CURRICULUM VITAE

S t a h l   S t e n s l i e

Born: 1965
Citizenship: Norwegian
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Works as an artist, curator and researcher in interaction design specializing in experimental media art and interaction design. His aesthetic focus is on art and artistic expressions that challenge ordinary ways of perceiving the world. He has a PhD on Touch and Technologies from The School of Architecture and Design, Oslo, Norway. Currently he is teaching and researching as a professor in Art and Technology (opplevelsesteknologi) at Aalborg University, Denmark.

He has been exhibiting and lecturing at major international events (ISEA, DEAF, Ars Electronica, SIGGRAPH). He represented Norway at the 5th biennial in Istanbul, Turkey, co-organized 6cyberconf and won the Grand Prize of the Norwegian Council for Cultural Affairs. He has moderated various symposiums like Ars Electronica (Next Sex), ArcArt and Oslo Lux (2013).

EDUCATION:

2010	**PhD**, Virtual Touch, The School of Architecture and Design, Oslo, Norway
2005 – 2006	Dekanskolen, Universitets og Høgskolerådet
1992 - 1994	Academy of Media Arts, Cologne, Germany, **Masters** in Audio-Visual Media
1991 - 1992	The Düsseldorf Art Academy, Düsseldorf, Germany
1988 - 1992	Statens Kunstakademi (National Academy of Visual Arts), Oslo, Norway, **Diploma**
1987 - 1988	SHKS, The Norwegian Arts and Crafts school, Oslo, Norway
1986 - 1987	"**Grunnfag**" in Psychology, University of Oslo, Norway
1985 - 1986	"**Mellomfag**" in Philosophy, University of Oslo, Norway
1983 - 1985	Lester B. Pearson College, United World College, B.C., Canada, **International Baccalaureate**

WORK EXPERIENCE

2012 -	Professor (full), Art and Technology, Aalborg University, Denmark
2010 -	Course director in i) Tangible Interactions (2011) and ii) Interactive Spaces and Environments, Oslo School of Architecture and Design
2007 - 2010	Professor, Oslo National Academy of the Arts

2005 - 2007   Dean, faculty of visual arts, Oslo National Academy of the Arts
2001 - 2005   Professor (C4/senior) at The Academy of Media Arts, Cologne, Germany
2003 - 2005   Head of Exhibitions, Norwegian Touring Exhibitions, Norway
2002 - 2003   Artistic advisor for *The Nobel Peace Center*, Oslo, Norway
1995 - 2003   Scientific researcher at Norwegian Telecom (Telenor) Research Institute
               at Kjeller, Norway. Head of design at the TeleVR group until 1997. Project
               leader of the project "Content of the future Internet " until -99.
               Interactivity research until 2003.
1997 - 01   Leading the experimental electronic art project group of "Norwegian
               Touring Exhibitions". Curator of their national exhibition DETOX touring
               Norway and Island 1999 - 2001

EXHIBITIONS (EXCERPT)
2012
- **Voice Catcher**, Dramatikkens Hus, Oslo.
  http://dramatikkenshus.no/pub/dramatikkenshus/presse/?aid=2417. Produced in
  cooperation with Dramatikkens Hus and The Arts Council Norway and NOTAM
  (www.notam02.no)
- **Ghost Music**, geolocative AR concert for Arts Festival of North Norway (Festspillene
  i Nord-Norge), Harstad, Norge. http://skymusikk.wordpress.com. In cooperation
  with The Norwegian Academy of Music, Oslo. For more see
  http://www.festspillnn.no/artikkel.aspx?CMD=100&L=N&pkNews=105&pkMenu=12
- **Opera Lux**, projection mapping performance at The Norwegian Opera, Oslo.
  Produced in cooperation with Oslo School of Architecture & Design and The Arts
  Council Norway. www.oslolux.no

2011
- **Sense Memory**, Dramatikkens Hus/Podium, Oslo. http://sensememory.me/
  Produced in cooperation with Dramatikkens Hus and The Arts Council Norway '
- **Sense Memory**, Centre for Design Research/AHO gallery,
  http://www.designresearch.no/projects/sense-memory/about
- **Manneparken**, Augmented Reality and applet exhbition for Smartphones. Public
  art project, available as the 'Manneparken' layer in the LAYAR applet for iPhone
  and Android smartphones.
- Oslo Lux, www.oslolux.no Produced in cooperation with The Arts Council Norway

