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Anca-Simona Horvath

August 2026

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By the late twentieth century, our time, a mythic time, we are all chimeras, theorized and fabricated hybrids of machine and organism; in short, we are cyborgs. The cyborg is our ontology, it gives us our politics.

Donna Haraway
A Cyborg Manifesto

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1. Education

1.1. Formal Qualifications:

- 09/2011 - 09/2015 | **PhD in Architecture** - Technical University of Cluj-Napoca (RO), title: *Architecture, Computation and Nature - Living and Non-living Natural Models in Computational Architecture*, supervisors: Prof. Arch. Dana Vais, Prof. Arch. Mircea Moldovan, Prof. Ing. Ludovic Kopenetz
- 09/2012 - 07/2013 | **Master of Advanced Architecture** (specialization: self-sufficient buildings) - Institute for Advanced Architecture of Catalonia (IaaC), Universitat Politècnica de Catalunya (ES)
- 09/2005 - 07/2011 | **MSc of Architecture, BSc of Architecture** (specialization: restoration of historical buildings) - Faculty of Architecture and Urban Planning, Technical University of Cluj-Napoca (RO)

1.2. Courses, seminars, certificates (selection):

- 02/2021 - 12/2021 | **Adjunktpædagogikum** (University pedagogy course for assistant professors, with a focus on problem based learning) - Learning Lab, Aalborg University
- 02/2019 | **Virtual, Augmented, and Mixed Realities** - Aalborg University Copenhagen, Multisensory Experience Lab
- 11/2018 | **Rhinoceros 5 for Windows**, Authorized Rhino Trainer - McNeel&Associates, Barcelona
- 10/2018 | **Karamba 3d for Grasshopper** (topology optimization for computational design) - Karamba 3d Vienna - Clemens Preisinger
- 10/2014 - 05/2015 | **Course on Pedagogy and Psychology** [level 1&2] - Technical University of Cluj-Napoca
- 10/2014 - 12/2014 | **Introduction to Computer Science and Programming Using Python** - MITx [certificate](#)

2. Employment

2.1. Academia:

- 08/2025 - | **Assistant Professor (tenure-track), head of Art, Technology, Architecture (@A) group**- Computational Media and Arts Thrust, Information Hub, Hong Kong University of Science and Technology (HKUST), Guangzhou (CN)
 - design-based and art-based research; teaching and supervision Bsc., MFA, PhD in Computational Media&Arts;
- 09/2020 - 08/2024 | **Assistant Professor* at RELATE (Research Laboratory for Art&Technology)** - Department of Communication and Psychology, Faculty of Humanities and Social Sciences (SSH), Aalborg University (AAU), Aalborg (DK) | since 08/2024: guest researcher
 - design-based and art-based research; teaching and supervision (using problem-based learning methods - PBL) in the programs: BA Art&Technology, BA Music, MA Media Arts Cultures (Erasmus Mundus Joint Master), Msc Medialogy, MA Experience Design, MA Interactive Digital Media, Msc Mechanical Engineering, Msc Digitalization&Application development | **time-based position, not tenure-track*

- 09/2020 - 08/2024 | **Obel postdoctoral researcher, RELATE (Research Laboratory for Art&Technology)** - Department of Communication and Psychology, SSH, AAU, Aalborg (DK)
- design-based and art-based research; teaching and supervision (using PBL) for BA Art&Technology, BA Music, MA Media Arts Cultures (Erasmus Mundus Joint Master)

2.2. Industry:

- 10/2015 - 08/2025 | **Computational Designer** - Genotype, Cluj-Napoca (RO) / Aalborg (DK)
- Genotype is a design studio and research&training consultancy working at the intersection of design, computation, digital fabrication and bio-technologies | Collaboration on over 30 design, sculpture, architecture and urban projects with [Conduit](#), [Nestoria](#), [Eke-art](#). Projects include: medical devices informed by user biology; parametric façade system informed by solar radiation and street visibility; automation of geo-mapping;
- 08/2017 - 09/2018 | **Computational Designer** - [Create It Real](#), Aalborg (DK)
- prototyping and software architecture for the implementation of computational geometry features in a 3D printing slicer software (RealVision) & research within material property variation through geometric shape, extrusion and material for two research projects (realistic human organs; food); development of 3D printable parametric designs for various industries. Teaching workshops on 3D modeling and 3D printing
- 01/2017 - 07/2017 | **Erasmus for Young Entrepreneurs** - [Create It Real](#), Aalborg (DK)
- exchange of knowledge on business plan building, company administration, customer portfolios, market analysis and entering new markets between myself as a new entrepreneur (CEO of Genotype) and the CEO of Create it Real as an experienced entrepreneur
- 01/2015 - 10/2016 | **Architect, urban planner** - [Pro Atrium](#), Cluj-Napoca (RO)
- feasibility studies and concept designs for an aqua park (7 ha, in Cluj-Napoca), a university building (3000 sqm, in Alba-Iulia), two kindergardens (in Maramureş, Romania)
 - development of general urban planning strategy for Apahida, Romania
- 05/2010 - 10/2011 | **Urban planner, architect** - Experiment Proiect, Cluj-Napoca (RO)
- development of over 20 general urban planning strategies for various cities in Romania (i.e. Turda, Sighişoara etc), landscape design for a park (5 ha, Luduş), feasibility study and concept design for primary school dorm extension (±1000 sqm, Cluj-Napoca)

3. Distinctions, affiliations, skills

3.1. Distinctions | Awards

- 04 / 2024 | **Best Paper Award** (top 1) [with P. Pouliou, G. Palamas] - Computer-Aided Architectural Design in Asia (CAADRIA) conference [paper: *Decisions We Should Put in the Algorithm: Mapping architect's attitudes towards computational and AI tools for practice*]
- 05 / 2023 | [*supervised student] **Media Architecture Biennale Student Awards: Future Trends and Prototypes** for [Speculative Hybrids!](#) [P. Pouliou] || the master thesis of Panagiota Pouliou, that I co-supervised together with George Palamas at Aalborg University
- FALL 2019 | **Teacher of the year** for **BA Art&Technology**, Aalborg University (DK)
- 03 / 2014 | **Young Researcher Grant** offered by the **Network for Digital Methods in the Arts and Humanities** (NeDiMAH), Universidad de Lisboa, Lisbon (PT) at *Networks over Space and Time: Modeling, Analyzing and Representing Complex Data in the Digital Humanities*
- 07 / 2013 | 5th place (honorable mention): **Upgrade of the Criş River Banks in Oradea** [with A. Turcu, C. Oniga, A. Fleşeriu, E. Peter] - International competition, org. Oradea City Council, (RO)
- 06 / 2009 | 2nd place **Passive House Concepts** - National competition, org. Thermomodul, Amvic (RO)

3.2. Volunteering

9/2011 - 3/2012 | **Habitat for Humanity, Romania** | design of extension for an individual family home (±50 sqm), Cluj-Napoca, Romania

3.3. Professional affiliations

2021 - | **Arkitekt MAA - member of the Danish Association of Architects**
2022 -2025 | **Art censorkorps - member of the Danish Corp of External Examiners for Art**
2022 -2025 | **Datalogi censorkorps - member of the Danish Corp of External Examiners for Computer Science**
2011 - 2017 | **Architect - member of the Romanian Order of Architects (OAR)**

