

Vygandas Šimbelis

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Education

2012-2018 Royal Institute of Technology (KTH), Stockholm, Sweden, Media Technology and Interaction Design; **PhD in Human-Computer Interaction** (HCI);

2010-2012 Royal Institute of Art (KTH), Stockholm, Sweden, interactive digital media, video and photography; Project research and development;

2011 Stockholm Academy of Dramatic Arts (UniArts), Stockholm, Sweden, Cross-Media, from storytelling to distribution;

2006-2009 Vilnius Academy of Fine Arts, Vilnius, Lithuania, Media Art, Film and Photography department; **Licentiate of Arts degree** (LicArts);

1999-2000 Royal Danish Academy of Fine Arts, Copenhagen, Denmark, media art school, video art, film and photography department;

1998-2001 Vilnius Academy of Fine Arts, Vilnius, Lithuania, video art, film and photography department; Master degree (MA);

1993-1997 Vilnius Academy of Fine Arts, Design & Graphic Art department; Bachelor degree (BA);

1989-1993 Kaunas Art College, Design department; Higher college diploma.

Professional experience

PhD candidate with teaching duties 2012-2018 at Royal Institute of Technology (KTH), Media Technology and Interaction Design department. Vygandas also was affiliated with a research centre Mobile Life centre (VINN Excellence Centre 2007-2017) – **Researcher** within the Arts & Crafts group. Stockholm, Sweden.

Qualifications: Conducting research with specification in Human-Computer Interaction (HCI). The research consists of practice-based work and research (designing artefacts, collaborative work, workshops, exhibitions, installations, etc.) and articulation of insights in proceedings through research papers (conferences CHI, DIS, TEI, ISEA, ACE, 4S, RIXC) and thesis work. The interdisciplinary research work covers fields of art, design and technology.

Licentiate (LicArts) candidate and gained LicArts degree in Arts - Vilnius Academy of Arts, Media Arts and Photography department – 2006-2009, Vilnius, Lithuania.

Qualifications: Conducting research in Media Art. The research consists of artistic practice-based work and research producing art projects and articulation of insights in thesis. The interdisciplinary research work covers fields of contemporary art and media art. Teaching the Master's program with giving lectures, supervision and examination in art, media art, media studies and design subjects. The subjects are individual supervision of student work, supervision for MA thesis writing, interactive art course, conceptual art and installation work course, video production and post-production course, filming and editing, etc.

Founder and director of INTRO art centre at Vilnius Art Academy. 2000-2007, Vilnius, Lithuania.

Qualifications: Setting goals, organising, following up on and administering activities of the art centre. Organizing the daily duties of the art centre with full programme of exhibitions and cultural events. Teaching the Art Academy students subjects of art and design, conducting workshops and seminars. Curating of art exhibitions, organizing art festivals and conferences.

Research

The research is driven by artistic explorations in the area of contemporary art and design, with interests in particular fields like interactive art and interaction design, Human Computer Interaction (HCI) and Science Technology and Society (STS). Šimbelis conducts research in two practice-based research methods: Research through Art and Research through Design.

Academic papers published at academic conferences

- TEI conference, International Conference on Tangible, Embedded and Embodied Interactions, "Synesthetic Experience in S T R A T I C", V. Šimbelis and A. Lundström, Stockholm, Sweden, 2018;
- DIS conference - Designing Interactive Systems, "Time and Space in Broken Panorama", V. Šimbelis, Edinburgh, UK, 2017;
- Acoustic Space peer-reviewed research journal, article "Time and Space in Panoramic Photogprahy", V. Šimbelis, RIXC, Riga, Latvia, 2017;
- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Extended Abstract, "Delete by Haiku: Poetry from Old SMS Messages", V. Šimbelis, et al., Colorado Convention Center, Denver, CO, US, 2017;
- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Extended Abstract, "Synthesis in the Audiovisual", V. Šimbelis and A. Lundström, ACM Press, San Jose, USA, 2016;
- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Full Paper, "Repurposing Bits and Pieces of the Digital", Vygandas Šimbelis, Pedro Ferreira, Elsa Vaara, Jarmo Laaksolahti, Kristina Höök, San Jose, USA, 2016. **Honorable Mention for the Art Paper award;**
- ACE conference - Advances in Computer Entertainment Technology, Extended Abstract, "S T

R A T I C: Performing the Sampling Rate", Vygandas Šimbelis, Anders Lundström, Iskandar, Malaysia, 2015;

- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Full Paper, "Metaphone: Machine Aesthetics Meets Interaction Design", V. Šimbelis, A. Lundström, K. Höök, J. Solsona, and V. Lewandowski, ACM Press, Toronto, Canada, 2014;

- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Extended Abstract, "Metaphone: An Artistic Exploration of Biofeedback and Machine Aesthetics", V. Šimbelis, and K. Höök, ACM Press, Paris, France, 2013;

- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Extended Abstract for organising a workshop, "Changing Perspectives of Time in HCI", S. Lindley, R. Corish, P. Ferreira, V. Šimbelis, and E. Vaara, ACM Press, Paris, France, 2013;

Research presented at conferences prior the publication

- 4S/EASST 2016 conference: Science and Technology by Other Means. Science and Technology Studies (STS) and Artistic Research: Authorship as a Lens in Technology and the Arts. Barcelona, Spain, 2016;

- Artist Talk "Panorama Time" at ISEA 2016, 22nd International Symposium on Electronic Art, Cultural R>evolution, Hong Kong, 2016;

- 4S conference - Society for Social Studies of Science, The Reflexive Turn in Art and Science Studies, Art and Science: Curation and Performativity as Engagement, "Metaphone: Exploring Control in Interactive Art Settings", Denver, Colorado, 2015;

- RENEWABLE FUTURES 2015 Conference: Transformative Potential of Art in the Age of Post-Media, "Fault Aesthetics in Time Photography", RIXC, Riga, Latvia, 2015;

- EVA-London 2014 | Electronic Visualisation and the Arts, "Art Maps - Putting the Tate Collection on the Map", London, UK, 2014;

Exhibitions in academic conference context

- Beyond Convergence, Arts Track at TEI 2018 conference - International Conference on Tangible, Embedded and Embodied Interactions with a theme on the post-digital condition, a group exhibition at Kulturhuset / House of Culture Stockholm, Stockholm, Sweden, 2018;

- ISEA 2017, 23rd International Symposium on Electronic Art, Bio-creation & peace, and 16th International Image Festival, Manizales, Colombia, 2017;

- CHI conference, Video Showcase, Colorado Convention Center, Denver, CO, US, 2017;

- Open Fields exhibition & conference, in Riga, Latvia, in the framework of RIXC Art Science festival, 2016;

- "Panorama Time" at the Science of the Unseen: Digital Art Perspectives, an exhibition of the Digital Arts Community of ACM SIGGRAPH conference, Anaheim, California, US, 2016;

- S T R A T I C performance at ISEA 2016, 22nd International Symposium on Electronic Art, Cultural R>evolution, Hong Kong, 2016;

- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Interactivity exhibition, "S T R A T I C", San Jose, California, USA, 2016;

- ACE conference - Advances in Computer Entertainment Technology, Creative Showcase, "S T R A T I C", Iskandar, Malaysia, 2015;
- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Interactivity exhibition, "Metaphone", Seoul, Korea, 2015;
- ISEA conference - International Symposium on Electronic Art, "Location" exhibition, "Metaphone", Dubai, UAE, 2014;
- CHI conference - SIGCHI Conference on Human Factors in Computing Systems, Interactivity exhibition, "Metaphone", Paris, France, 2013.

Creative experience

Selected exhibitions

2017

ISEA 2017, 23rd International Symposium on Electronic Art, & 16th International Image Festival, Manizales, Colombia;

COMMA, launch of a hacking project in public space on the streets;

ArtVilnius'17, 8th International Contemporary Art Fair, June 8–11, 2017, Exhibition and Congress Centre Litexpo, Vilnius, Lithuania;

The Art Bank, Gallery Weekend Kaunas, Kaunas, Lithuania;

Šiauliai art gallery, "Valuation" solo exhibition, Šiauliai, Lithuania;

"Art Value: 2% Support" online project - www.MenoVerte.lt (Meno Verte means Art Value);

Video Showcase screening at ACM CHI 2017 conference, Colorado Convention Center, Denver, CO, US;

Solo exhibition "Frozen Fraction" in the Reactor Hall / R1, Stockholm, Sweden;

Mobile Life centre exhibition, Kista, Sweden;

Father's Footsteps, Sts. Peter and Paul church, Omaha, NE, US;

2016

Open Fields exhibition, RIXC Art Science festival, Riga, Latvia;

Impulses. The New Sound Days, Architecture and Media Centre H2O_6, Riga, Latvia;

