

CURRICULUM VITAE

/Sara Stiber

Contact

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Education

2009-'11 **Child Culture Design MA level, 120p, 120 ECTS**
HDK - School of Design and Crafts, University of Gothenburg, Sweden

The aim of *Child Culture Design* is to give the students advanced knowledge about creative processes and the possibility of forming their own clearly defined attitude to the subject of design. The students will simultaneously be provided with specialist qualifications for focusing on children's perspectives. On children's and young people's participation and influence in society. On children's play, learning, development, culture and health, and above all on the tools of play.

The specialisation will take as its starting point each student's individual goals. Theory and practice are sandwiched during the period of study. Tuition is carried out in project form, and consists of lectures, seminars, workshops, thematic work and the students own individual work.

2011 Spring **Malmö Stadsbibliotek - The Darling Tweens, exjob**
Designing a new department for 9 - 12 year olds

2010 Autumn **Internship at Ozma Speldesign**
Designing for play. Malmö, Sweden

2004 - '07 **Interaction Design BA level, 120p, 180 ECTS**
Arts and Communication, Malmö University, Sweden

Interaction design can be described as a work model to adapt technology to humans with the goal to improve life and create new and exciting experiences. The Interaction Design Program is a three year long undergraduate program with emphasis on interaction technologies such as object-oriented programming and prototyping. A majority of the work is project- and problem based. Also, several projects are carried out cross-disciplinary with the other undergraduate programs.

The final semester consists of full-time exam work. My exam work consisted of the thesis entitled "*The Common Fate Memorial*" together with an online Flash prototype.

- 2006 Autumn **Visual Design - Erasmus exchange**
Visual Communication Design (VCD) Dep, Bilgi Uni., Istanbul, Turkey
- Focusing on Visual Communication Design, following the courses Digital Vector Graphics, DVD Design, Multimedia Design, 3D Computer Graphics and Web Design.
- 2002 Autumn **Education in Webdesign, Graphic design & Programming**
Nordic Technology Institute, Malmö, Sweden
- The courses constituted the first term of desktop publishing and graphic design, using illustrator, photoshop and indesign. The second and third term was focused on webdesign, multimedia and programming, using Flash, Dreamweaver, Fireworks, Director, Premiere and practicing HTML, ASP.NET and PHP.

Teaching

- 2010, Sep-Dec **Lecturer & Course Responsible**
- 6 points Basic Interaction design course for first year master students at HDK. The course was called "Tales of the Electronic Brain" and the students designed and prototyped interactive toys.
- 2009, June **Workshop Leader**
- Blushing Boy went to Spain and *Escuela Superior de Diseño "Antonio López"* in Tomelloso, to head a workshop entitled "*Subtle Difference - Critical Design in Times of Crises*", which included lectures about Interaction Design, Critical Design, and Arduino. The participants got to create critical interactive objects, which were shown in an exhibition on the final day.
- 2006, May-Jun **Educator & Tutorer**
- Web design educator at Academedia, Malmö, Sweden. Held classes in Dreamweaver and tutored in Illustrator, InDesign, Photoshop, Flash, and Dreamweaver.

Designing

- 2009 Jan - **Blushing Boy**
- Blushing Boy is created by myself and David Cuartielles, as a design studio with a webshop. The webshop is launched (blushingboy.org).
- 2009 Jan - April **Web designer Pickea.se**
- Design and implementation of the website Pickea.se, with order system. Pickea AB (now picopac) is a company that pick up, deliver and assemble IKEA furniture, for companies or private persons. The site was developed with Drupal. (Freelance)
- 2007 Oct-Nov **Web designer 1scale1.com**
- Design and implementation of the website 1scale1.com. Developed with Drupal. (Freelance)
- 2007 Aug-Sep **Project Manager**
- Garbriel Garcia Lorca Interactive installation project in Granada, Spain. (Freelance)

Exhibitions

Child Culture Design, World Exp, Shanghai summer 2010: *Dansolin*

Homo Ludens, Röhsska Museum, Gothenburg 01/06/2010-29/08/2010: *The Raymaker*

Före&Efter, Folkets Park, Malmö 05/30/2007: *The Common Fate Memorial*

Malmö Museer, summer 2006: *White Lies*

Madrid, Interactivos, May 2006: *White Lies*

Skills

Specialities: Design Strategy & User-centered Design processes, Ideation & Concept creation, Designing for Experience, Designing for playfulness, kids, web, and graphics.

Programming: CSS, HTML, Actionscript, PHP, ASP.NET, SQL

Software: Photoshop, Illustrator, Dreamweaver, InDesign, Flash with Action Scripts, Director.

Languages: Swedish, English, Spanish

Other: Driving licence

References

Johnny Friberg, Program Leader of Child Culture Design, HDK, Göteborg; johnny.friberg@hdk.gu.se

Karin Ryding, Ozma Speldesign; karin@ozma.se

Simon Niedenthal, Program Leader and Associate Prof. of Interaction Design, Arts and Communication, Malmö University; simon.niedenthal@k3.mah.se