

Contact info

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Profile

I am a communication designer and researcher with a specialization in designing innovative interactions and experiences, with or without the involvement of new media technologies. Plus, a practicing media artist.

Equipped with a critical, analytical and playful toolkit, brewed from a series of interdisciplinary skills and competencies.

Besides the above mentioned I am dedicated to educational and teaching activities.

Born (1984) in Budapest (H) where I am currently based.

Contexts & Concepts

research through design (making)
critical design
design for future scenarios
design for all & emotional design
experience study
participatory methods
multi-sensory installations, objects
& environments
design thinking & strategy
concept development
prototyping / fabricating / DIY
creative technology
electronic textiles
sound art / sonic installations
narratives (storytelling)

Other

education › workshops,
curriculums
trend forecasting
creative consultancy
curating / art direction

Design methods

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

Work and related experience [selection]

2017-2018 Content developer and implementer, Creative technologist, Maker educator / Makerspace.hu / Budapest

Main tasks and responsibility areas:

Content development for maker educational activities and curriculums.

Expertise in creative technology (incl. wearable technology).

Conducting maker workshops and camps, and supportive technical assistance.

Documentation of materials produced during the curriculum development process.

Other responsibilities:

Design of prototypes for public displays, concept development and implementation.

Market research, analysis of best practices of maker educational activities and curriculums. Other relevant desktop research.

Benchmarking.

Project coordination, event planning and execution – BioHackaton, an innovative idea workshop, 2017.

Focus in education: project- and experience-centred education, thematic narratives, digital technologies (3d printing, lasercutting, physical computing, microelectronics).

2017- External lecturer and supervisor / Metropolitan University / Budapest

I teach and supervise undergraduate students at the Media Design programme, in English and Hungarian language.

Fields of teaching: interaction- and experience design, design process and methods, speculative design, playful design, interactive prototypes and installations.

2016 External lecturer and supervisor / Moholy-Nagy University of Art and Design & MOME Tech Lab / Budapest

External lecturer and supervisor for the course Digital Museum, aiming for implementing digital design solutions in a selected exhibition theme and area.

Fields of teaching: design thinking, interaction- and experience design methods.

2012- Freelance interaction & experience designer

Design consultant in the fields of new media technologies, interactive & multi-sensory installations / objects / environments, and related concept development. Prototyping. User / field tests. Design thinking. Workshops.

Sample jobs:

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,

workshops

Software

Photoshop, Illustrator, Lightroom
(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

Available upon request.

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

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

Co-curator of event at the Cultural Night – 2009, 2010

Audiovisual real-time performances.

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.

2007-2009 Freelance writer / prae.hu / Budapest

Reviews on contemporary music and arts.

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.

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

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. My team has 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

Workshops on concept development, project planning and management, business understanding, fundraising and project evaluation. Case work implemented in the course.

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]

2017 **Látlelet (Medical Report and Evidence)**. Site-specific interactive installation and collaborative open survey. Factory Area of Csepel (H)

Realised within the frames of the Picture Budapest - Østfold Project (H & N).

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

2016 **Children's workshop, Interactive modelling and sound play with everyday smart materials**, Budapest (H)

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)

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

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

- 2017 PICTURE Budapest - Østfold Research and Production Fellowship – for participation in an international exchange programme investigating the role of art in public spaces. Collaboration between Placcc Festival (H) and Scenekunst (Performance Art) Østfold (N)
- 2015 CIRRIUS/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 CIRRIUS – for studies and research at the Department of Danish Studies, University of Aalborg