Live Cinema Festival, MACRO – Museum of Contemporary Art of Rome, Italy;

"Monitors" exhibition of interdisciplinary project Archmediale, the Power of Zero art space (0*), Vilnius Gallery Weekend, Vilnius, Lithuania;

MANIFESTA 11, The European Biennial Of Contemporary Art, Cabaret der Künstler – Zunfthaus Voltaire, Zurich, Switzerland;

S T R A T I C Space, the Power of Zero art space (0*), Vilnius, Lithuania;

Art Value: Market, performances in the marketplaces in Vilnius district, Lithuania;

Art Value: Auction, Sodu 4 art project space of The Lithuanian Interdisciplinary Artists' Association Vilnius, Lithuania;

FILE - Electronic Language International Festival, Fiesp Cultural Center, São Paulo, Brazil;

FIESP / Gallery digital SESI-SP at FILE LED SHOW 2016, São Paulo, Brazil;
Cultural R>evolution, ISEA 2016, 22nd International Symposium on Electronic Art, Hong Kong;
Science of the Unseen: Digital Art Perspectives, the Digital Arts Community of ACM
SIGGRAPH, Anaheim, California, US;
Interactivity exhibition, CHI, San Jose, California;
Future Identities, International Video Art Festival, University of Kent, Kent, UK;
Art's Birthday, Södra Teatern, Stockholm, Sweden;
Dual Identity, Lithuanian residence in Stockholm, Sweden;
Dome of Visions, Stockholm, Sweden;

2015

Shaping the Future, Medini art space, Iskandar, Malaysia;
Wild Code, HYBRID MATTERS, field_notes laboratory, Kilpisjärvi, Finland;
Art Cinema, Trailer gallery, Gävle, Gravendal, and Malmö, Sweden;
Dktus art space, Stockholm, Sweden;
R1 Reactor Hall, Sweden;
Crossings, CHI Interactivity, COEX, Seoul, South Korea;
Light Bounces: Space and Body, Art.CHI online exhibition;

2014

Location, ISEA 2014, 20th International Symposium on Electronic Art, Dubai, the United Arab Emirates;
Memory Migration, Now&After International Video Art Festival, The State Museum of the History of GULAG, Moscow, Russia;

2013

Southern Panoramas, The 18th International Contemporary Art Festival SESC_Videobrasil, São Paulo, Brazil;
Artist Talk, PIVÔ art space, São Paulo, Brazil;
Art Talks, Jönköpings Läns Museum, Jönköping, Sweden;
Researchers' Night, Debaser Medis, Stockholm, Sweden;
AlbaNova, Stockholm, Sweden;
Hello World! DKTUS art space, Stockholm, Sweden;
Machine Aesthetics, Den Frie art centre, Copenhagen, Denmark;
Changing Perspectives, CHI Interactivity, Palais de Congrès de Paris, Paris, France;
Mapping Future Terrains, European Media Art Festival, Osnabrueck, Germany;
Biotones, Digital Art Centre, Stockholm, Sweden;

2012

Dual Identity, Konstrnarshuset, Stockholm, Sweden;
Space and Spectacle, Husby konsthall, Stockholm, Sweden;
Parawise, Mellanrummet, Stockholm, Sweden;
Performing the Common, Husby konsthall, Stockholm, Sweden;

Propaganda, Kulturhuset, Stockholm, Sweden;

2011

Remix, Arka gallery, Vilnius Lithuania;

Media Inclusus, St. Bernardine Church and Monastery, Vilnius, Lithuania;

Being Background, performances in Moderna Museet, National Museum, Magasin3, Liljevalchs and Fotografiska Museum; installation in Mejans gallery, Stockholm, Sweden;

Site Sensitive Acts, Mejans gallery, Stockholm, Sweden;

Open Studios, Black Box and White Balcony, Royal Institute of Art, Stockholm, Sweden;

Urban Tools, Mellanrummet, Stockholm, Sweden;

For Love Not Money, 15th Tallinn Print Triennial, Kumu Art Museum, Tallinn, Estonia;

2010

Being Background, performance in Ice Hotel art residency, Jukkasjärvi, Sweden;

BAC! Barcelona Art Contemporary Festival, Entering the Fourth Dimension: Time, Encapsulated Times, H2O gallery, Barcelona, Spain;

Call For Future, Uber Lebenskunst, Haus Der Kulturen Der Welt, Berlin, Germany;

Madatrac, Audiovisual Contemporary Art, Room Berlanga de Madrid, Madrid, Spain;

4th Cairo Video Festival, Goethe Institute, Cairo, Egypt;

Transfera video arte #44, art TV broadcast, Madrid, Spain;

Antenna Aesthetics, Sound of Mu, Oslo, Norway;

Projects, exhibitions started from 1996.

