

Lalya Gaye – CV

Personal Information

Residence: Newcastle upon Tyne, United Kingdom

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Education

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| PhD programme in Human-Computer Interaction (incomplete) Göteborg University, Sweden | 2002-break |
| MSc Engineering Physics Royal Institute of Technology (KTH) in Stockholm, Sweden, Specialty: Acoustics Master thesis project in Electroacoustics at the department of Speech, Music and Hearing | 2002 |
| BSc Physics University of Geneva, Switzerland, Specialty Condensed Matter Physics Bachelor thesis project in Metrology Optics at the Group of Applied Physics (GAP-Optique) | 1999 |
| Science Baccalauréat Institut Florimont, Geneva, Switzerland. Specialty: Physics-Chemistry | 1996 |

Academic Research: Human-Computer Interaction + Interaction Design

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| Creative Media Group, SiDE project, Culture Lab, Newcastle upon Tyne, UK Making the Invisible Visible (collaboration with Helixarts) Situating Communities through Creative Technology and Practices (AHRC-funded Connected Communities programme) Future Options Pack (collaboration with Regional Youth Work Unit) Interactive Music Workshops (collaboration with Generator Urban Music Training) Silver Web (collaboration with Tyneside Cinema) | 2010-12 |
| Future Applications Lab, Viktoria Institute, Göteborg, Sweden Mobile Life (SSF-funded national project, collaboration with the Interactive Institute) EC-Agents (EU project) Smart-Its (EU-project) Mobile Music Workshop | 2002-07 |

Art and Research Residencies

Artist in Residence

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| Pixel Palace / Step Sequence, Tyneside Cinema, Newcastle upon Tyne, UK | 2011 |
| The Factory, Tyneside Cinema, Newcastle upon Tyne, UK | 2011 |
| Digital+Media, Rhode Island School of Design, Providence, RI, USA | 2009 |

Visiting Researcher

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| Tokyo Polytechnic University / Tama Art University, Tokyo, Japan | 2005 |
| Mobility Studio, Interactive Institute, Stockholm, Sweden | 2005 |

Teaching and Engagement: Interaction Design + Digital Media Art

Graduate-Level Courses

Rhode Island School of Design (RISD), Providence, RI, USA, 2009 (visiting professor)

Sound, Media and Urban Space: Playful Interactions – Digital+Media

Playing Games (Hasbro Sponsored Studio) – Digital+Media, Illustration and Industrial Design

Digital + Media Technology Workshop – Digital+Media

Mobile Technology Workshop – Digital+Media

Chalmers University of Technology, Göteborg, Sweden, 2007-2008 (visiting lecturer)

Ubiquitous Computing Project Course – Interaction Design and ISD

Physical Computing Course – Interaction Design and ISD

Royal Institute of Technology (KTH), Stockholm, Sweden, 2007 (visiting lecturer)

Mobile Music Technology Course – EU Summer School in Sound and Music Computing

Guest Lectures

Lectures at Digital Media MRes, Culture Lab Newcastle, UK, 2010-onwards

Interactive Furniture – Industrial Design, RISD, Providence, RI, USA, 2009

Locative Media – Media Studies, SUNY Buffalo, NY, USA, 2009

Digital Urban – Design & Technology programme, Parsons New School for Design, New York, NY, USA, 2009

Locative Audio: Sound and Mobility in Urban Space – Medialab Prado, Madrid, Spain, 2008

Re-Use of Everyday Physical Artefacts in Live Electronic Music and Design for Public Space – Design and Computation Arts, Concordia University, Montréal, Canada, 2008

Interaction with Sound and Music – Tama Art University, Tokyo, Japan, 2005

Production Application course, Department of Media Art, Faculty of Arts, Tokyo Polytechnic University, Japan

Interaction with Sound and Music – HCI/Interaction Design, IT-University in Göteborg, Sweden, 2005

Ubicomp Platforms – Intelligent System Design, IT-University in Göteborg, Sweden, 2005

Introduction to Music Technology – HCI/Interaction Design, IT-University in Göteborg, Sweden, 2003

Creative Electronics Workshops

E-Craft Workshop – Makerfaire Newcastle, UK, 2010

Mobile Sound and Physical Computing Workshop – SUNY Buffalo, NY, USA; 2009

Physical Computing Workshop – Mobile Art & Code, Carnegie Mellon University, Pittsburgh, PA, USA, 2009