2010
- **Psychoplastica**, - invisible sculptures and wearable, haptic bodysuits, Kapelica
  Gallery, Ljubljana, Slovenia.
  http://www.kapelica.org/index_en.html#event=552 Supported by: Ministry of
  Culture of the Republic of Slovenia, Municipality of Ljubljana – Department for
  Culture and SOU of Ljubljana.

2009
- Theatre of the Blind, haptic experience spaces for the Blind, The Norwegian
  Nationaltheater, Oslo: blindtheater.wordpress.com
- Walking the Line, body art performance, SKC center, Beograd, Serbia
- Serpents Tongue, performance with Kate Pendry, SKC center, Beograd, Serbia

2008
- World Ripple # 2, Touch Me Festival, Zagreb, Croatia
- Artgasm, Touch Me Festival, Zagreb, Croatia
- Artgasm, Beton Halla, Beograd, Serbia
- Chador Touch; World Ripple , Bagh-e-Tehran Park, Tehran, Iran
- Invisible Sculptures: World Ripple, The Association of Norwegian Sculptors, Oslo,
  Norway
- Ecstatic Bodies, Gallery 13 Kubikova, Bratislava, Slovakia (13m3.sk/)

2006
- Solve et Coagula touch suit, Spiel mit Technik, Deutsches Technikmuseum Berlin

2005
- S.U.F.I. suicide fashion, Touch Me festival, Zagreb, Croatia

2004
- Post Digital Lunch, Dutch Electronic Art Festival (DEAF), V2, Rotterdam, Holland
- Inter_Skin II, The Nova Gallery, Zagreb, Croatia

2003
- Erotogod 3.5 at Dutch Electronic Art Festival, V2, Rotterdam, Holland
- Erotogod, Atelier Nord, Oslo, Norway

2002
- Tactile technology, cyberSM, Deutsche Hygiene Museum, Dresden, Germany
- Stunt Club, Kunstnernes Hus, Oslo, Norway
- Suicidal Fashion, Break 21, Dead or Alive @ Kapelica, Ljubljana, Slovenia

2001
- Erotogod, a synaesthetic creational environment, Henie Onstad Kunstsenter, Norway
- Interface Retrospektive, Kunst Haus Dresden, Dresden, Germany
- CyberSM, Deutsches Hygiene Museum, Dresden, Germany

2000
- The Leap, at The Norwegian Nationaltheater, Oslo, The Ibsen Festival 2000.
- "Wie man sieht", Museum Ludwig, Cologne, Germany
- Kapelica Gallery, Ljubljana, Slovenia, www.kapelica.org/
- 6.th International Computer Arts Festival in Maribor, Slovenia
- "Stoneproof", Økomuseum Boarderland, Halden, Norway
- FineArt forum Gallery, Feature Artist May, www.fineartforum.org

1999
- The Leap, virtual environment based on a faustian experience. 1st prize winner of the Norwegian Council for Cultural Affairs Electronic Art Award. Kunstnernes Hus (The Artists House), Oslo Norway

1997
- Solve et Coagula, Ars Electronica, Linz, Austria
- 5th International Biennial, Istanbul, Turkey
- e~on, Kunstnernes Hus, Oslo, Norway
- Solve et Coagula, artificially intelligent virtual reality environment existing as a "cyberorganism" on the Internet. First shown at C3, center for culture and communication, Budapest, Hungary

1992 -96
- DEAF, Dutch Electronic Art Festival, Rotterdam, Holland
- Electra, Henie Onstad Kunstsenter, Norway
- Blast III, New York & Köln Kunstverein, Köln, Germany
- Millenium, Kassel, Germany
- Du + You, Gallerie Schipper - Krome, Cologne, Germany
- ISEA, invited artist, show at the Finnish Museum of Contemporary Arts and at the MUU gallery, Helsinki, Finland
- Art Cologne, represented by Schipper - Krome Gallerie,Germany
- INBETWEEN, participation in the work at the Turkish pavilion, Venezia Biennial, Italy
- Voyages Virtuell, Paris, France
- The View of the Future, Graz, Austria
- UKS (Young Artists Society), Oslo, Norway
- Babel, International seminar and experimental artistic workshop on Arts and Media, organized by UNESCO