3.4. Skills

SOFTWARE | **3D modeling** - Rhinoceros 3D, Maya, OpenSCAD (*advanced*); Fusion 360 (*intermediate*);
| **BIM&Drafting** - Revit Architecture, ArchiCAD (*advanced*); Autocad (*intermediate*)
| **VR, AR** - Enscape (*advanced*) Unity (*intermediate*)
| **Rendering** - Artlantis, Keyshot, Enscape (*advanced*); V-Ray for Rhino3d, Revit (*intermediate*)
| **Vector&Image processing** - InDesign, Illustrator, Photoshop (*advanced*)
| **Video, sound** - Shotcut-video, Adobe Premiere (*intermediate*); Ableton (*beginner*)
| **Scripting / Programming** - Grasshopper, Nodebox (*advanced*); Dynamo, P5.js, C# for Grasshopper, Processing, Python, TouchDesigner (*intermediate*)
FABRICATION | 3D printing, Laser cutting, CNC milling (*advanced*); robotic path planning (*intermediate*)
LANGUAGE: | **Romanian** - C2 (*native*)
| **English** - C1 (*Cambridge Advanced Examination, 2004*)
| **Danish** - B2 (*Prøve i Dansk 3, 2021*)
| **Italian** - B2 (*Degree granted by the Ministero Italiano della Pubblica Istruzione, 2003*)
| **French** - B1 (*Baccalaureate in French, 2005*)

4. Research

4.1. PUBLICATIONS (36 text outputs + 8 art/design exhibitions)

4.1.1. Journal articles (8)

2026 **J8** | **Un-disciplinary: Making and staying with the trouble in unstable times.** [AS. Horvath] in *ArtNodes* 39. <https://doi.org/10.7238/ARTNODES.V0I39.980000018781> | journal ranking: Q1 Scopus / Q2 Web of Science (Visual arts and performing arts; Cultural Studies)
2025 **J7** | **Bio-crafting Architecture: Experiences of Growing Mycelium in Minimal Surface Molds.** [AS. Horvath, AE. Voinea, R. Arieşan] in *Sustainability (Switzerland)* 17(15), Article 6835. <https://doi.org/10.3390/su17156835> | journal ranking: Q1 Scopus / Q2 Web of Science (Environmental Science)
2024 **J6** | **AI for Conceptual Architecture: reflections on designing with text-to-text, text-to-image and image-to-image generators.** [AS. Horvath, P. Pouliou] in *Frontiers of Architectural Research*. Elsevier. <https://doi.org/10.1016/j.foar.2024.02.006> | journal ranking: Q1 Scopus / Q1 Web of Science (Architecture)

2023

J5 | Speculative Hybrids!: Investigating the generation of conceptual architectural forms through the use of 3D Generative Adversarial Networks. [P. Pouliou, AS. Horvath, G. Palamas] in *International Journal of Architectural Computing, Special Issue: AI, Architecture, Accessibility, & Data Justice*. 21(2). SAGE Publications. <https://doi.org/10.1177/14780771231168229> | journal ranking: Q2 Scopus (Building&Construction) / Q1 Web of Science (Architecture)

J4 | STEAM Matters for Sustainability: 10 years of Art&Technology student research on sustainability though Problem-based learning [AS. Horvath, M. Löchtenfeldt, F. Heinrich, B. Bemman] in *Journal of Problem-based Learning in Higher Education, Special Issue: Weaving Hybrid Futures: Sustainability in Higher Educations with PBL Through Art, Science and Robotics*. 11(2) pp.1-33. <https://doi.org/10.54337/ojs.jpblhe.v11i2.7768> | journal ranking: Q3 Scopus (Education)

2022

J3 | How We Talk(ed) About It: Ways of speaking about computational architecture. [AS. Horvath] in *International Journal of Architectural Computing*. 20(2). SAGE Publications. pp. 150-175. <https://doi.org/10.1177/14780771211070006> | journal ranking: Q2 Scopus (Building&Construction) / Q1 Web of Science (Architecture)

J2 | ComPara: A Corpus Linguistics in English of Computation in Architecture Dataset. [AS. Horvath] in *Data in Brief*. 42. Elsevier. <https://doi.org/10.1016/j.dib.2022.108169> | journal ranking: Q2 Scopus (Multidisciplinary) / Q3 Web of Science (Multidisciplinary)

2014

J1 | Desenul de arhitectură computațională / On Drawing in Computational Architecture [AS. Horvath] - *Arhitectura1906: Desen*. 649(1). SmartPrint. București. pp. 15-17. <https://arhitectura-1906.ro/2014/03/desenul-de-arhitectura-computationala/>

4.1.2. Conference articles (8)

2025

C8 | How Students in Creative Educations Appropriate Technology: A phenomenological approach [AS. Horvath, D. Raptis] in *CHI Conference on Human Factors in Computing Systems (CHI '25)*, Yokohama (JP). ACM. <https://doi.org/10.1145/3706598.3713667> | acceptance: 25% | conference ranking: A* core ranking

C7 | Fungi Matters: A comparison of mycelium imagery between art, design and architecture. [V. Rühse, AS. Horvath] in *Proceedings of Politics of the Machines: Lifelikeness & Beyond 2024 (POM'24)*. Aachen (DE). British Computer Society (BCS). <https://doi.org/10.14236/ewic/POM24.4> (acceptance: N/A)

2024

C6 | Decisions We Should Put in the Algorithm: Mapping architects' attitudes towards computational and AI tools for practice [P. Pouliou, G. Palamas, AS. Horvath] in *Accelerated Design: Proceedings of the 29th International Conference on Computer-Aided Architectural Design Research in Asia (CAADRIA 2024)*. Singapore. Association for Computer-Aided Architectural Design Research in Asia. https://papers.cumincad.org/cgi-bin/works/paper/caadria2024_223 (acceptance: 26%) | BEST PAPER AWARD | conference ranking: C core ranking; B Oxford ranking

2023

C5 | Visualizing Sound Waves: Complex Media Art and Chladni Patterns. [V. Rühse, AS. Horvath] in *Motion: Migrations: Proceedings of the 35th World Congress of Art History*. Sao Paolo. (BR). Vasto Edições, Comité International de l'Histoire de l'Art. <https://tinyurl.com/aybm-vmzt> (acceptance: N/A)

2021

C4 | Bringing Human Centeredness to Technologies for Buildings: An Agenda for Linking New Types of Data to the Challenge of Sustainability. [C. Vite, AS. Horvath, G. Neff, NLH. Möller] in *CHIItaly '21: Proceedings of the 14th Biannual Conference of the Italian SIGCHI Chapter*. Bolzano (IT). ACM. <https://doi.org/10.1145/3464385.3464711> (acceptance: 45%)

2020

C3 | SoundSculpt: A Design Framework for 3D Modeling and Digitally Fabricating Sound Patterns. [AS. Horvath, V. Rühse, D. Raptis] in *OzCHI 2020: 32nd Australian Conference on Human-Computer Interaction*. Virtual Edition. ACM. <https://doi.org/10.1145/3441000.3441017> (acceptance: 47%) | conference ranking: Australasian B core ranking; B Oxford ranking

C2 | DigiDrum: A Haptic Based Virtual Reality Musical Instrument and a Case Study. [S. Willemssen, AS. Horvath, M. Nascimben] in *Proceedings of the 17th Sound and Music Computing Conference*. <https://zenodo.org/record/4228322#.YS-H78aKdB0> (acceptance: 38%)