Atelier Captation Sonore et Mobilité Urbaine – Galerie Ars Longa, Festival Futur-en-Seine, Paris, France, 2009

La Ville Interface Numérique – Geneva University of Art and Design, Geneva, Switzerland, 2008

Motstånd?! II: Attack of the PANTs (Portable Art Noise Things) – Big Love Gallery, Göteborg, Sweden, 2005

Motstånd?! I: Hack your Toys – Pusterviksteatern, Göteborg, Sweden, 2004

Grants and Sponsorships

Grad courses: Nokia, Apple, Hasbro

Yellow Splitch: Grands Travaux de Marseille, Compagnie Nationale du Rhône, Forclum Lyon, ENSAL, Collège Ampère

Connected Communities: AHRC

Selected Talks

(For a list of academic paper presentations, see 'Selected Publications')

2012

Creative Times presents The Beauty of Digital #3: New Technologies, Old Aesthetics and Where the Two Meet. Tyneside Cinema, Newcastle upon Tyne, UK

Pixel Palace / Datarama, Tyneside Cinema, Newcastle upon Tyne, UK

2011

Dundee Science Festival 2011, Dundee, UK

2010

FutureEverything 2010, Manchester, UK

2009

Mobile Art && Code, Carnegie Mellon University, Pittsburgh, USA.

dorkbot-boston, at MIT Media Lab in connection with the DIY for CHI workshop at CHI 2009, Boston/Cambridge, USA.

Embodiment and Mobility Symposium, Rhode Island School of Design, Providence, RI, USA.

2008

Pervasive Arts session, Mobilisable conference at ENSAD (École Nationale Supérieure des Arts Décoratifs) in Paris, France
University of Applied Arts in Vienna, Austria.

Medialab Prado in Madrid, Spain.

2007

Pecha-Kucha Göteborg, in Göteborg, Sweden.

2005

Trondheim Matchmaking festival for new technologies and electronic arts in Trondheim, Norway.

PLAN:MRL at Mixed-Reality Lab, University of Nottingham, UK.

Ubiquitous Music panel at SIGGRAPH 2005 in Los Angeles, USA.

PLAN:ICA symposium at the ICA in London, UK.

2004

MIT Medialab, Boston/Cambridge, USA.

Design for Hackability panel (with Anne Galloway, Jonah Brucker-Cohen, Elisabeth Goodman and Dan Hill) at DIS'04, in Boston/Cambridge, USA

Medialab Europe in Dublin, Ireland.

2003

Soundspaces, Instruments & Environments panel (with John Eacott, David Toop, Max Eastley and DJ Spooky) at Cybersonica'03 festival of electronic and interactive music at the ICA in London, UK.

Selected Exhibitions and Events

Exhibition of Own Work (in gallery, public space or festival/conference contexts)

Upstairs – with Joëlle Bitton

Pixel Palace / Step Sequence (Newcastle upon Tyne, 2011-2012)

Yellow Splitch – with Metipolis and Dånk! Collective

Julstad (Göteborg, Sweden, 2011)

Flow Festival (Helsinki, Finland, 2009)

Lyon Festival of Light (Lyon, France, 2008)

Vélophonik – with Dånk! Collective and Zicmuse McCloud

'My Computer' group exhibition, Gallery 300m3 (Göteborg, Sweden, 2008)

Tap'n'Bass – with Alexander Berman and Valerie Bugmann

Dance & Theatre festival (Göteborg, Sweden, 2004)

Electrolove – with Alexander Berman and Jonas Frankki

Dance & Theatre festival (Göteborg, Sweden, 2004)

Context Photography – with Lars Erik Holmquist, Maria Håkansson, Sara Ljungblad, Panajotis Mihalatos

DIS'04 Design Exhibition (Boston/Cambridge, USA, 2004)

Hacking the Streets group exhibition, Rotor Gallery, Valand School of Arts (Göteborg, Sweden, 2004)

Curated Shows / Programme Committees

Connected Communities group exhibition – Culture Lab OnSite, Newcastle upon Tyne, UK, 2011

Students group exhibition – Interaction Design programme, Chalmers University of Technology, Göteborg, Sweden, 2007-2008

