

Jeanette Falk Olesen

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🌐 www.jfalko.com

My research interest is how the design and development of technology may be democratised. My work cover the topics and fields of interaction design, Human Computer Interaction (HCI), game design, and creativity. With a point of departure in predominantly pragmatist design process theory and qualitative research methodology, I have specialised in the study of the processual aspects of design and game design, most recently with a focus on hackathon and game jam formats. I strive for a close connection and exploration between theory and practice in my work, and have therefore, in addition to my research skills, obtained a broad range of hands-on skills in among other things design, prototyping, fabrication, and programming.

REFERENCES

Professor Kim Halskov, Aarhus University, halskov@cavi.au.dk, phone: +45 28 99 22 51
Associate Professor Rikke Toft Nørgård, Aarhus University
Lab Manager Rasmus Lunding, DD Lab, rasl@dac.au.dk, phone: +45 28 35 82 36

EDUCATION

2017 Feb -
2020 Jan

PhD Fellow

Department of Digital Design and Information Science, Aarhus University, supervisor: Professor Kim Halskov, co-supervisor: Associate Professor Rikke Toft Nørgård.

- Dissertation title: How Game Jams and Hackathons Accelerate Design Processes.

Completed PhD courses:

- Planning and controlling a PhD Project, 2 ECTS
- Research Integrity and Ethics, 2,5 ECTS
- Constructive and experimental practice in PhD research, 5 ECTS
- Introduction to PhD supervision for PhD students at Arts, 0,5 ECTS
- Situational Analysis - How to Capture Complexity, 5 ECTS
- Creativity across Disciplines, 3 ECTS
- Introduction to university teaching for PhD students, 2 ECTS
- CHI Play 2017 Doctoral Consortium, 2 ECTS

2014 - 2016

Master in Digital Design

Aarhus University, GPA: 11,67. Elective courses in Design as critical practice and 3D Interaction.

- Thesis title: Design Processes in Computer Game Development - a Study of Game Jams

2015 Autumn

Level Designer, semester project

National Academy of Digital Interactive Entertainment (DADIU)

- Designed and implemented levels in the game A Clockwork Dream (See website).

2011 - 2014

Bachelor in Digital Design - IT, Aesthetic and Interaction

Aarhus University, GPA: 9,04. Individually planned elective courses in Computer Science, Game.Play.Theory, and Game.Play.Design.

- Bachelor project title: The Bodily Experience of Fine Motor Computer Gaming

WORK EXPERIENCE

2020

Postdoctoral Researcher

Aug-2022

At Danish School of Education, Aarhus University, funded by Aarhus University Research Foundation: AUFF Nova Grant

Aug

- 2016 **Research Assistant**
Sep-2017 Jan Creativity in Blended Interaction Spaces (CIBIS), Aarhus University
- Facilitated, investigated, documented, analysed and evaluated design processes.
 - Contributed to the idea generation of the installation PLANT A LIGHT, Aarhus 2017 - European Capital of Culture.
 - Published two papers.

- 2013 - 2016 **University Student Jobs**
- Level Design Consultant at Metanoia Games
 - Frontend Designer at Kanda
 - Instructor in Design, 20 ECTS course in Digital Design, Aarhus University
 - Laboratory Assistant and Workshop Facilitator at Digital Design Laboratory, Aarhus University

TEACHING

Since 2013, I have taught multiple workshops, and courses, and given guest lectures on the topics of among other things programming, prototyping, fabrication, game design, creativity, and interaction design.

GRANTS AND AWARDS

- 2019 Dec Research grant (co-author), Aarhus University Research Foundation: AUFF Nova Grant, 600.000DKK
- 2018 Nov Travel grant, Aarhus University Research Foundation, 14.000DKK
- 2018 Aug Travel grant, Oticon fund, 6.000DKK
- 2017 Apr Winner of AU Hack Creuna Award, Aarhus University hackathon
- 2016 Mar Winner of Best Audio, Arsenalet Spring Jam, Viborg
- 2014 Apr Semifinalist at Nordic Game Jam, Copenhagen
- 2014 Jan Winner of first prize, Katrinebjerg Kompetition, Aarhus, 15.000DKK
- 2014 Apr Semifinalist at Nordic Game Jam, Copenhagen
- 2013 Mar Honorable Mention in the design competition at The Student Interaction Design Research Conference (SIDeR)

ACADEMIC SERVICE

Program chair and co-organizer for the International Conference on Game Jams, Hackathons and Game Creation Events, 2021.

Program committee member for Creativity & Cognition Conference, 2021.

Local chair, associate chair and co-organiser of the International Conference on Game Jams, Hackathons and Game Creation Events, 2019 in San Francisco, US.

Aarhus University representative member of the coordination group of The National Academy of Digital Interactive Entertainment (DADIU), 2017-2020.

Reviewer at major academic conferences such as CHI, NordiCHI, CHI Play, DIS, HCI Journal.

Volunteer at CHI Play, 2017(?).

Volunteer at Media Architecture Biennale, Aarhus, in 2012 and 2014.

DISSEMINATION ACTIVITIES

- 2020 Nov Speaker at Winter Participatory Information Technology seminar, Aarhus University
- 2020 Oct Invited speaker at Games Studies Seminar, University of Helsinki
- 2020 Jul Paper presenter at DIS '20, Eindhoven, Netherlands.
- 2019 Aug Speaker at The Playful University conference, Aarhus University
- 2019 Jun Paper presenter at DIS '19, San Diego, USA
- 2018-2019 Developer of online teaching course material for Daria Teach, EU project IGNITE.
- 2018 Dec Paper presenter at OzCHI '18, Melbourne, Australia
- 2018 Sep-Oct Visiting researcher at Aalto University, Finland, hosted by Dr. Annakaisa Kultima.

- 2018 Oct Paper presenter at the Academic Mindtrek conference 2018, Tampere, Finland
- 2018 May Invited speaker at Clio on the topic of creativity for school teachers.
- 2018 Apr Paper presenter at Making Games Seminar, Tampere, Finland
- 2018 Mar Panellist at Game//Play research symposium, Aarhus University
- 2017-2020 Representative member for Aarhus University at the coordination group at the National Academy of Digital Interactive Entertainment.
- 2017 Aug Speaker and panellist at the Summer Participatory Information Technology seminar, Aarhus University.
- 2016 Apr Volunteer facilitator of programming workshop (IFTTT) for Girls in ICT Day.
- 2015 Exhibitor at the Storm P museum's Play Exhibition in Copenhagen with the game WorldJump, developed as part of bachelor course.
- Dec-2016 Jan

- 2015 Co-founder of Aarhus-based game design collective, Games of Life and Death (GOLD)
- 2014 Volunteer instructor at Coding Pirates, Aarhus, teaching children basic electronics and programming.
- Sep-2015 Jun

SKILLS

- Languages** Danish, native proficiency
English, professional working proficiency
German, elementary proficiency

- Software** **Research Analysis:** Nvivo 12
Game engine: Unity 3D
Programming: Python, C#, Javascript, HTML, CSS, Max6 MSP
Prototyping: Arduino, Figma, Balsamiq
Fabrication: 3D printing, CNC machines, vinyl cutter
3D modelling: Blender
Graphic design: Illustrator, InDesign, Photoshop