of Collective Motion**. Installation/ Experiment with Alexander Knorr, Isi Gazorz and Stefan Glasauer, Art Science Exchange Program curated by Ophelia Deroy, Tate Gallery London.
- 2019 **Urban Ludic Gamez, Art & Activism**, GameZ& rulez Konferenz, Toni Areal Zurich.
- 2018 **Neural Print Installation**. & Poster. 11th FENS Forum of Neuroscience in Berlin.
- 2017 **Resilience. Performance& Film Screening**, with Marian Kaiser, Transmediale/Neue Gesellschaft für Bildende Kunst Berlin.
- 2017 **Neuro_Space**, Larp Szene and Instalaltion, with Thomas Wagensommer, Computerspielemuseum Berlin.
- 2017 **Decision Demon/ P-value, installation experiment/ science game/ art play**, with Stefan Glasauer, Thomas Wagensommerer, u.a. in the frame of Opera of Entropy (Thomas Jelinek/ Jorge Sanchez). Live Performance at the opening of Ars Electronica.
- 2017 **Neuro-Space. Session 2**. Indoor Emotive Experiment. Installation and Public Experiment on mindwave reading. Performance Rotes Rathaus Berlin.
- 2016 **Aby Warburg arts research Enactment**, Performance and Film, Teufelsberg Berlin. Filmscreening at Verlagshaus Mosse, Berlin. Zentrum für Literatur und Kulturforschung, ZfL Berlin.
- 2016 **Babel Replay. Film und Playing Card Deck**. With Georges Pfründer, CH. Filmscreening and performance. Presentation at *Salon Dürrenmatt 2016* in the context of Babel Replay Konferenz. *Centre Dürrenmatt, Neuchâtel, CH*.

- 2015 **BABEL REPLAY**. Performance Filmfragment with Georges Pfründer, CH. Interactive Film, shown at *Witwatersrand University Johannesburg, University of Pretoria, Southafrica*.
- 2014 **Ludic Society Urban games** and **Pongdress**. Documentation of urban games and interactive game art installations under the label Ludic Society. Shown in the *permanent collection. Computer Spiele Museum Berlin, Karl-Marx Allee Berlin*.
- 2013 **Play& Prosume**. Exhibition Interface and Design, Lead Game Design for the interactive exhibition, textile exhibition design. Realization in cooperation with the TEF team. *Kunsthalle Wien Karlsplatz*.
<https://vimeo.com/62735976>
- 2013 **Ludic Society Urban Games assembly**. Urban Art & Exhibition Games. Mixed media. *MERK arts based research group. University of Aalborg, Denmark*.
- 2011 **AAA Profiler**. Augmented Reality App, Handgedruckter Stoff, Live Twitterfeed. *Schauraum Digitale Kunst. Electronic Avenue Vienna, Museumsquartier Wien*.
- 2009 **Exhibition Game Homo Ludens Ludens**. With Max Moswitzer and René Bauer, CH. Exhibition interface and game for the exhibition „Homo Ludens“. *Laboral Gijon, Espana*.
- 1997 **Konsum Art Server. A lecture act of Force**. Installation with Live VJing sound generation of netprotocols, logfiles, needle printers and teletypers, with Janos SugR, HU, Franx Xaver, DJ GLOW, Georg Lauteren, F.E. Rakuschan and Max Moswitzer. *Media Research Foundation, Mucarnok arts academy Budapest*.
- 1994 Datagold.priv.at With Max Moswitzer. Conceptual domain-name related sculpture (steel and gold), with catalog booklet. *MAK Galerie, Museum für Angewandte Kunst Wien*.

Exhibitions (selection)

- 2020 **I want to see Happy Monkeys**. AIL Vienna. Face Recognition. Stefan Glasauer, Margarete Jahrmann.
- 2019 **AAA PROFILER— SUBLIMINAL GAME ART**, AR Game Installation, presented at the Understanding ARTS based RESEARCH Symposium + Exhibition at California NanoSystems Institute (CNSI) and at Building Bridges Art Exchange gallery Bergamot Station, Santa Monica, LA.
<https://feynman.dma.ucla.edu/artsbasedresearch/index.html>