Digital Media Technology Workshop students group exhibition – Fletcher Building, RISD, Providence, RI, USA, 2009

ToToGo (Tokyo-Toronto-Göteborg and more) / Le Placard Headphones Festival –Göteborg, Sweden, 2006

Art Programme committee Siggraph'11 – Vancouver, Canada, 2011

Roberto Paci Dalò Festival – Culture Lab Newcastle, Newcastle upon Tyne, UK, 2011

Research Workshops and Conferences

International Connected Communities Symposium – Culture Lab (Newcastle upon Tyne, UK, 2011)

The User In Flux – CHI 2011 workshop, Vancouver, Canada, 2011)

AHRC Arts and Humanities graduate conference, Culture Lab, Newcastle upon Tyne, 2010

Exploring Sonic Interaction with Artefacts in Everyday Contexts – ICAD'08 workshop, IRCAM, Paris, France, 2008

The Mobile Music Workshops – Göteborg, Vancouver, Brighton, Amsterdam, Vienna, 2004-2008

2nd Inclusiva-net Meeting on Digital Networks and Physical Space – Medialab Prado, Madrid, Spain, 2008

NIME (New Interfaces for Musical Expression) conference 2006 – IRCAM, Paris, France

Arts and Community Engagement

Göteborg, Sweden: dorkbot-gbg, [fringe], Klubb Dånk!

Newcastle upon Tyne, UK: Kira Kira, Sonic Interactions (Culture Lab)

Geneva, Switzerland: Soul Syndicate

Press

2011

The Secret Life of Urban Machines in magazine The Wire: Adventures in Modern Music

2009

Hasbro-sponsored studio 'Playing Games' in I.D. Magazine

DIY₄CHI workshop in Makezine

2008

Yellow Splitch in e.g. newspapers Göteborgs Posten and Metro

Mobile Music Workshop on Austrian national radio station ORF

dorkbot-gbg on Swedish radio SR P₄ Göteborg

Dånk! Collective on 'Mitt i Musiken', Swedish national radio stations SR P₁ and P₂

Inclusiva-net II in TV programme 'Cámara Abierta' on Spanish national TV-channel TVE la 2

2007 Ubiquitous Computing project course exhibition on Swedish radio channel SR Rysland

2007

2007 Ubiquitous Computing project course exhibition on newspaper Göteborgs Posten 'Magi i Vardagen'

Context Photography in mobil.se, 'Bäst i Världen?'

Interview on 'Leo & Leo med Jens', k103 radio, Göteborg, Sweden

2006

Interviewed by Régine Debatty on We Make Money Not Art.

ToToGo headphones festival on k103 radio, Göteborg, Sweden

2005

Siggraph'05 review 'The Future Ain't What It Used to Be' in Editors Guild Magazine.

Sonic City in Spain's 2nd largest daily newspaper El Mundo, 'Transforma el ruido de tu barrio en una sinfonía'.

PLAN:ICA in netartreview, 'PLAN Report: Reflections on the Pervasive & Locative Arts Network launch at the Institute of Contemporary Art in London, February 1-2, 2005'

2004

Context Photography in newspaper Göteborgs Posten

Tejp in FORM magazine, 'Längtande kuddar, lysande gardiner'

Tejp in NY Arts Magazine: 'Interactive Media Art Web Reviews'

Sonic City in Sweden's leading technology magazine Ny Teknik: 'Staden som instrument'

Sonic City in Metro, 'Musik som förändras av miljön'

Sonic City in Vodafone's Receiver webmag: 'Mobility as World-Building / Technology at Play'

Context Photography in magazine Ny Teknik, 'Så ser ljud ut på bild'

Interviewed by David Toop in Vodafone's Receiver webmag, 'Walking through Sound'

2003

Tejp in Wired News, 'Balancing Utility With Privacy'

Sonic City on Denmark's largest national radio station DR P₁, in programme 'Harddisken', 'Lyd i byen'

1996

Soul Syndicate on Swiss television (Télévision Suisse Romande) in programme 'Mon Voisin est Formidable'

Selected Publications

Book Editor

United We Act. A Scoping Study and a Symposium on Connected Communities.

