

Education

2015-16: Lecturer Training Programme, University of Southern Denmark
2009-12: Kolding School of Design and Aarhus School of Architecture, Ph.D. in Design
1997-99: Frank Mohr Institute, Digital Media and Environment, Hanze Hogeschool, Groningen University, Master of Fine Art
1995-96: Cooper Union School of Art and Design, New York (exchange-student)
1992-97: Gerrit Rietveld Academy, School of Fine Art and Design, Amsterdam, BA Fine Art

Employment

2018 - present: Associate professor, Department of Design & Communication, University of Southern Denmark
2015-18: Post Doc researcher, Department of Design & Communication, University of Southern Denmark in collaboration with Health Services Research Unit, Lillebaelt Hospital & Institute of Regional Health Research, University of Southern Denmark
2012-15: Assistant professor, Kolding School of Design, Department of Communication Design
2013-14: Post Doc researcher, Kolding School of Design, Department of Communication Design
2009-12: Ph.D. Candidate affiliated to Kolding School of Design and Aarhus School of Architecture
2008-09: Research assistant. Pilot study at Kolding Hospital, funded by the Danish Centre for Design Research
1999-08: Self-employed with a main focus on art/ design assignments within the public sector. This combined with external guest teacher positions as well as advisory tasks for the Dutch Media Foundation.

Administrative Experience

2018: Organizer of the research seminar Social Games Against Crime Seminar, University of Southern Denmark
2018: Co-responsible for the application HERACLES submitted to InterReg (EU-application)
2017: Co-responsible for the application Forbedret patient-centreret kræftbehandling gennem Design og Sundhedskommunikation submitted to HUM SEED, University of Southern Denmark .
2017: Co-responsible for the application Changing Perspectives submitted to SDU's Lighthouse Initiative
2016: Organizer of research seminar When Design meets Fiction, University of Southern Denmark
2015: Co-responsible for organizing a track on Social Design at New Nordic Welfare Conference, Odense, DK
2014-15: Co-responsible for the application Social Games against Crime submitted to Trygfonden
2014-15: Co-responsible for the application PROMETEUS submitted to InterReg (EU-application)
2011-15: Member of the research committee, Kolding School of Design.

Teaching

MA and BA courses on Interaction Design, Service Design, Communication Design, Experience Design, Design Fiction, Speculative Design, Game Design, Design Games, Research Through Design, Design Theory
Theoretical Supervision / MA & BA design student candidates
Supervision final design projects / MA & BA design student candidates
Guest teacher at Central St. Martins School of Art, University of the Arts London; LCC; London College of Communication, University of the Arts London; Willem De Kooning School of Art, Rotterdam; Gerrit Rietveld Academy of Art and Design, Amsterdam; Minerva Art Academy, Hanze Hogeschool, University Groningen

Development of Prototypes and Research Tools

2015-present: The Patient Empowerment kit; a self-help package for cancer patients that should support patients' individual needs and quality of life through pro-active help supplies. Is still under development.
2016-18: Dad's Round (Fars omgang) a board-game that helps to facilitate a dialog between family therapist's and father-groups in prisons Is still under development.
2015-18: Captivated (Fængslet); a board-game that helps to facilitate, strengthen and encourage a verbal and non-verbal dialogue between children and their imprisoned father, during visiting hours in the prison.
2014-15: The Personal Help Team; a speculative service system- that enables cancer patients to organize the help and coaching they need, through a voucher system.
2013-14: The Suitcase; a probe-kit for investigating the personal needs of cancer patients during treatment.
2010-13: The Child Patient Game; a computer-game that helps young patients to communicate experiences.

Research Areas

- Social Design; Social Games
- Design & Wellbeing, Design & Crime
- Design & Healthcare, Health Communication
- Participatory Design, Co-Design, Design Games, Design Probes
- Design Fiction, Speculative Design, Fiction in Participatory Design
- Narratives, Family Narratives
- Narratives & Games, Playfulness

- Design & Emotion, Fictional Emotions
- Research Through Design, Constructive Design Research