- 2019 **Ludic Epistemes/** Objects in the context of Ludic Epstemes in Inner and Outer space. ERES foundation gallery Munich.
- 2018 **Bold G.** With Stefan Glasauer. Installation with action potential fountain and hand-printed bioluminescent Green Marker neuron fabric. Exhibition at the *FENS Forum Exhibition, 11th Forum of Neuroscience in Berlin*, Federation of European Neuroscience Societies.
- 2018 **Green FLOW Model** of the Brain. *Medical Museion Kopenhagen, Theatrum Anatomicum*, in the context of the exhibition of the *SLSA Society for Literature, Science and the Arts*.
- 2018 **Neuroflow**, Game Art Installation with Neurointerface, shown at the exhibition of the *Amaze Playful Media Festival Berlin*. Performance play for a game console with neuro-computer interface, with Thomas Wagensommerer.
- 2018 **Alea-Agon-Ilinx**. Performance and exhibition contribution with students Design ZHDK. As part of the exhibition *Revisiting Black Mountain, Zufall, Einfall, Strategie: das (un)unmöglich Lehren*, ZHDK Zürich, Kaskadenhalle Toniareal Zürich.
- 2018 **Decision Demon Remake**, installation and participation in *Arts Lab Opera of Entropy* by Jelinek & Sanchez. *Künstlerhaus 1050 Wien*.
- 2018 **Laundry cabin Area7**, installation, artifacts from the Neurolab, EyeSeeCam brain analysis tool and Decision Demon game. With Mara Niang. On the occasion of *NOMAD.theatre / brut/ Vienna Brainwash Laundry Entropy*, micro-Performance Session at Matteotihof Vienna.
- 2017 **I Want to See Monkeys**, by Area7 lab, with Stefan Glasauer. Artificial Neural Network and Face Recognition installation, shown in the *Artificial Intelligence Exhibition*, large slide hall *ars electronica*, Post City Linz.
- 2017 **Pre_Cognition: Pre-Enactment Self-Experiment in Space Habitat**. Performance performed at the International Space University Strasbourg, in the SHEE Space Habitat of the Liquifer Systems Group. A film with Samuel Dématraz. Shown in an installation on the occasion of the festival *Future of Demonstration*, Vienna.
- 2017 **Pre-COG 3** Channel Clip Installation. The Future of Demonstration Media Arts Festival Vienna, Episode 3, NAURUTICA PRE_COGNITION, Video Installation, former Ballroom Gschwandtner/ reactor Vienna.
<http://thefutureofdemonstration.net/e03/index.html>
- 2017 **HABITAT play**. Participation at Expert Panel on Outer Space Experiences and Resources/ Nauru, etc Live edited broadcast on OKTO TV <https://player.vimeo.com/video/241363321>

- 2017 **Resilience**. Film with Samuel Dématraz, staging and 12 Ludic texts with Marian Kaiser on Brainwave devices, arts research in the exhibition *Tracing Information Society – a Timeline*, TECHNOPOLITICS working group, presented by transmediale 2017, *Neue Gesellschaft für Bildende Kunst (nGbK) Berlin*.
- 2017 **Ludic Profiler Remake**, installation with participative performance. Exhibition: *Appdate*, Neuwerk Konstanz, DE. <https://mediaandparticipation.com/2016/12/21/appdate-einladung-zur-vernissage-am-19-01-2017/>
- 2017 **Resilience /Mindreading**, Gameplay workshop and screening, Exhibition: Technopolitics Working Group-Timeline Project. *Connecting Spaces Gallery Hongkong*.
- 2016 **Babel Tower Installation**, Photo Wallpaper Horror Vacui Sculpture. Exhibition participation with Oswald Oberhuber, Franz Vana, Gisela Stiegler, Hervé Massard, Robert Jelinek, Franz Graf. *GRAUZONE, Gallery Vienna*.
- 2014 **Alternate Reality curtain**, installation, shopwindow, App and Alternate Reality performance. *Die große Illusion, Wandzeitung Steinbrener/ Dempf, Ateliergalerie vienna*.
- 2014 **Alternate Reality Tableau**, Interactive Installation. RE-culture III, "RISK", 3rd International Visual Art Festival Patras, Greece, <http://www.artinprogress.eu>
- 2013 **AR Trench_Code**, installation with video, Ipad and APP. Exhibition: Artists in Exchange. In cooperation with Digitale Kunst, Universität für Angewandte Kunst Wien, *Lalit Kahla Academy, New Delhi, India*.
- 2013 **Endless Sail**. Silver 3-D Print, Vienna Art Fair, *Galerie Lisi Hämmerle, Bregenz/Vienna*.
- 2012 **Symbolic performance Object**. Djinni in a Bottle – Materialisation und Medialität. 3D Print, Silber. Exhibition *Galerie Lisi Hämmerle, Bregenz*.
- 2012 **Ludic Society Games**. Installation and video. Exhibition: *Play Again: games and Culture. Pro Helvetia*, SL. Game Culture Seminar Pro Helvetia. *Warsaw, Tabacka Cosice*.
- 2012 **Endless Sail Logfile**. 3D Print, duration performance sculpture and GPS logfile installation, curated by Hervé Massard, *Sail Against The End. Sabotage Gallery Vienna, Vienna*.
- 2011 **The Third Woman Game, Augmented Reality Costumes**, Staging of a code reading dance performance, with Nina Yankowitz, Martin Rieser, Rasmus Vuori, and Pia Tikka. *Galapagos Art Club, New York*.