2015

C1 | Assessing Site Geometry using Graph Theory for Architectural Design. [AS. Horvath] in *Proceedings of the 2nd International Conference for PhD Students in Civil Engineering & Architecture*. U.T. Press. Cluj-Napoca (RO) [10.6084/m9.figshare.14555541.v1](https://figshare.14555541.v1) (acceptance: N/A)

4.1.3. Book chapters (7)

2026

bc7 | Words, Spaces and Generative AI: Layers of language in contemporary architecture. [AS. Horvath] in *The Routledge Companion to Artificial Intelligence in Architecture-Second Edition*, Orkan Zeynel Güzelci, I. Das (eds.) Routledge, (Upcoming)

bc6 | Latent-surrealism: Revisiting surrealism and its aesthetics in relation to contemporary AI-Generated cultural production. [AS. Horvath] in *AI & Cultural Psychology - Down the Rabbit Hole and Through the Mirror*, N. Motta, N. Chaudhary, M. Campill, C. Thinggaard (eds.) Springer, (Upcoming)

bc5 | Trans-coding Literature to Architecture with Generative AI: from A Clockwork Orange to conceptual architectures [AS. Horvath] in *BEYOND DYSTOPIA: Society, Architecture, and Cinema*, N. Vinău, RM. Nica, TT. Stanciu (eds.) Gheorghe Asachi Technical University of Iași, Iași, pp. 187-199, ISBN 978-973-621-579-7

2025

bc4 | Life as Material [AS. Horvath, C.L. Andersen] in *Eden*, C. Lukas, E. Jochum, J. Jørgensen, A. Tešanović, A-S. Horvath (eds.) Politikken, Copenhagen, pp. 80-90, ISBN 978-87-975795-0-3

2024

bc3 | Digital Twins in Architecture: An ecology of practices and understandings [AS. Horvath, P. Pouliou] in *Handbook of Digital Twins*. Lv Zhihan (ed.). CRC Press: Taylor&Francis. doi: [10.1201/9781003425724-46](https://doi.org/10.1201/9781003425724-46)

2023

bc2 | Soft Robotics Workshops: Supporting Experiential Learning about Design, Movement and Sustainability. [AS. Horvath, E. Jochum, M. Löchtefeld, K. Vissonova, T. Merritt] in *Cultural Robotics: Social Robots and their Emergent Cultural Ecologies*, B. Dunstan, J. Koh, D. Tillman, SA Brown (eds.). Springer. [10.1007/978-3-031-28138-9_13](https://doi.org/10.1007/978-3-031-28138-9_13)

2009

bc1 | Chain (conceptual twin skyscrapers) [AS. Horvath, M. Bocan] in *Clădiri înalte - Evoluție, implementare / Tall buildings - Evolution, Implementation*, M. Moldovan, I. Moldovan, S. Moldovan (eds.), Technical University of Cluj-Napoca Press, Cluj-Napoca, pp. 178-179

4.1.4. Books (2)

2024

B2 | EDEN [Lukas Anderson, C., Jochum, E., Jørgensen, J., Tešanović, A., & Horvath, A.-S.] (Eds.) Politiken-Fonden, Copenhagen. ISBN 978-87-975795-0-3 <https://edenonline.dk/>

2014

B1 | Istoria arhitecturii și a artelor integrate în Mesopotamia și Egiptul Antic / The History of Architecture and its Integrated Arts in Mesopotamia and Ancient Egypt - [M. Moldovan, AS. Horvath], U.T. Press, Cluj-Napoca. <https://search.worldcat.org/title/1347157939>

4.1.5. Editorial for special issue of journal / conference (2)

- 2026 **E2 | Expanded Directions in Design Research** - [H. Zohar, A. de Götzen, [AS. Horvath](#)], open track: *DRS'26: Design Research Society bi-annual confencere*. <https://doi.org/10.21606/drs.2026.280> | premier conference on design research
- 2023 **E1 | Weaving Hybrid Futures: Sustainability in Higher Education with PBL Through Art, Science, and Robotics** - [[AS. Horvath](#), L. Beloff, L. Bertel, J. Boros, L. Cebolla, P. Fricker, F. Hamidi, M. Hanczyk, E. Jochum, M. Löchtefeld, T. Merritt, K. Vissonova], special issue: *Journal of Problem-Based Learning in Higher Education*. 11(2). pp. I-VII. <https://doi.org/10.54337/ojs.jpblhe.v11i2.7981> | journal rank Q3 Scopus (Education)

4.1.6. Extended abstracts / posters / late breaking work (8)

- 2026 **ea8 | The Blooming Archive**. [Y. Zhao, Z. Yuan, J. Ke, Z. Chen, J. Wang,, [AS. Horvath](#), P. Hui] in *Creativity and Cognition (C&C '26)*, London (UK). ACM. <https://doi.org/10.1145/3803784.3809255> | conference rank: C core ranking; Oxford Ranking A
- ea7 | PerforMagic: Coordinating Bodily Performance and Camera Movement in AI Video Creation**. [Y. Zeng, T. T. Lin, S. Li, Y. Hong, [AS. Horvath](#), C. Liang] in *CHI Conference on Human Factors in Computing Systems (CHI '26)* Barcelona (ES) ACM. <https://doi.org/10.1145/3772363.3798782> | conference ranking: A* core ranking
- 2024 **ea6 | Applying a Science and Technology Studies Lens to Contemporary Architecture with Digital Humanities**. [[AS. Horvath](#)] in *Body Matters: Architectural Humanities Research Association 21 st International Conference*. Norwich (UK). Page Bros Group. ISBN 978-1-0369-0451-7
- 2023 **ea5 | Towards Critical Entanglements of Machine Learning Aesthetics and Architecture**. [[AS. Horvath](#)] in *Questions. Building Change in Architecture. Book of the 10th anniversary edition of the international architecture conference*. Cluj-Napoca (RO). U.T. Press, ISBN 978-606-737-659-3
- 2022 **ea4 | Sonic Coexistence**. [A. Eskildsen, [AS. Horvath](#)] in *Creativity and Cognition (C&C '22)*, Venice (IT). ACM. <https://doi.org/10.1145/3527927.3531198> | conference rank: core ranking C; Oxford Ranking A
- 2021 **ea3 | messyBIM: Augmenting a Building Information Model with Messy Talk to Improve a Buildings' Design Process**. [[AS. Horvath](#), C. Vite, NLH. Møller, G. Neff] in *CHIItaly 2021 Joint Proceedings of Interactive Experiences and Doctoral Consortium*. CEUR Workshop Proceedings <http://ceur-ws.org/Vol-2892/paper-2.pdf>
- 2020 **ea3 | The Chladni Wall** [[AS. Horvath](#), V. Rühse] in *HCI International 2020 – Late Breaking Posters. HCII 2020. Communications in Computer and Information Science*. 1294. Springer, Cham. https://doi.org/10.1007/978-3-030-60703-6_50
- ea1 | Chladni Patterns Gone 3D: Computational Design and Digital Fabrication Methods for Producing Sound-Informed Geometries**. [[AS. Horvath](#), V. Rühse] in *AMPS Proceedings Series: Connections, Exploring Heritage, Architecture, Cities, Art, Media* <https://amps-research.com/wp-content/uploads/2021/09/Amps-Proceedings-Series-20.2.pdf>

