

## Mika Satomi

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### Profile:

**Mika Satomi** is a designer and an artist exploring the field of eTextiles, Interaction Design and Physical Computing in her artistic practices. She has worked as a researcher at the Swedish School of Textiles, Sweden and at the Distance Lab, Scotland. She has been teaching eTextiles and physical computing courses at various institutions such as the Royal Institute of Art Stockholm, the School of Design and Crafts Göteborg, Swedish school of Textiles, Borås and the New York University Abu Dhabi. She holds BA in graphic design from Tokyo Zokei University, and MA in media creation from IAMAS, Japan. Since 2006 Mika has collaborated with Hannah Perner-Wilson, forming the collective KOBAKANT creating artistic projects in the field of eTextiles and Wearable Technology Art.

### Education:

2004-2006 M.A. in Media Creation at IAMAS (Institute of Advanced Media Art and Science), Japan

2000-2002 Training in 3D Computer Graphics, Web designing strategy at the UCLA extension, USA

1995-1999 B.A. in Graphic design at Tokyo Zokei University, Japan

### Work:

2013- Research Associate at the New York University Abu Dhabi

2010- 2012 Guest researcher at the Swedish School of Textiles

2009 Research Fellow at the Distance Lab, Scotland

2004-2005 Researcher at ATR, IRC department, Kyoto Japan

2004 Interface designer at FUJITSU, Kyoto, Japan

- 2003            Web designer at WORD SMITH, Nara, Japan
- 1999-2003      Freelance Graphic Designer working for various companies and university labs
- 1997-1999      Motion Graphic Designer at BIYOGON PICTURES, Tokyo, Japan

### Teaching Experiences:

2013. J term      Super Lab, Design and Innovation course at the New York University, Abu Dhabi, UAE (topic: Interaction Design, Physical Computing)
- 2012 Summer    Workshop, tutorial and public lecture as a part of the course, Soft Interfaces at the Weißensee Academy of Art Berlin (topic: eTextiles, Interaction Design, Physical Computing)
2012. Winter     Electronic textiles for textile and fashion design projects, 8 weeks course at the Swedish School of Textiles (topic: eTextiles, Interaction Design, Physical Computing)
2012. Winter     3 days Workshop as a part of the semester course at the School of Design and Crafts Göteborg, Sweden (topic: eTextiles, Interaction Design)
2011. Winter     5 days Workshop as a part of the semester course at the Royal Institute of Art, Stockholm, Sweden (topic: eTextiles, Interaction Design)
2010. Winter     Design Innovation Lab course for Engineering Foundation at the New York University, Abu Dhabi, UAE (topic: Interaction Design, Physical Computing)
- 2010 Summer    Interfaces for Games, semester course at the Interface Culture, University of Arts and Industrial Design Linz, Austria (topic: Interaction Design, Physical Computing)
2009. Winter     3 days workshop on Wearable Game Interface at the Chalmers University of Technology, Gothenburg, Sweden (topic: Interaction Design, Physical Computing)
- 2008 Winter     Interfaces for Games, semester course at the Interface Culture, University of Arts and Industrial Design Linz, Austria (topic: Interaction Design, Physical Computing)

### Exhibitions:

2012. 8            Technosensual, Museums Quartier, Vienna, Austria, "The Crying Dress"
2012. 4            För Fest, Domkyrkan, Gothenburg, Sweden, "Chair of Paradise"
2011. 11. 27-30    Ambience 11, The Textile Museum, Borås, Sweden, "Chair of Paradise"
- 2011.9 – 10        Chi-TEK, Victoria and Albert museum, London, UK, "Suicidal Tea Pot"