- 2010 **Semacode Costumes.** with Art Clay and Anna Dimitriu, UK. Bio Hazard Installation, costumes and students play. *Digital art weeks, Xian, China.*
- 2010 **Space Invaders,** Clip with Max Moswitzer. Parcour Installation. *FACT Centre Liverpool, UK.*
- 2009 **Sema Dress und Sema Code Dessous.** Game Fashion Wearables and mobile phone App. *Edith Russ Haus Oldenburg, DE.*
- 2008 **Pong Dress,** video and interactive garment / performance. Exhibition: Art and Politics of Games, curated by Ernst Strouhal and Mathias Fuchs. *Kunsthalle Wien. Vienna.*
- 2007 **RFID judgement Day.** Installation and Urban Game. RFID Live Implant Performance, with Max Moswitzer and Duncan Shingleton, UK. Social Hacking Show, curated by Joashia and Geoff Cox. *Arts Centre Plymouth, UK.*
- 2006 **LudicSociety Nouveaux Objets Célibataires/GoApe Chindogus,** with Max Moswitzer. Video, Vitrine, Ludic Magazine und circuitboard objects. *Neue Galerie Graz; Medialab Madrid.*
- 2005 **LinX 3D.** Arcade Installation, objets Célibataires/ Self etched Curcuit Board objects, Game Art Show, curated by Inke Arns. *Hardware Medienkunstverein, Stahlwerk Phönix West Dortmund.*
- 2004 **LinX 3D Arcade Konsole.** Game Art Show. Curated by Stephan Schwingeler. *Permanente Sammlung ZKM Karlsruhe.*
- 2004 **Taunting Bots Shooting towards Heavenly Peace on Red Square.** Installation, Shooter. With Max Moswitzer, curated by Roy Ascott at *Qui and Complexity. Red Gate Gallery, Beijing, China.*
- 2004 **Climax.at,** with Max Moswitzer. Interactive Game Engine Installation Dancemachine, steelmill, dancepad. Game Art Show. Curated by Tilmann Baumgärtel. *Völklinger Hütte, DE.*
- 2004 **Nybble-Engine.** Game Software and Installation. *Transmediale, Berlin 2004, Haus der Kulturen der Welt Berlin.*
- 2003 **Nybble Engine toolz.** An Anti-war Shooter, with Max Moswitzer. Raum Installation with 3 D Print, Surround projection, game software und tuned transparent Computers. *Prix Ars Electronica, Interactive Arts Exhibition, OK Centrum für Gegenwartskunst Linz.*

2003 **Nybble-Engine-ToolZ Anit-War Shooter.** Surround Cinema Installation and 3D Print, with Max Moswitzer. *Mama Gallery/Dutch Electronic Arts Festival, DEAF 2003. Las Palmas Rotterdam.*

2002 **Data-Objectiles.** Interactive installation and 3D Print, with Max Moswitzer and F.E. Rakuschan. *Casino Luxembourg.*

2000 **LinX3D.** Console and network installation. With Max Moswitzer. Exhibition: *Net Condition.* Cover exhibition catalogue. *Center for Art and Media Technology, ZKM Karlsruhe.*

1999 **Super Secretary Chat.** Chatbot and VRML object with Kathy Rae Huffmann, *VRML Arts exhibition, Siggraph 99, Los Angeles.*

1999 **Schreibtisch mit Chatbot.** A simulated secretary's working day. Exhibition: *Work and Culture, Tabakfabrik Linz.*

1998 **Avatara Amsterdam. SuperFemPER4mance,** live VRML databodies installation und performance, lecture. *European Media Arts Festival, EMAF Osnabrück, DE.*

1997 **TRANS FOR MO/ATIV.** Lecture Performance and Server Installation. Exhibition: *Zones of Disturbance.* *Steirischer Herbst97, Graz.*

1996 **Konsum Art Server selfdestruction night,** with Max Moswitzer and SITO, John van Quast, Boston. *Hacking Performance und Installation, DEAF Festival/ V2 Lab Rotterdam.*

Academic Career and Positions

2019 Designated Professor Artistic PhD Program/ University of Applied Arts Vienna.

2018 Venia Docendi (Arts/Artistic Research), University of Applied Arts Vienna.

2017-2018 Guestprofessor Artistic Research PhD Program/ University of Applied Arts Vienna.