4.1.7. Book review (1)

- 2023 **br1 | The Presence of the Absence: sensory aesthetics and Magnetic Resonance Imaging (review of Giving Bodies Back to Data, Silvia Casini, MIT Press)** [[AS. Horvath](#), V. Rühse] in *The Senses&Society*. 18. Taylor&Francis. <https://doi.org/10.1080/17458927.2022.2160152> | journal rank Q1 Web of Science (Arts&Humanities)

4.1.8. Datasets (2)

- 2022 | **D1 | Annotated Point Clouds of Buildings: A segmented dataset of single-family houses.** [P. Pouliou, [AS. Horvath](#), G. Palamas] [doi: 10.17632/3thtp7mc6z.1](#)
- D2 | ComPara: A corpus linguistics dataset of computation in architecture.** [[AS. Horvath](#)] [doi: 10.17632/7ktscvmxvg.5](#)

4.2. EXHIBITIONS OF ART / DESIGN WORKS (8)

- 07 / 2026 | **The Blooming Archive** [[A. Eskilsen](#), [AS. Horvath](#)] | [artistic installation](#) exhibited at *Creativity for Change* part of the ACM Creativity&Cognition'26 conference, London (UK)
- 05 / 2026 | **The Rom(AI)nians** | [[AS. Horvath](#), M. Savin] [artistic/design installation](#), exhibited at *Galeria Aparte* <https://aparte.arteiasi.ro/>, Iași (RO)
- 12 / 2024 | **Life as Material** | [[AS. Horvath](#), C. Lukas] [artistic/design installation](#), exhibited as part of EDEN *Kunsthal Nord* <https://edenonline.dk/>, Aalborg (DK)
- 01 / 2024; 11/2024 | **Bio-crafting Architecture** | [artistic/design installation](#), *Centrul de Cultură Urbană; FAST2024 (Festival of Architecture Schools of Tomorrow)* Cluj-Napoca (RO)
- 06 / 2022 | **Sonic Coexistence** [[A. Eskilsen](#), [AS. Horvath](#)] | [artistic installation](#) exhibited at *Cities of the Future: Living Together* part of the ACM Creativity&Cognition'22 conference, Venice (IT)
- 06 / 2021 | **messyBIM** [[AS. Horvath](#), C. Vite, NLH. Møller, G. Neff] - [interactive experience](#) (VR) exhibited in the Interactive Experiences track [\(dis\)-Assembling Futures: Co-imagining Interactions](#) part of at *ACM CHIItaly'22*, Bolzano (IT)
- 11 / 2019 | **Chladni Bricks in a Wall: A Tactile Visualization of Voices** [artistic installation](#) exhibited under *ArtsIT 2019*, Aalborg (DK)
- 05 / 2015 | **Cluj Geoweb** [[AS. Horvath](#), R. Becuș] - [conceptual design](#) exhibited at *Building Roots 2015, ZA2015 (Architecture Days Festival)*, Cluj-Napoca (RO)

4.3. TALKS / PRESENTATIONS (SELECTION)

- 07/ 2026 | **Words, Spaces and Generative AI: Layers of language in contemporary architecture** | [invited talk](#), *Faculty of Architecture&Urban Planning*, Technical University of Cluj-Napoca, Cluj (RO)
- 12/ 2025 | **Art, Design and Architecture through AI Filters** | [invited talk](#), *Department of Design*, Tongji University, Shanghai (CN)
- 11/ 2025 | **Crafting Architecture and Design with Generative AI and Bio-materials** | [invited talk](#), *Department of Design*, Sichuan Fine Arts Academy, Chongqing (CN)
- 11 / 2025 | **Art + Science (fiction) +/- Sustainability** | [invited talk](#), *The Contribution of the Visual Arts and Design to Contemporary Society* (as part of SMART Diaspora, National Conference), University of Art and Design, Cluj-Napoca (RO)
- 10 / 2025 | **Ecologies of Care and Language as Design Material** | [invited talk](#), *Department of Design*, Southern University of Science and Technology (SusTech), Shenzhen (CN)
- 12 / 2024 | **Life as Material for Design: On uncertainty and relating to other species** | [invited talk and panel member](#), *Artificial Nature Transposium: Transdisciplinary Symposium on Artificial Life and Sustainable Complex Systems*, Aalborg University (DK)
- 11 / 2024 | **Applying a Science&Technology Studies Lens to Contemporary Architecture with Digital Humanities** | [conference presentation](#), *Body Matters: Architectural Humanities Research Association 21st International Conference*, Norwich University of the Arts (UK)

- 06 / 2024 | **Brutalism, Aesthetics and AI at the End of Modernity** | invited talk, *SfA: Science fiction, film & architecture: A Clockwork Orange & Brutalism*, symposium, Faculty of Architecture and Urban Planning, Technical University of Iași (RO)
- 04 / 2024 | **Fungi Matters: A comparison of mycelium imagery between art and architecture** | conference presentation *Politics of the Machine: Lifelikeness and Beyond*, 22-26 April 2024, Aachen (DE)
- 11 / 2023 | **Experiences of running the Artificial Biology, Robotics and Art Erasmus+ project** | invited talk *Erasmus Mundus Network in Denmark*, Danish Ministry of Education and Research, Copenhagen (DK)
- 06 / 2023 | **Text, Image and Point Cloud Datasets as Design Materials for Machine(s) Learning about Architecture** | invited talk, *SfA: Science fiction, film & architecture: Metropolis*, symposium, Faculty of Architecture and Urban Planning, Technical University of Iași (RO)
- 05 / 2023 | **Challenging Higher Education for Integrated Sustainability with Transdisciplinary Solutions** | panel member, *What Transdisciplinary Knowledge Looks Like*, symposium, Moholy-Nagy University of Art and Design, Budapest (HU)
- 11 / 2022 | **Towards Critical Entanglements of Machine Vision Aesthetics and Architecture** | conference presentation at *Questions2022: Building Change in Architecture*, Faculty of Architecture and Urban Planning, Technical University of Cluj-Napoca (RO)
- 04 / 2022 | **Reconsidering the Artificial in Machine Vision Aesthetics for Architecture** | invited talk at the seminar *What can film makers do with data?*, National Danish Film School, Copenhagen (DK)
- 01 / 2022 | **Visualizing Sound Waves: Complex Media Art and Chladni Patterns** | conference presentation at the *35th World Congress of the Comité Internationale d'Histoire de l'Art*, CIHA, São Paulo, Brazil / virtual
- 09 / 2021 | **Transdisciplinary potentials between music and architecture** (with Anders Eskildsen) | invited talk at Kunst dag (Art day), Aalborg University, Aalborg (DK)
- 12 / 2020 | **SoundSculpt - A Design Framework for 3D Modeling and Digitally Fabricating Sound Patterns** | conference presentation *OzCHI 2020: 32nd Australian Conference on Human-Computer Interaction*, Sydney, (AT /virtual)
- 03 / 2020 | **Chladni Patterns Gone 3D: Computational Design and Digital Fabrication Methods for Producing Sound-informed Geometries** | conference presentation at *AMPS Connections: Exploring Heritage, Architecture, Cities, Art, Media*, Kent, UK
- 10 / 2019 | **(science + art) * technology** | invited talk at Kunstpionererne | Kunsthall Nord (Contemporary Art Center), Aalborg (DK)
- 08 / 2018 | **Sonoid: Art-based Research Experiment** | conference presentation *Re:Sound, 8th International Conference on the Histories of Media Arts 2019*, Aalborg (DK)
- 08 / 2014 | **Cities and Layers of Information** | conference presentation *Questions2014: Continuity and Discontinuity in Urban Space*, Cluj-Napoca (RO)
- 10 / 2014 | **Parametric Architecture and Ghetto Settings: A Combined Approach** | conference presentation *Fragile's International Student Conference Sint -Lucas School of Architecture*, Ghent (BE)
- 12 / 2014 | **Assessing Site Geometry for Architectural Design Using Graph Theory** | conference presentation, *2nd Conference for PhD students in Civil Engineering and Architecture*, Cluj-Napoca (RO)