Eds: Joëlle Bitton, Andreia Cavaco, Lalya Gaye, Ben Jones, Graeme Mearns, Ranald Richardson, Atau Tanaka (up-coming 2012)

Creative Interactions – The Mobile Music Workshops 2004-2008

Eds: Nicolaj Kirisits, Frauke Behrendt, Lalya Gaye, Atau Tanaka. Die Angewandte Press, University of Applied Arts in Vienna, Austria (2008)

Book Chapters

Fuse Beads NES Controller

Lalya Gaye. In 'DIY :: HCI – A Showcase of Methods, Communities and Values for Reuse and Customization'. Eds. Leah Buechley, Eric Paulos, Daniela Rosner, Amanda Williams, Jayne Vidhecharoen (2009)

Peer-Reviewed Papers

Beyond Participation: Empowerment, Control and Ownership in Youth-Led Collaborative Design

Lalya Gaye, Atau Tanaka. ACM Creativity & Cognition 2011, Atlanta, Georgia, USA (2011)

Social Inclusion through the Digital Economy: Digital Creative Engagement and Youth-Led Innovation

Lalya Gaye, Atau Tanaka, Randal Richardson, Kazuhiro Jo. Digital Technologies and Marginalised Youth Workshop, 9th International Conference on Interaction Design and Children IDC 2010, Barcelona, Spain (2010)

Bringing Context to the Foreground: Designing for Creative Engagement in a Novel Still Camera Application

Maria Håkansson, Lalya Gaye. DIS 2008, Cape Town, South Africa (2008)

More Than Meets the Eye: An Exploratory User Study of Context Photography

Maria Håkansson, Lalya Gaye, Sara Ljungblad, Lars Erik Holmquist. NordiCHI 2006, Oslo, Norway (2006)

Performing Sonic City: Situated Creativity in Mobile Music Making

Lalya Gaye, Lars Erik Holmquist. Leonardo Electronic Almanac (LEA), Special Issue on Locative Media (2006)

Mobile Music Technology: Report on an Emerging Field

Lalya Gaye, Lars Erik Holmquist, Frauke Behrendt, Atau Tanaka. NIME 2006, Paris, France (2006)

In Duet with Everyday Urban Settings: A User Study of Sonic City

Lalya Gaye, Lars Erik Holmquist. NIME 2004, Hamamatsu, Japan (2004)

Context Photography: Modifying the Digital Camera Into a New Creative Tool

Sara Ljungblad, Maria Håkansson, Lalya Gaye, Lars Erik Holmquist. CHI 2004, Vienna, Austria (2004)

Sonic City: The Urban Environment as a Musical Interface

Lalya Gaye, Ramia Mazé, Lars Erik Holmquist. NIME 2003, Montréal, Canada (2003)

Position Statements

Connected Communities: Situating Community through Creative Technologies and Practices.

Joëlle Bitton, Andreia Cavaco, Lalya Gaye, Ben Jones, Graeme Mearns, Randal Richardson, Atau Tanaka. AHRC Connected Community Programme (2011)

Exploring Sonic Interaction with Artefacts in Everyday Contexts

Karmen Franinovic, Lalya Gaye, Frauke Behrendt. ICAD'08, Paris, France (2008)

Enabling the Emergence of New Everyday Aesthetic Practices with Ubiquitous Computing

Lalya Gaye. UbiComp 2005, Tokyo, Japan (2005)

Mapping New Media to Physical Urban Space: Strategies and Challenges for Everyday Creativity

Lalya Gaye. PLAN:ICA, London, UK (2005)

Design for Hackability

Anne Galloway, Jonah Brucker-Cohen, Lalya Gaye, Elisabeth Goodman, Dan Hill. DIS 2004, Boston/Cambridge, USA (2004)

Tejp: Ubiquitous Computing as Expressive Means of Personalising Public Space

Margot Jacobs, Lalya Gaye, Lars Erik Holmquist. UbiComp 2003, Seattle, USA (2003)

Book Features

Walking and Mapping: Artists as Cartographers. Karen O'Rourke. MIT Press (up-coming: 2013)

Acoustic Territories: Sound Culture and Everyday Life. Brandon Labelle. Continuum Publishing Corporation (2010)

iPhone x Music. N. Tokui, N. Nagano, T. Kaneko. Shoeisha (2009)

A Brief History of the Future of Urban Computing and Locative Media. Anne Galloway. Carleton University, Canada (2008)

Worldchanging: A User's Guide for the 21st Century. Alex Steffen (2006)