Mika Satomi

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www.howtogetwhatyouwant.at

Profile:

Mika Satomi is a designer and an artist exploring the field of eTextiles, Interaction Design and Physical Computing. For five semesters, she has been a guest professor at the Weissensee Art Academy Berlin. She has worked as a researcher at the Swedish School of Textiles and at the Distance Lab, Scotland in the field of practice based design research. 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. She is a coauthor of the e-Textile online database "How To Get What You Want".

Education:

2006-2008   PhD candidate at the Interface Cultures, the Art University Linz, Austria (not completed)

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:

2014- 2016   Guest Professor at the Weissensee Art Academy Berlin

2013- current   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:

2016. Winter	4 days course at the Interface Cultures and Fashion and Technology departments at the Art University Linz, Austria
2016. Winter	2 days workshop at at the Frank Mohr Institute in Groningen, The Netherlands
2016- current	Soft Interactive Technology course (2SWS) at the Textile and Surface Design at the Weissensee Art Academy Berlin
2014-2016	Semester course at the Product Design and Textile and surface Design at the Weissensee Art Academy Berlin.
2013- current	Super Lab, Design and Innovation course (J-term) at the New York University, Abu Dhabi, UAE (topic: 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:

2016. 10	Paillard Centre d'Art Contemporain & Résidence d'Artistes, France "Shoinn"
2016. 8	A/D/A Festival Hamburg, "Smart Rituals"
2015. 3	Love and Loss, Lentos Museum, Linz, Austria "The Crying Dress"
2013-14	Shifting Paradigms: Fashion + Technology, Kent State University Museum, USA
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 BogotÃ¡, 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	Fruhlngserwachen, 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"

Artist in Residence:

2016.11	The Montessori Place, Lewes, UK
2016.10	Paillard Centre d'Art Contemporain & Résidence d'Artistes, France
2016.03	24kvm, Gothenburg, Sweden
2014.03	TRIBE residency, Amber, Istanbul, Turkey
2013.06	APAP, Anyang, South Korea
2012.07	MuseumsQuartier, Vienna, Austria
2008.03	Lemur, Brooklyn, New York, USA

Awards:

2016	STARTS Prize, ARS Electronica. "Artificial Skins and Bones"

Scholarship and Funding:

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

Publications:

- ⚲ Linnéa Nilsson, Mika Satomi, Anna Vallgårda, 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)

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⚴ 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)