2013-2016 Guest Professor Playful Ludic Interfaces, Interface Cultures, Arts University Linz.

2010 - Senior Lecturer Digital Arts, Human Interfaces and Arts based research methodologies, University of Applied Arts Vienna.

2007- Professor subject area Game Design (theory and practice), Zurich University of the Arts; lecturer Game Design on the level of Bachelor of Arts and Master of Arts; lecturer in Theory in the Design Department Zurich University of the Arts (ZHdK).

2003-2006 Professor Zürcher Fachhochschulen, media arts, Zurich University of the Arts.

- 2003-2006 Co-leading budget responsible head of media arts department, ZHdK.
- 2000-2006 Board member of the subject area Media Arts, department Fine Arts, ZHdK.
- 1999-2001 Guest professor Experimental Arts. Institute Cultural Studies, University of Arts Linz.
- 1998-2000 Scientific staff member, Institute Archimedia, Arts University Linz.
- 1996-1998 Scientific staff member Film and Media Arts, Arts University Linz.

Committees and institutional work

- 2020- PhD School Development Ludic Research PhD, Zurich University of the Arts.
- 2020 Chair PhD Defense Kolloquium, Artistic Research PhD Anna Vasof, Zentrum Fokus Forschung, University of Applied Arts Vienna.
- 2020 Committee und Soundingboard Artistic Research PHD Zürcher Hochschule der Künste
- 2020- Peer Review Responsible PhD Programm Artistic Research, Zentrum Fokus Forschung, Universität für angewandte Kunst Wien.
- 2020 Finding Commission Professor Artistic Strategies, Universität für Angewandte Kunst Wien.
- 2018 Assessment committee Professorship Art and Media, Aalborg University.
- 2000-2006 Member of the Board Media Art/head of finances, Department of Fine Arts, ZHdK.

Peer review activities in panels, boards, etc., and individual scientific expert activities.

- 2020 Reviewer Creative Project/ Games 19-22, Wirtschaftsagentur Wien.
- 2020 Jury Pixel, Bytes & Film (Arte/BMUK) Österreich.
- 2020 Jury Wiener Medieninitiative im Programm Medienstart
- 2019 Jury Animated Games Award Stuttgart
- 2019 Reviewer EACEA- Support for Development of European Video Games.
- 2018 Evaluator/ Expert for the Horizon 2020 FET Future of Emerging Technologies PROACTIVE, call TIME 2018, European Union Commission Bruxelles.
- 2018 Evaluator/ Expert, call Game Design and Game Art, Creative Europe MEDIA sub-Programme - Development of European Video Games 2018, European Union Commission Bruxelles.
- 2018 Peer Reviewer for PLOS ONE Magazine, peer reviewed open access journal.
- 2017 Reviewer Swiss National Science Foundation (SNF), "Ambizione", call Scientific independence.
- 2017 ITFS17 Jury Animated Games Award, Deutscher Computerspielpreis, Stuttgart.
- 2016 ISEA, International Society Electronic Arts member, International programme committee, Auswahl juried exhibition ISEA Hongkong.

- 2016 Founding Member DIGRA D-A-CH, German Speaking Chapter, Digital Games Research Association.
- 2014 - 2016 Jury Content Award Vienna, Creative Games, ZIT Technologieagentur der Stadt Wien.
- 2014 - 2018 Reviewer Game Design Kreativwirtschaftsförderung Wien, Programm creative Industries, Departure/ Social Entrepreneurs.
- 2013 Peer Reviewer Scan.net.au, special issue The In/Visibilities of Code.
- 2013 Jury European Interactive TV Conference series, Como, Italy.
- 2013 Jury Assessment Committee for Professorship in Media Design, with Stale Stenslie, Roy Ascott, Falk Heinrich, University of Aalborg, Norway.
- 2012 – 2014 Jury Games Content Award Vienna, ZIT - Die Technologieagentur der Stadt Wien.
- 2006 - 2011 Medienkunstbeirat. BMUK Wien.