Šimbelis artistic work has been exhibited at more than 50 selected leading art events and festivals over the last 7 years, including: MANIFESTA contemporary art biennial, Video Brasil art festival, Istanbul Biennial, Tallinn Print Triennial, Barcelona Art Contemporary Festival, Transmediale, Ctrl_Alt_Del Sound Art Festival, Píksel art festival in Bergen, etc., as well as displayed at many galleries. Artistic performances have been executed in public space and art institutions like National Museum and Modern Museum in Stockholm, and workshops and presentations have been held at major academic conferences like CHI. The artist's complete oeuvre starts from 1996 and covers more than 120 selected expositions.

Selected curated exhibitions

2018 Beyond Convergence, Arts Track exhibition at TEI conference, Kulturhuset, Stockholm, Sweden;

2012-2015 Dual Identity, Konstrnarshuset, Stockholm, Sweden;

2013 Hello World! DKTUS art space, Stockholm, Sweden;

2013 Biotones, Digital Art Centre, Kista, Sweden;

2012 Parawise, Mellanrummet, Stockholm, Sweden;

2011 Media Inclusus, St. Bernardine church, Vilnius, Lithuania;

2011 Site Sensitive Acts, Mejans gallery, Stockholm, Sweden;

2008 Netas, gallery Academy, Vilnius, Lithuania;
2007 Oslo Sound, Intro Art Centre, Vilnius, Lithuania;
2007 Electronic Pioneers, Intro Art Centre, Vilnius, Lithuania;
2006 Balticoco – electronic art festival, Intro Art Centre, Vilnius, Lithuania;
2004 Press Jazz, Intro Art Centre, Vilnius, Lithuania;
2003 Welcome! Project, Intro Art Centre, Vilnius, Lithuania;
2002 København-Copenhagen, Asbæk gallery, Hovedbiblioteket, Copenhagen, Denmark;
2001 Never Skip Intro, former Pravda print house, Vilnius, Lithuania;

Selected workshops

2017 The Cultures of Machine Participation workshop, EU project "The People's Smart Sculpture", University of Oslo, Norway;
2016 Design Sprint, Mobile Life @ MSR, Microsoft Research Cambridge, Cambridge, UK;
2015 Circles of Confusion, KTH lab, Stockholm, Sweden;
2014 Haiku for Deletion workshop, Mobile Life research center, Stockholm, Sweden;
2013 Changing Perspectives of Time in HCI, CHI conference, workshop organized with partners from Microsoft Research (Cambridge) and Mobile Life Centre (Stockholm), Palais de Congrès de Paris, Paris, France;
2012 Arctic Perspective Workshop, Finnish Society of BioArt, Aalto University, Helsinki, Finland;
2012 Transmediale, Drone Sounds Hardware, Berlin, Germany;
2011 Resources.10, Urban Tools, Mejan Arc, Stockholm, Sweden;
2010 Digital Photography and Image Theory, Computer and Systems Sciences (DSV), Stockholm University, Stockholm, Sweden;
2009 Piksel 09, electronic art festival, Bergen, Norway;
2009 Clubtransmediale, Mechanic Sound Workout, Berlin, Germany;
2008 Piksel 08, Code Dreams, festival for free / libre & open source software, hardware & art, Bergen, Norway;
2008 Articlel08 biennial for electronic and unstable art, Perfusion – Pollution – Pervasion, Stavanger, Norway;
2008 Art+Communication: Spectropia. Tempest: decoding that which is, RIXC, Riga Art Space, Riga, Latvia;
2007 Maxwell City - artistic investigation into electromagnetic substance, Atelier Nord, Oslo, Norway;
2006 Balticoco – electronic art festival, Intro Art Centre, Vilnius, Lithuania;
2005 Hands on Deck! Reloaded, Harlingen, Holland;
2004 RAM5 / Re-approaching new media – Open Source Media Architecture, RIXC, Riga, Latvia;
2003 RAM2 / Re-approaching new media – A Joker in a Global Bunker, Atelier Nord, Oslo, Norway;
2000 Staging of Virtual Inhabited 3D Spaces, VR Media Lab, Aalborg, Denmark;

Vygandas "Vegas" Simbelis