CURATORIAL WORK (EXCERPT)
- Oslo Lux 2013, www.oslolux.no

- Oslo Lux 2011, www.oslolux.no 2011
- DETOX 04, touring Norway and Sweden (Moderna Museet) from 2004 until 2005
- DETOX, touring Norway and Iceland from 1999 – 2001
- KHM @ Art Cologne, Post Digital Tendencies, Köln 2002
- e~on, The Artists House, Oslo, 1997
- "Stoneproof", Økomuseum Boarderland, Halden, Norway
- ArcArt 02, Nord Norsk Kunstmuseum, Tromsø, 2002
- ArcArt 04, Tromsø Kunstforening, 2004

JURY WORK (EXCERPT)
- E3 Films, EU project, 2008
- Ars Electronica, Interactive Art, 2003
- Netzspannung, 2003
- 20 under 40, Norwegian Architectural Museum, 2003
- Tegnerbiennalen 2004 (Biennal of Drawing, Norway)
- 6th Cyberconf, 1997
- various juryes at the Oslo National Academy of the Arts (KHiO.no) , The Academy of Media Arts, Cologne, Germany (KHM.de) etc.

LECTURES AND PRESENTATIONS (EXCERPT)
- Good Research, Crap art. Sensuous Knowledge Conference, Bergen 2008
- Virtual Learning Environments, Dublin Institute of Technology, 2007
- Ars Electronica 2000, The Next Sex Symposium
- ISEA (International Symposum on Electronic Arts) 2004, Tallin, Estonia
- Developing Interactive Narrative Content, SAGA, München 2004
- SIGGRAPH '98, emerging technologies, Orlando, US
- V. Fluesser Tagung, Akademie z. 3. Jahrtausend, München
- Transmediale 2000, Berlin
- Dig_in_Time, Pärnu, Estonia 2000
- VIPER '99, Lucerne, Switzerland
- Hochschule der Künste, '98, Berlin, Germany
- Phantom Bodies, 1999 V2, Rotterdam, Holland
- Ultima '99, Oslo
- Ultima '98, Philosopical Symposium, Oslo
- Momentum '98, Moss, Norwegen
- Leibesvisitationen, Nürnberg, Germany
- Consciousness Reframed, Caiia, Wales
- Digital Dive, DEAF '96, Rotterdam, Holland
- Millenium, Kassel, Germany
- UKS, Oslo, Norway (Young Artists Society)
- The Man & Machine Symposium, Charleroi, Belgium
- The IV International Symposium of Electronic Arts (ISEA), Helsinki, Finland
- Posterpresentation at the University of Warwick, Warwick, England
- Posterpresentation at VRO (Virtual Reality Oslo), Oslo, Norway
- Ars Erotica, Mousonturm, Frankfurt, Germany
- Mondo Virtuale, Roma, Italy

PUBLICATIONS:
- Mobile Haptic Technology Development through Artistic Exploration. By Cuartielles, D., Göransson, A., Olsson, T., Stenslie, S.. Full paper in: Magnusson, C., Szymczak, D., Brewster, S. (2012) Haptic and Audio Interaction Design. 7th International Conference. HAID 2012, Lund Sweden. Springer LNCS 7468.
- Developing Visual Editors for High-Resolution Haptic Patterns. By Cuartielles, D., Göransson, A., Olsson, T., Stenslie, S. Short paper at Haptic and Audio Interaction Design. 7th International Conference. HAID 2012, Lund Sweden. Online publication