4.4. SUPERVISED RESEARCHERS (15: 7 PhD candidates, 8 research assistants)

09 / 2026 -		Yuliang KANG [PhD student @A <i>Art, Technology Architecture</i> HKUST (GZ)]
		Yunwei LI [PhD student @A <i>Art, Technology Architecture</i> HKUST (GZ)]
		Zahid Hasan [PhD student @A <i>Art, Technology Architecture</i> HKUST (GZ)]
02 / 2026 -		Chloe ZHOU [PhD student @A <i>Art, Technology Architecture</i> HKUST (GZ)]
		John Tutor [PhD student @A <i>Art, Technology Architecture</i> HKUST (GZ)]
09 / 2026 -		Zhijun Ma [PhD student, co-supervised with Kang ZHANG HKUST (GZ)]
08 / 2026		Qinyan LI [PhD student, co-supervised with James SHE HKUST (GZ)]
05 / 2026 -		Lei HAN [PhD candidate, co-supervised with David YIP HKUST (GZ)]
09 / 2025 -		Yawei ZHAO [PhD candidate, co-supervised with Pan HUI HKUST (GZ)]
		Yufeng ZENG [PhD candidate, co-supervised with Chen LIANG HKUST (GZ)]
2026		Rong HU [Research Assistant @A <i>Art, Technology Architecture</i> HKUST (GZ)]
2025 - 2026		YunWei LI [Research Assistant @A <i>Art, Technology Architecture</i> HKUST (GZ)]
		Simai HUANG [Research Assistant @A <i>Art, Technology Architecture</i> HKUST (GZ)]
2023		Diana Monroy-García [research assistant <i>Un-disciplinary</i> Aalborg University]
2022-2023		Panagiota Pouliou [research assistant <i>Reconsidering Otherness 2.0</i> Aalborg University]
2022-2023		Line Krogh Sommer [research assistant <i>Reconsidering Otherness 1.0</i> Aalborg University]
2022		Matthias Klages [research assistant <i>Reconsidering Otherness 1.0</i> Aalborg University]
2022		Johanna Lauritzen [research assistant <i>Reconsidering Otherness 1.0</i> Aalborg University]
2018		Katarzyna Wojdalska [research assistant <i>3D Prime: 3D Printing for Medical Education and Training</i> Create it Real ApS]

4.5. REVIEWING

Journals		International Journal of Architectural Computing; Frontiers of Architectural Research; Architectural Science Review; Technology/Architecture + Design; COTAA (Collection of Texts About Architecture); Buildings; ESTOA (Journal of the Faculty of Architecture and Urbanism of the University of Cuenca); ArtNodes; npj Heritage Science; Sustainability; Land; The February Journal; Open Cultural Studies; Humanities and Social Sciences Communications; Journal of Somaesthetics; Journal of Problem Based Learning in Higher Education; Education Sciences; International Journal of Human-Computer Interaction; Displays; Scientific Data; IEEE Access; Applied Sciences
Conferences		ArtsIT2019(1), ArtsIT2020(1), Australian Conference on Human-Computer-Interaction: OzCHI2020(2), OzCHI2022(1); INTERACT2021(3); International Association of Societies of Design Research: IASDR2021(1); Designing Interactive Systems: DIS2022(1); Creativity&Cognition: C&C2023(1), C&C2024(2); Cumulus2024(1); Association for Computer Aided Architectural Design in Asia: ACADIA2022(8), ACADIA2023(8), ACADIA2024(8), ACADIA2025(4); ACADIA2026(8); Festival of the Architecture Schools of Tomorrow: FAST2025(1); Conference on Human Factors in Computing Systems: alt. CHI2022(1); CHI2026(6); Design Research Society: DRS2026(10)

Research proposals | **Expert Evaluator** for **Marie Skłodowska-Curie Postdoctoral Fellowships** (Horizon Europe Program of the European Commission) | Engineering Panel (2022 - 7 proposals; 2023 - 7 proposals) | Social Sciences and Humanities Panel (2023 - 1 proposal); **Expert Evaluator** for **Austrian Academy of Sciences** APART-GSK | Architecture panel (2024 - 1 proposal); Expert Evaluator for internal funding Sapienza University Rome | Architecture panel (2024 - 1 proposal); **Expert Evaluator** for **Horizon Europe** | Robotics and other automated solutions for construction, renovation&maintenance in a sustainable built environment (2025 - 7 proposals; 2026 - 8 proposals); Developing and demonstrating core technologies for Virtual Worlds and Web 4.0 (2026 - 7 proposals)

4.6. EDITORIAL WORK

Journals | Editor for the special issue: ***Design and Education in the Age of Artificial Intelligence of Design and Artificial Intelligence (2026)*** | this is a newly established journal

| Editor for the special issue: ***Un-disciplinary*** of **Artnodes (2026)** | journal rank Q1 Scopus (Visual&Performing Arts) / Q2 Web of Science (Humanities, Multidisciplinary)

| Editor for the special issue: ***Weaving Hybrid Futures: Sustainability in Higher Educations with PBL Through Art, Science and Robotics*** of the **International Journal of PBL in Higher Education (2023)** | journal rank: Q3 Scopus (Education)

Conference | Co-chair for the Open-track at **DRS26** (Design Research Society)

| Associate Chair for **CHI2026** (Conference on Human Factors in Computing Systems), **Design Committee** | conference rank: core ranking: A*

| Special Track Chair (with V. Rühse): ***Art and Design in the AI Era: New Creative Practices, Data Curation, and Automation*** at ArtsIT, Interactivity & Game Creation 2025, Dubai 7-9 November | conference rank: core ranking C

4.7. SYMPOSIUM ORGANIZATION

05/2026 | ***Meta-topias: Between Utopia and Dystopia*** | organized symposium
Seven invited keynotes gave talks on their diverse practices ranging from phenomenology of perception and sound (Mark Grimshaw-Aagard), human-computer interaction and provocation (Dimitrios Raptis), design and cybernetics (Thomas Fischer), bio-design and architecture (Christiane Herr), reclaiming brownfields in China's over-build mega-cities (Shavei Zhang); and architecture, in contemporary China (Quanle Huang).

05/2023 | ***Un-disciplinary*** | I organized a symposium around the theme Un-disciplinary (funded by Novo Nordisk Fonden).
Six invited keynotes gave talks on their diverse practices ranging from medical humanities, science, technology, and visual culture (Silvia Casini), genetics and digital architecture (Alberto T. Estévez), image science and critical theory (Viola Rühse), interactive arts, music and AI (Kivanç Tatar), structural engineering, architecture and energy efficiency (Ioana Moldovan); and architecture, design and contemporary culture (Răzvan Nica). The purpose was to discuss how art, technology and science can work together to produce unique modes of engagement and bring future generations of transdisciplinary efforts towards sustainable futures.