- 2011.8 – 9 The Soft Technology, stiftelsen 3,14, Bergen, Norway, “Eight Steps”
- 2011.5 – 6 Schintzer Prize exhibition, MIT Student center, Cambridge, USA, “Eight Steps”
- 2010.10 – 2011. 1 Designing Machines, The Design Museum, Holon, Israel, “Eight Steps”
- 2010.11. 25-27 SESC ,Sao Paulo, Brazil, “Perfect Human”
- 2009.09.25 Smart Textile Salon, Ghent, Belgium, "How to get what you want"
- 2009.07.17 3X3 BodySurf Scotland, Findhorn, Scotland, "Perfect Human"
- 2009.06.10 Distance Lab Open Studio 005, Social TechStyles, Forres, Scotland, "How to get what you want"
- 2009.05.20 V2\_ Institute for the Unstable Media,Rotterdam, Netherlands, "Perfect Human"
- 2009.05.01-06.21 ALICE Museum Exhibition at the SOMA Art Center Nabi, Seoul, Korea, "Massage me"
- 2009.01.19-25 Campus Party Brazil in Sao Paulo, Brazil, "Massage me"
- 2008.11.03-09 Transgenesis, Prague, "Massage me"
- 2008.10.30-11.01 Post Me\_New ID Forum, during the CYNETart\_08 Festival in Dresden, Germany, "Perfect Human",Performance
- 2008.10.18,19 The Maker Faire in Austin, Texas, "Massage me"
- 2008.09.26 The Long Night of Science in Linz, Austria, "Space Trash"
- 2008.09.26 The Long Night of Science in Linz, Austria, "Massage me"
- 2008.09.04-09 Interface Cultures @ Ars Electronica 2008 Festival exhibition in Linz, Austria, "Perfect Human",Performance
- 2008.07.28-08.03 Campus Future, Campus Party Spain, “Massage me”
- 2008.06.23-06.29 Campus Party Colombia in Bogotá, Colombia, “Massage me”
- 2008.06.21-06.29 De-Day in Beijing, China, “Massage me”
2008. 06.13-08.17 LEBEN IM STRAFRAUM, Lentos, Linz, Austria, “Der zukunft vergangenheit”
- 2008.05.04 Stuttgarter Trickfilm Festival, “Puppeteer” as part of "Ein kleines Puppenspiel" by Friedrich Kirschner
- 2008.04.25 Second Skin: Imaginative Designs in Digital & Analog Clothing, Exploratorium, San Francisco, U.S, “Massage me”
- 2008.04.18-09.22 HOMO LUDENS LUDENS, LABoral Centro de Art ey Creación Industrial, Spain, “Massage me”
- 2008.03.28 LEMUR, New York, U.S., Language Game Performance

- 2007.09.05-09.11 CynetArt, Dresden, Germany, "Puppeteer" as part of "Ein kleines Puppenspiel" by Friedrich Kirschner
- 2007.11.24 MB21, Dresden, Germany, "Massage me"
- 2007.09.05-09.11 Electronica Campus2.0, Linz, Austria, "Massage me"
- 2007.08.11 Linz, Austria, "Fame of Flash"
- 2007.08.10-10.28 Dott07, Our Cyborg Furture?, Newcastle, UK, "H+"
- 2007.03.24 Fruhlnsgerwachen, Linz, Austria, "Magic Cloth"
- 2006.08.31-09.05 ARS Electronica Interface Culture exhibition, Linz, Austria, "game\_of\_life"
- 2006.06.14 CeaserAward, Design Center, Linz, Austria, "Fame of Flash"
- 2006.02.23-02.26 IAMAS exhibition 2006, Ogaki, Japan, "life():"
2005. 09.01-09.06 ARS Electronica Interface Culture exhibition, Linz, Austria, "gutsie"
- 2005.01.24 soma tatsu exhibition opening performance, Aichi, Japan
- 2004.12.11-12 Freq04 Fukuoka, Japan, "Moids"
- 2004.11.26 Techno Elegance vol.6 at AOIHEYA, Tokyo, Japan
- 2004.11.24-25 Ex- exhibition, Tokyo, Japan, "Moids"
- 2004.11.06-21 SMT Sendai Art Annual, Sendai, Japan, "Moids"

### Workshops:

2012. 11 Designing for the Loop workshop at V2, Rotterdam, the Netherlands
2012. 7 Embroidery gone electronic workshop at Museums Quartier, Vienna, Austria
2012. 5 Crafting the Future Workshop at DEAF, Rotterdam, the Netherlands
2012. 1 Workshop at Församlingshemmet, Kiruna, Sweden
2011. 9 Workshop at the Open Culture + Wearables at ISEA 2011 in Istanbul, Turkey
2010. 11 Wearable Sound Toy Orchestra workshop at SESC in Sao Paulo, Brazil
2010. 20.21 Solar T-shirt workshop at Digital Brainstorming, Switzerland
- 2009.09.25 Tool Time, Smart Textile Salon, Ghent Belgium
- 2009.07.25-26 Bend, sew, touch, feel, read workshop at the Constant Association for Art and Media in Brussels, Belgium
- 2009.07.16-17 2 days workshop as part of Test\_Lab: Fashionable Technology, V2\_ Institute for the Unstable Media in Rotterdam, Netherlands
- 2009.03.11 Presentation at the Smart Fabric Confernce Intertech Pira in Rome, Italy