at http://www.english.certec.lth.se/haptics/HAID12/proceedings.pdf
- Art in the Flesh, in *Curatorial Perspectives on the Body, Science and Technology*, KONTEJNER 2010.
- Virtual Touch, PhD, Oslo School of Architecture and Design, 2010.
- Hedonistic Technologies, paper at the Nordes Conference 2009.
- Immersive Virtual Environments and Multisensory Interfaces, Senses & Society, Volume 4, issue 2, Berg Publishers 2009
- Symbiotic Interactivity in Multisensory Environments, in Ascott, Roy *Engineering nature: art & consciousness in the post-biological era*. Intellect Books, 2006.
- Caiia (Center for advanced inquiry into the arts) Proceedings, 1997 and 2003.
- Zukunft des Körpers I, Kunstforum International, 1995.
- Terminal Sex in Ars Electronica 'Next Sex1 Catalogue, 2000.
- Flesh Space, in *The Virtual Dimension : Architecture, Representation, and Crash Culture,* Editor John Beckmann, 1998
- Route Mapping, in *Hybrid Methodology for Hybrid Cases*, Oslo School of Architecture, and Design 2002
- Virtual Cities - The Reinvention of the City in the Era of Global Networking, Christa Maar/Florian Rötzer (Hg./eds.). Birkhäuser Verlag, 1997.
- Bodysurf, Telepolis Online, München '96.
- ...und Er würfelt doch!, Müller-Krumbhaar, H.-F. Wagner, Wiley-VCH, 2000

TEACHING
- Oslo School of Architecture and Design, Interactive spaces and environments and Tangible Interactions, 2010 - current
- Guest Professor at The University of Arts, Belgrade, Serbia, 2008
- Guest Professor at The Academy of Fine Arts and Design Bratislava, Slovakia, 2008
- Professor at The Oslo National Academy of Art, Oslo, 2007 -2010
- Professor at The Academy of Media Art, Cologne, Germany 2001 - 2005
- Norwegian Technical University (NTNU), Trondheim, Norway - student counseling
- Oslo School of Architecture and Design, lectures 2002 - 09
- Fachhochschule, Potsdam, Berlin, Germany - lectures
- Akademie Remscheid, Remscheid, Germany - lectures
- Hochschule für Gestaltung (Bauhaus), Weimar - lectures
- Media II (EU), Filmhochschule, München - lectures
- The National Academy of Arts, Bergen, Norway - lectures

SOFTWARE EXPERIENCE:
- **3D**: SoftImage, 3D Studio, Eddie, T-Morph, Wavefront, Inventor, Swivel 3D, the VPL VR software, StrataVision, ...
- **3D Scanning:** CyberWare soft- & hardware
- **2D**: Photoshop, Morph™, Elastic Reality, PageMaker, Quark Express, Freehand, etc.
- **Interactive Applications**: Hypercard, Macromedia Director
- **Programming**: Hypertalk, Lingo, C, UNIX, Open GL
- **Network**: HTTP, WWW, IP and ISDN: various network projects established
- **Photography**: Professional analogue B&W experience, Digital production and retouching, Underwater photography.
- **Video/Film**: 16 mm, Betacam, DV and HD production
- **Editing**: Avid, Sony 900 and 9000 BVE, FAST videomachine, Adobe Premiere, After Effects.

TV SHOWS / SPECIAL COVERAGE (EXCERPT):
- MTV, England
- Live aus Alabahma, Bayerische Rundfunk
- Spiegel TV, VOX
- Arte

- Pro 7 (div. Sendungen)
- Sat 1(div. Sendungen)
- Arabella, german talkshow
- Eurotrash, Channel Four, England
- NRK I + NRK II, Norway
- various shows in USA, Switzerland, Holland, France, Italy ...

- Liebe Sünde, VOX
- Biolek, WDR
- RTL etc. etc. etc.
- Aspekte, ZDF
- WiSo, ZDF

PRESS COVERAGE - SPECIAL REPORTS (EXCERPT):
- Intelligent Agent, issue 8 '96
- Mute, issue 7, winter 97, England •
- Spiegel Wissen Special, Germany
- Kunstforum International
- Pravda, Russland
- Z, Sweden
- Liberátion, France
- Het Paarol, Netherlands
- Actuél, France

- Details, USA

Stern, Germany
- Prinz, Germany
- Focus, Germany
- News, Austria
- Virtual, Italia
- KING, Italy
- BEAT, Norway
- Morgenbladet, Norway