5. Funding

5.1. RESEARCH GRANTS (11)

08/2025 - 08/2031	11. Career startup grant (to establish the <i>@A: Art, Technology, Architecture</i> group)- funded by the <i>Hong Kong University of Science and Technology (GZ), Computational Media&Arts Thrust, Information Hub</i> academia principal investigator (individual grant)	5.000.000 rmb (±595.000 eur)
06/2024 - 09/2025	10. Environmental Knowledge in the Digital Anthropocene: exploring new spaces of cross-disciplinary collaboration - funded by Green Societies, AAU academia - Aalborg University Astrid Andersen (lead), Andreas Laursen (both AAU_Culture), Rikke Becker Jacobsen, Finn Arler (both AAU_Plan) contribution: review of proposal	175.000 dkk (±23.450 eur)
10/2023 - 12/2023	9. Bio-crafting architecture - funded by the <i>Romanian Ministry of Innovation and Digitalization - Grant for Young Romanian Researchers in the Diaspora</i> academia - Aalborg University principal investigator (individual grant)	9805 ron (±2.000 eur)
9/2022 - 12/2022	8. Creative Entanglements for Sustainability: artificial biology, robotics and art (editing a special issue for the <i>Journal of PBL in higher education</i>) - funded by the <i>Environmental Humanities</i> cluster - Department of Communication and Psychology, Faculty of Humanities and Social Sciences, Aalborg University academia - Aalborg University co-PI Elizabeth Jochum	19.600 dkk (2.700 eur)
9/2022 - 8/2024	7. ABRAx (Artificial biology, Robotics and Art.x) - <i>Erasmus Mundus Joint Master Application - Design Measures</i> academia - Aalborg University consortium: Trento University, Department of Computational and Integrative Biology, (main/lead) (IT), Institute for Advanced Design Studies (HU), Gotheburg University, Design Unit, and Department of Physics (SWE), Moholy-Nagy University of Art and Design (HU), Cultivamos Culturas (PT) contribution: idea generation	60.000 eur
3/2022 - 8/2022	6. Speculative Hybrids (Reconsidering Otherness 2.0): using machine learning for the design of conceptual architecture - funded by <i>Human Centered AI</i> cluster - Department of Communication and Psychology, Faculty of Humanities and Social Sciences, Aalborg University academia - Aalborg University principal investigator (individual grant)	24.000 dkk (3.300 eur)
12/2022 - 6/2023	5. Un-disciplinary - <i>Novo Nordisk Fonden (Conferences, symposia and workshops)</i> academia - Aalborg University principal investigator (individual grant)	138.600 dkk (18.630 euro)
11/2021 - 12/2021	4. Reconsidering Otherness: using machine learning for the design of conceptual architecture - funded by <i>Human-Centered AI</i> cluster - Department of Communication and Psychology, Faculty of Humanities and Social Sciences, Aalborg University academia - Aalborg University principal investigator (individual grant)	22.500 dkk (3.200 eur)
9/2020 - 8/2023	3. ABRA: Artificial Biology, Robotics and Art - <i>Erasmus+ Strategic Partnership</i> academia - Aalborg University, led by Elizabeth Jochum consortium: Aalto University (FI), University of Trento (IT), ADES: Institute for Advanced Design Studies (HU) contribution: idea generation, proposal writing	324.980 eur
2017	2. IP-secure - <i>InnoBooster (Innovation Fund Denmark)</i> industry - Genotype (RO/DK), Create it REAL (DK) contribution: idea generation, researching state of the art, proposal writing	600.000 dkk (80.655 euro)

9/2017 - 9/2018	1. 3P: Personalized Food Products for Hospital Patients - <i>Innovation Fund Denmark</i> industry - Create it REAL collaborators: DuPont (main/lead) (DK), Aalborg Universitetshospital (DK), Aarhus Universitet (DK), København's Universitet (DK), Arla Foods (DK), Danish Technology Institute (DK) contribution: idea generation, researching the state of the art	14.000.000 dkk (1.881.936 euro)
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5.2. PARTICIPATION IN FUNDED FUNDED PROJECTS (14)

As a researcher, I took part in 14 funded research, education or dissemination projects, eight in academia (seven at Aalborg University, one at the Technical University of Cluj-Napoca), five as an industry researcher (four as part of Create it Real ApS., one as part of Odico Robotics ApS.).

06/2024 - 09/2025	14. Researcher (academia, AAU) Environmental Knowledge in the Digital Anthropocene: exploring new spaces of cross-disciplinary collaboration - funded by Green Societies center (AAU) cross-disciplinary management of landscapes and bio-diversity across Denmark&UK	
2023	13. Principal Investigator (academia, AAU) Bio-crafting architecture - individual grant offered by the <i>Romanian Ministry of Research, Innovation and Digitalization (Grant for Young Romanian Researchers in the Diaspora)</i> 2 week exchange at the Technical University of Cluj-Napoca, Faculty of Architecture and Urban Planning: taught workshop on 3D modeling, digital fabrication and living materials	
2022-2024	12. Researcher (academia, AAU) ABRAx (Artificial biology, Robotics and Art.x) - Erasmus Mundus Joint Master Application, Design Measures developing transdisciplinary curricula for a European Joint Master program bridging art, science, engineering & sustainability	
2022-2023	11. Co-Principal Investigator (with Elizabeth Jochum, academia, AAU) - Creative entanglements for sustainability: artificial biology, robotics and art , grant offered by the <i>Environmental Humanities</i> cluster at the Department of Communication and Psychology, AAU editing a special issue for the Journal of PBL in Higher Education	
	10. Principal investigator (academia, AAU) - Speculative hybrids! - Individual grant offered by the <i>Human Centered AI</i> cluster at the Department of Communication and Psychology, AAU computational design research for creating conceptual architecture design processes with the use of machine learning algorithms (for 3D point cloud and 3D model generation)	
	9. Principal investigator (academia, AAU) Un-disciplinary - individual grant offered by <i>Novo Nordisk Fonden</i> organization of art exhibition and public-facing symposium under the theme Un-disciplinary	
2022-2023	8. Principal investigator (academia, AAU) - Reconsidering otherness - individual grant offered by the <i>Human Centered AI</i> cluster at Dept. of Communication and Psychology, AAU computational design research for creating conceptual architecture design processes with the use of machine learning algorithms (for text and image generation)	
2020 - 2023	7. Researcher (academia, AAU) - ABRA: Artificial Biology, Robotics and Art - Erasmus+ development of transdisciplinary teaching strategies for higher education programs that bridge art, science and engineering with sustainability	
2017 - 2018	6. Researcher, project management (industry, Create it REAL) - 3D Prime: 3D Printing for Medical Education and Training - EuroStars, H2020 material research, computational (meta)material research, computational geometry research , for 3d printing and mixed advanced fabrication methods of realistic look&feel human organs for surgery training of medical doctors	
2017 - 2018	5. Researcher, project management (industry, Create it REAL) - 3P: Personalized Food Products for Hospital Patients - <i>Innovation Fund Denmark</i> material research, computational (meta)material research, 3d printer mechanics development	