2009.02.01 Workshop at Un.Plug Basel, Switzerland  
2009.01.23 Wearable Technology workshop, University Lab in Sao Carlos, Brazil  
2008.12.05-07 Electronic Textile, DIY Art and Technology Festival, Zurich, Switzerland

#### Artist in Residence:

2012.07.01-30 MuseumsQuartier, Vienna, Austria  
2008.03.01-31 Lemur, Brooklyn, New York, USA

#### Scholarship and Funding:

2006 -2008 Austrian Scholarship  
2010 Director's Grant from the Council for the Arts at MIT

#### Publications:

- ▲ Linnéa Nilsson, Mika Satomi, Anna Vallgård, Linda Worbin (2011): "Understanding the complexity of designing dynamic textile patterns" In Proceedings of Ambience'11, Borås, Sweden, (2011)
- ▲ Mika Satomi, Hannah Perner-Wilson, "Future Master Craftsmanship: Where We Want Electronic Textile Crafts To Go", International Symposium on Electronic Art, Istanbul (2011)
- ▲ Hannah Perner-Wilson, Mika Satomi, "DIY Wearable Technology", International Symposium on Electronic Art, Dublin (2009)
- ▲ Satomi M, Seymore S, "Designing our Extended Body", Interface Cultures: Artistic Aspects of Interaction, Sommerer C, Mignonneau L, King D (eds.) p113-120, transcript, (2008)
- ▲ Seymore S., Satomi M., "Designing for the extended body - Hearing aids and transitive materials", Ubicomp 2007 workshops proceedings, pp. 543-546 , Innsbruck, (2007)
- ▲ Satomi M., Sommerer C., "game\_of\_life": An Interactive art installation using an eye-tracking interface", Proceedings of the international conference on Advances in computer entertainment technology, pp. 246-247, Salzburg, (2007)
- ▲ Itaru Kitahara, "Ryuuki Sakamoto, Megumu Tsuchikawa, Mika Satomi, Kaoru, Tanaka, Kiyoshi Kogure, "Cinematized Reality: Displaying Daily Life in Cinematographic 3D Videos", Workshop on Knowledge Sharing for Everyday Life (KSEL06) <<http://www.mis.atr.jp/KSEL06/>>, pp.67-74, (2006)

- ▲ Itaru Kitahara, Ryuuki Sakamoto, Mika Satomi, Kaoru Tanaka, Kiyoshi, Kogure, "Cinematized Reality: Cinematographic Camera Controlling 3D Free-Viewpoint Video", 2nd IEE European Conference on Visual Media Production (CVMP2005) <<http://conferences.iee.org/CVMP/>>, pp.154-161, (2005)
- ▲ 田中郁、坂本竜基、北原格、里見美香、土川仁、小暮潔、國藤進、“Cinematized Reality : 自由視点映像に対する映画的カメラワーク”, インタラクシオン2005, pp.75-76 (2005)
- ▲ Ryuuki Sakamoto, Itaru Kitahara, Mika Satomi, Kaoru Tanaka, Kiyoshi Kogure, "Cinematized Reality: Cinematographic Camera Control in 3D Videos", ACM Siggraph2005 , Sketch, (2005)
- ▲ Geo-Media: The interactive Augmented-Reality system for outdoor use with VRS-RTK-GPS: Proceedings of the Tenth International Conference on Virtual Systems and Multi Media, pp.1262-1271, (2004)

#### Press:

Message me featured in the book "Fashionable Technology - The Intersection of Design, Fashion, Technology, and Science", Sabine Seymour, Springer Vienna New York, May 2008

Message me in Homo Ludens Ludens catalog, Laboral, Centro de Arte y Creation Industrial, 2008

Message me featured in GEE Magazine

Message me featured in PAGE Magazine

Message my foot article in WEAVE Magazine (in print) 2009.December issue