Active membership in scientific societies

- 2019- Member of the Society for Artistic Research SAR.
- 2018- Full member SLSA-EU, European Society for Literature, Science and the Arts, Copenhagen.
- 2015- Founding member DIGRA D-A-CH, Digital Games Research Association, Germany.
- 2006 Founding member of Game and art research society Ludic Society.

Teaching Experiences (selection)

- 2021 Commission Promotion PhD Candidate Ulrich Brandstätter, Productive Gaming. Institute of Media Studies, Interface Cultures, Linz, University of Art and Design Linz.
- 2020- Artistic Research PhTea, Spontaneous Lockdown Format: weekly peer review and feedback, PhD in Art, Universität für Angewandte Kunst Wien.
- 2018 - Privatissimum/ Internal Kolloquium/ Public Kolloquium, PhD in Art, Universität für Angewandte Kunst Wien.
- 2017 - 2018 Methods artistic research, PHD in Arts/ digital Arts, University of Applied Arts Vienna.
- 2018 Overseas External Examiner Game Art, PhD Candidate Jens M. Stober School of Graduate Research RMIT University Australia,.
- 2018 Commission Promotion, PhD Candidate Martin Hawranke. Bauhaus University Weimar.
- 2011 - Methods of Artistic Research, Institute for Visual and Media Arts, Digital Art - Seminar artistic research, arts based research, epistemology - Works and examples of current research projects in art&science and Cultural Sciences and Arts. New methods of artistic research.
- 2011 - Human Interface Design, Institute for Visual and Media Arts, Digital Art

Seminar Urban Games and Activism: Game as Artistic Method. The seminar analyzes the artistic possibilities of so-called urban games as a means of activist intervention in public space.

Seminar Worldgame, Arts Research Methods, geodesic domes, Buckminster Fuller

- 2011 - 2012 European Masters in Ludic Interfaces, Kunstuniversität Linz, associated partner at the Erasmus Curriculum Development Projects, funded by the Life Long Learning Programme of the EU, Ludicinterfaces.com
- 2003 Willem de Kooning Academie, Piet Zwart Institute, Rotterdam: Postgraduate Programmes, Mentoring
- 2003 Willem de Kooning Academie, Piet Zwart Institute, Rotterdam: Projekt Slave & Master Engine. A hard- and software critique group experiment.
- 2000 – 2006 Interactive Visual Computing Zurich University of the Arts.
- 1999 – 2000 Hybridmedia. University of the Arts Linz.
- 1998 - 2000 Lecturer Programming Languages for Artists. Digital Media Arts. University of Applied Arts Vienna.

Conference organization

- 2020- #Ludic Lunch Lectures, online, (Prof. Ophelia Deroy, München, Prof. Thorsten Zander, BTU Cottbus, Prof. Moritz Grosse-Wentrupp, Universität Wien), Universität für Angewandte Kunst Wien.
- 2019- Ludic Method Soirées, (Shu Lea Chang, Daphne Dragona, Marian Grciniz, Sabine Himmelsbach, Oliver Schürer, Barbara Imhof), Zentrum Fokus Forschung, Universität für Angewandte Kunst Wien.
- 2016 Centre Dürrenmatt Neuchatel, Babel Replay. De-Colonialist Studies.
- 2013 Play& Prosume. Schleichender Kommerz und schnelle Avantgarde. Kunsthalle Wien/ Filmmuseum Wien.
- 2010 Consciousness Reframed Bergen.

Participation academic conferences (selection):

- 2020 European Researchers Night Panel on Art and Research, Academy of Sciences Vienna
- 2019 Another AI in Arts. New Museum New York.
- 2019 Understanding ARTS based RESEARCH, California Nano Systems Institute (CNSI).
- 2019 Amaze Playful Media Festival Berlin, Augmented Reality Games/ Meta Tag.
- 2019 ERES Foundation (for Art and Science) Munich, Guest Lecturer (CAS LMUU).
- 2018 SIGGRAPH Asia - The 11th ACM SIGGRAPH Conference, Games in Concert.
- 2018 12th European Society for Literature, Science and the Arts Copenhagen Conference, BOLD G/Flow: A Game Experiment on a Speculative Flow Model of the Brain.
- 2018 Amaze Playful Media Festival Berlin, VR and Neurogames Conference.
- 2017 The Future of Demonstration, Media Art Festival Vienna - invited speaker, on the Naurutica episode, <http://thefutureofdemonstration.net/e03/index.html>.
- 2016 ISEA Hong Kong &/Technology Policy Working Group, invited speaker.