- 2017 | **4. Researcher, project management** (industry, Create it REAL) - [IoT in Education: We are the Makers](#) - Erasmus+ | development of **teaching strategies** with and **workshops** for high-school teachers across Europe (FR, DK, RO, GR, DE) to introduce robotics, 3d printing and IoT as pedagogical tools for teaching STEAM in high-schools
- 2017 | **3. Researcher, project management** (industry, Create it REAL) - **IP-secure** - *InnoBooster, Innovation Fund Denmark* | **design-based research** and development of software tools (parametric modeling apps) for geometric customization of 3d printable products for different industries: footwear, naval, jewelry
- 2017 | **2. Researcher** (industry, Odico Formwork Robotics) - [Opicut: Realization of a topology optimized concrete structure using robotic hot-wire cutting of polystyrene form work](#) | Opicut was described as the most advanced concrete structure to be built in Denmark (2017) and was exhibited in the Aarhus Harbor | **research on materials, computational geometry**
- 2011 | **1. Researcher** (academia, Technical University of Cluj-Napoca) - **JEWISH-ROM: Creation of a Multimedia Inventory System for the Jewish Cultural Heritage in Romania** | **historical, archival research**

6. Teaching

6.1. SEMESTER COORDINATION

SPRING 2019-2024 | **Coordinator** of 2nd semester in BA Art&Technology, Aalborg University. Semester theme: *Space, Art & Technology*

Responsibilities for semester coordination include: developing semester theme (this is the main subject framing the students design studio projects for the semester - a 15ECTS module), communication and coordination between professors teaching in the semester, scheduling, communication and coordination with external partners, in charge of public-facing student exhibition.

6.2. LECTURING

Coordination involved: course development and planning, running labs and workshops, lecturing, finding censors (when relevant), examination. See section 8 (Teaching portfolio) for detailed descriptions of course content.

6.2.1. PhD level (course coordinator)

SPRING 2026	City as Canvas: Art&Technology in Public Spaces (CMA6019j) 3 ETCS	Offered by the department of Computational Media&Arts, Information Hub, Hong Kong University of Science and Technology (GZ)	10 PhD+MPhil students with different backgrounds (art, design, urban planning)
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6.2.2. PhD level (course lecturer)

FALL 2022	Robots and Sustainability with: Elizabeth Jochum, Matthias Rehm, Markus Löchtefeld, Timothy Meritt, Dimitris Chrysostomou 3 ETCS	Offered by the department of Architecture, Design, and Media Technology, Technical Doctoral School of IT and Design, Aalborg Univ.	9 PhD students with different backgrounds (art, design, health, engineering)
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6.2.3. Master level (course coordinator)

SPRING 2020, 2024	Technologies of Experience Design 8/10 lectures of 105 min. including hands-on work) 5 ETCS, 2nd sem.	MA Media Arts Cultures , Erasmus Mundus Joint Master (Aalborg Univ., Danube Univ. Krems, Univ. of Lodz)	~ 25 students
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6.2.4. Bachelor level (course coordinator)

FALL 2018 - 2023	Concept Design (10/10 lectures of 105 min incl. hands-on work) 5ECTS, 3rd sem. course coord.	BA Art&Technology / Aalborg University	~ 20 - 30 students
SPRING 2021-2024	Interaction Design 10/10 lectures of 105 min 5ECTS, 2nd sem. course coord.		
SPRING 2020 - 2024	Music&Innovation , 5 ECTS, 6th sem. (6/8 lectures) course coordinator	BA Music / Aalborg University	~ 7 - 25 students
FALL 2019 - 2023	Sketching 4/4 lectures of 105 min incl. hands-on work 1ECTS, 1st sem.	BA Art&Technology / Aalborg University	~ 20 - 30 students
SPRING 2021 - 2024	Space, Art and Technology 4/4 lectures of 105 min) 1ECTS, 2nd sem.	BA Art&Technology / Aalborg University	~ 20 - 30 students
SPRING 2021 - 2024	Digital Representation I - 2D & 3D design 6/6 lectures of 105 min incl. hands-on work, with Jens Munk 2ECTS, 2nd sem.		
SPRING 2021 - 2024	Digital Representation II (4/4 lectures of 105 min incl. hands-on work) 1ECTS, 3rd sem.		
AUTUMN 2020-2023	Digital Representation III (4/4 lectures of 105 min incl. hands-on work) 1ECTS, 4th sem.		

6.2.4. Guest lecturing

As a guest lecturer, I gave one or more lectures in different courses, was involved in a small capacity in course description and development, but was not involved in coordination, examination, running labs or workshops.

FALL 2025	AI² 1/10 lectures of 120 min 3 ECTS,	MPhil, Bsc, Msc joint course at Hong Kong Univ. of Science&Technology (GZ)	~ 40 students
FALL 2022	IT and learning 1/20 lectures of 60 min 20 ECTS, 4th sem.	Professional Master ICT and Learning (Aalborg Univ., Aarhus Univ., Roskilde Univ., Copenhagen Business School)	~ 25 students
SPRING 2021 - 2023	Problem-based learning , 5ETCS, 1st sem. (1/10 lectures of 105 min.)	BA Art&Technology / Aalborg Univ.	~ 20 - 30 students
SPRING 2022-2024	Art, Technology and Entrepreneurship (2/8 lectures of 105 min) 20 ECTS, 6th sem.		
SPRING 2019	Music, Sound and Entrepreneurship , (2/8 lectures, 120 min) 20 ECTS, 6th sem.	BA Music / Aalborg Univ.	~ 10 students

6.3. WORKSHOPS

Together with my colleagues, I developed the content, schedule, and ran labs and workshops.

08 / 2024	1. Sounds of growth: sonic-robotic-architecture - tutor (with Andrei Mitișor, org. Alex Berceanu) 4-day workshop on 3D modeling, digital fabrication, mycelium, sensors	National University of Theater and Film (RO), Cinetic (Center for Research in Creative Technologies)	5 students (master and PhD level)
11 / 2023	2. Bio-crafting architecture - tutor (organized by Alina Voinea, Radu Arieșan) three-week workshop on 3D modeling, digital fabrication and mycelium for architecture	Technical University of Cluj-Napoca (RO), Faculty of Architecture and Urban Planning	32 students - architecture (3rd, 4th year of study)
05 / 2022	3. Robots and sustainability - tutor&co-organizer (with Elizabeth Jochum, Markus Lochtenfeldt, Matthias Rehm, Timothy Meritt, Karina Vissonova, Judit Boros) three-day workshop on the intersections between soft robotics and sustainability taught lecture about digital fabrication for sustainable soft robotics	Aalborg University (DK) part of: ABRA (Artificial Biology, Robotics and Art), Erasmus+ project. Partners: Institute for Advanced Design Studies (HU), Trento Univ. (IT), Aalto Univ. (FI)	20 students at different levels (BA, Bsc, MA, Msc, PhD) from: art, robotics, biotechnology, design
03 / 2022	4. Introduction to 3D modeling and digital fabrication 1 workshop of 180 min. incl. hands-on work (part of the Computational Thinking Module)	Aalborg University (DK), MSc Digitalization and Application Development	15 master students (8th and 10th semester)
02 / 2020	5. Sonoid 2.0 for Music Training - tutor & co-organizer one day workshop exploring the use of Chladni Images and sound informed 3d objects for musical education.	Aalborg University (DK), Goldschmidts Musik Akademi	5 children 6 -14
04 / 2018	6. Advanced 3d Modelling Tools for 3D Printing - tutor & co-organizer (at Create it Real, with Anders Bod Lund) one-week course for high-school and university teachers the focus was to create curricula for using IoT, robotics and 3D printing in STEAM high-schools&higher education	Create it Real (DK) Part of: We Are the Makers Erasmus+ project, partners: Johannes-Kepler-Gymnasium(DE), E-nable(FR), Univ. Valahia(RO), Edumotiva (GR), Scuola Robotica (IT)	15 students (high-school and higher educational teachers in STEAM fields)
05 / 2015	7. Mapping the Geoweb - tutor & co-organizer (with Radu Becuș) one day workshop on creating maps from geo-located data from social media (Twitter, Flickr, Foursquare)	Building Roots 2015, Architecture Days Festival, Cluj-Napoca (RO)	5 students BSc and MSc Architecture&Urban Planning

6.4. SUPERVISING (46 groups/projects)

6.4.1. Master theses (6)

AUTUMN 2024	Başak Tüsüz, Embodiment and Relational Aesthetics: Exploring Cultural Dynamics in Rave Spaces	MA Media Arts Cultures , Erasmus Mundus Joint Master
SPRING 2024	Elza Hasani, Speculative Media, Art&Design in Experiential Futures: Tools for Catalyzing Socio-ecological Change	
SPRING 2023	Tanja Andersen, Malou Hedemann Gundersen, Gender Identity in Video Games: A feminist perspective on video game character identification	MA Interactive Digital Media, Aalborg Univ.
	Andrea Tešanović, Soft Robots&Artificial Corporealities: Rendering Machines Supple (co-supervisor: Elizabeth Jochum)	MA Media Arts Cultures , Erasmus Mundus Joint Master
SPRING 2022	Panagiota Poulidou, Speculative Hybrids! AI in the Design of Conceptual Architecture (co-supervisor: George Palamas)	Msc. Medialogy, Aalborg Univ.
	Abina Mahalingam, Design of a digital cross-cultural community	MA Experience Design, Aalborg Univ.

6.4.2. Bachelor theses (5)

SPRING 2023	Margot Martínez de Lejarza Armengod, Vivian in Cantabria: Art&Technology as an experience	BA Art&Technology [5 groups]
	Johanna Møberg Lauritzen, Line Krogh Sommer, Alberte Spork, LIM: Expert perspectives on the Limfjord interpreted in a VR art experience	
SPRING 2022	Lizette Mary Guldeldt, Lemming individual	
	Anne-Kathrine Søndergaard Møller, Fearless?	
SPRING 2021	Steffen Würtz Fogh Thomsen, Antivertisements	

6.4.3. Master level (semester projects)

SPRING 2024	2nd sem. (theme: <i>Sonic, public space media art</i>)	MA Media Arts Cultures , Erasmus Mundus Joint Master	1 group
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6.4.4. Bachelor level (semester projects) (34)

FALL 2023	5th sem. (theme: <i>Mechanical control: design of a Lesley speaker with 3D Chladni pattern</i>)	Bsc Mechanical Engineering, Aalborg Univ.	1 group
FALL 2018-2023	1st sem. (theme: <i>Sculpture & Technology</i>)	BA Art&Technology, Aalborg Univ.	12 groups
SPRING 2019-2024	2nd sem. (theme: <i>Space, Art & Technology</i>)		11 groups
FALL 2023	3rd sem. (theme: <i>Wearables</i>)		3 groups
SPRING 2019	6th sem. (course: Music, sound and entrepreneurship), with Mads Walther-Hansen	BA Music, Aalborg Univ.	2 groups
FALL 2011	1st sem. (course: History of Architecture and its Integrated Arts - antiquity), with Mircea Moldovan	BSc Architecture&Urban Planning, Technical Univer- sity of Cluj-Napoca	2 groups
SPRING 2012	6th sem. (course: Aesthetics in Architecture) with Alex Costin		2 groups

6.5. EXTERNAL / INTERNAL EXAMINER ROLES (censoring)

AUGUST 2026	PhD defense internal examiner (<i>Human-AI Interaction in Environmental Design: From Understanding to Creation</i>) supervised by Wei Zeng, Kang Zhang	PhD, Computational Media&Arts, Hong Kong Univ. of Science&Technology (GZ)	1 student
APRIL 2026	PhD defense internal examiner (<i>Transforming Presence and Memory Under Artificial Intelligence: A Practice-Based Inquiry Across Representation, Temporality, and Spatial Reconstruction</i>) supervised by Pan Hui, Clea Theresa von Chamier-Waite		1 student
APRIL 2026	PhD qualifying examination committee (<i>Toward Restorative Architectural Environments: The Psychological and Neurophysiological Effects of Color and Lighting on Stress Recovery</i>) supervised by Luwen Yu, Tengjia Zuo		1 student
DECEMBER 2025	PhD qualifying examination committee (<i>Aurality in Time: A Cross-Cultural Study of Sonic Temporality</i>) supervised by Mark Grimshaw-Aagard, Raul Masu		1 student
SPRING 2024	Msc thesis external examiner (<i>Understanding Break-Taking Behaviour Among Knowledge Workers Through a Technology Probe</i>) supervised by Barry Alan Brown	Msc Computer Science, Copenhagen University	1 student
	Msc thesis external examiner (<i>Melody Code: A research study on how to make sound triggered by 3D printed objects have higher information density</i>) supervised by Daniel Ashbrook		1 student
	Msc thesis external examiner (<i>Parametric Shape Change with Stacked Ellipses</i>) supervised by Valkyrie Savage		2 students
	Msc thesis external examiner (<i>Objectify: Better Living Through Anticipatory, Just-for-you 3D Printing!</i>) supervised by Valkyrie Savage		1 student
	Msc thesis external examiner (<i>A software system for of parents of neurodivergent children</i>) supervised by Toine Bogers	Msc Software Design, IT University, Copenhagen	1 student
	Bsc thesis external examiner (<i>Aggregated Search of Danish Consumer-to-Consumer Marketplaces</i>) supervised by Toine Bogers	Bsc Software Development, IT University, Copenhagen	1 student
FALL 2023	Msc thesis external examiner (<i>Optimizing the Digital Language Learning Experience: Enhancing Zeeguu's Browser Extension User Interface</i>) supervised by Mircea Lungu	Msc Software Development, IT University, Copenhagen	1 student
SPRING 2023, 2024	Bsc course (5th semester) Shape changing objects and spaces , course taught by Majken Kirkegaard Rasmussen	Bsc Product Design, Aarhus University	~ 30 students
SPRING 2022	Bsc thesis external examiner supervised by Fabricio Batista Narcizo	Bsc Software Development, IT University, Copenhagen	1 student

7. Administrative service

AUTUMN 2025 -
2026

- | **Member** of the **Student Affairs & Wellbeing Committee**, Computational Media&Arts, Hong Kong University of Science and Technology (GZ)
- | **Member** of the **Undergraduate Studies Committee**, Computational Media&Arts, Hong Kong University of Science and Technology (GZ)
- | **Member** of the **Exhibitions and Events Committee**, Computational Media&Arts, Hong Kong University of Science and Technology (GZ)

AUTUMN 2021 - 2023

- | **Member** of the subcommittee for Art&Technology, as part of the **Study Board Art, Health and Technology**, Department of Communication and Psychology, Aalborg University

SPRING 2021-2024

- | **Organization** for the bi-annual **Art&Technology Exhibition** where students present their work to teachers, each other and the general public, Aalborg University
- | **Organization** for the 'Be a student for a week' event where highschool students visit the BA **Art&Technology** to experience student life, Aalborg University



H e j,
thanks for taking the time to read this!