

Curriculum Vitae – Lalya Gaye

– Personal Information –

Birth 12th November 1978, Geneva, Switzerland
Nationality Swedish
Gender Female
E-mail lalya.gaye@gmail.com
Portfolio <http://www.lalyagaye.com>

– Education –

- 2002-... **Ph.D. education in Applied Information Technology / HCI**
University of Göteborg, Sweden (supervisor: Lars Erik Holmquist).
- 2002 **M.Sc. Engineering Physics** (Civilingenjörsexamen i Teknisk Fysik)
Royal Institute of Technology (KTH) in Stockholm, Sweden.
Master thesis project in Electroacoustics at the department of Speech, Music and Hearing
(Supervisor: Johan Liljecrants)
- 1999 **B.Sc. Physics** (Licence ès Sciences Physiques), with speciality Condensed Matter Physics.
University of Geneva, Switzerland.
Bachelor thesis project in Metrology Optics at the Group of Applied Physics (GAP-Optique).
(Supervisors: Nicolas Gisin and Bruno Huttner.)
- 1996 **French Baccalauréat Scientifique** (Bac S), with specialty Physics-Chemistry.
Institut Florimont, Geneva, Switzerland.

– Experience –

Main research, art and design experience

- 2002-07 **HCI researcher and project leader**
Future Applications Lab, Viktoria Institute, Göteborg, Sweden
- 2007-... **Freelance interactive media artist, interaction designer and HCI consultant**
Part of Dånk! Collective, Göteborg, Sweden
- 2004-... **Co-organiser of the international series of Mobile Music Workshops** (steering committee)

Teaching experience

- Current **Visiting adjunct faculty and artist in residence:**
Spr 09: Mobile Technology; Digital Media Technology; Industrial Design thesis committee
Fl 09: Sound, Media and Urban Space; Playing Games (Hasbro sponsored studio)
Digital+Media dept., Rhode Island School of Design, Providence, USA (since spring 2009)
- 2009 **Guest teacher: Locative media and wearable technology workshop**
Futur-en-Seine Festival for Digital Media, Paris, France.
Guest talk: Locative Media
Media study department, SUNY in Buffalo, NY, USA.
Guest talk
Parsons School of Design, New York, NY, USA.
- 2008 **Visiting teacher: 1) Physical Computing, 2) Ubiquitous Computing (65%)**
HCI/ Interaction Design programme, IT-University
Göteborg University / Chalmers University of Technology, Göteborg, Sweden.
Workshop co-organiser and tutor: Exploring Sonic Interaction with Artefacts in Everyday Context
Sound interaction design workshop, ICAD'08, IRCAM, Paris, France

Guest teacher and workshop organiser: La Ville Interface Numérique

Master's programme workshop about locative media and physical computing
University of Applied Arts and Design, Geneva, Switzerland

Teacher and project adviser: Locative Media Production Workshop

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

Guest talk: Re-use of everyday physical artefacts in live electronic music and design for public space

Ecology & 3D Design course, Department of Design & Computation Arts
Concordia University, Montréal, Canada

2007 **Course assistant, technology and project supervisor**

Ubiquitous Computing project course, HCI / Interaction Design programme, IT-University
Göteborg University / Chalmers University of Technology in Göteborg, Sweden.

Teacher: Mobile music technology

EU-funded International Summer School in Sound and Music Computing 2007
Royal Institute of Technology (KTH) in Stockholm, Sweden.

2005 **Guest lecturer: Interaction with sound and music (sound-art focus)**

Information Art & Design Course, Dept. of Interaction Design
Tama Art University in Tokyo, Japan.

Assistant: u-particles ubicomp platform lectures and student assignments

Intelligent Products course, Intelligent Systems Design programme, IT-University
Göteborg University / Chalmers University of Technology, in Göteborg Sweden.

Guest lecturer: Interaction with sound and music (interaction design focus)

Interaction Design project course, HCI / Interaction Design programme, IT-University
Göteborg University / Chalmers University of Technology, in Göteborg, Sweden.

2004 **Assistant: Hands-on Smart-Its workshop**

Intelligent Systems Design programme, IT-University
Göteborg University / Chalmers University of Technology, in Göteborg, Sweden.

2003 **Guest lecturer: Introduction to music technology**

Intelligent Products course, Intelligent Systems Design programme, IT-University
Göteborg University / Chalmers University of Technology, in Göteborg, Sweden.

2002 **Guest talk and workshop organiser: Music technology workshop**

Ubiquitous Computing course, HCI / Interaction Design programme, IT-University
Göteborg University / Chalmers University of Technology, in Göteborg, Sweden.

– Other Relevant Activities –

Reviewing

I have been a reviewer for the following conferences and journals:

- CHI (Conference on Human Factors in Computing Systems)
- UbiComp (International Conference on Ubiquitous Computing)
- Personal and Ubiquitous Computing Journal
- UIST (Symposium on User Interface Software and Technology)
- Graphics Interface
- NIME (New Interfaces for Musical Expression conference)
- ICMC (International Computer Music Conference)
- ACE (Conference on Advances in Computer Entertainment Technology).

I was also one of the meta-reviewer of the NIME programme committee in 2006.

Conferences, Festival and Workshops Participation

I have attended and/or presented my work at a number of conferences and festivals, including NIME, Ubicomp, CHI, NordiCHI, DIS, Futuresonic, UIST, ICMC, Cybersonica, SIGGRAPH, Pecha Kucha. I

have also held talks about my research at various institutions, such as the ICA, MIT Medialab, Medialab Europe, Medialab-Prado, Tokyo Polytechnic University, and more.

I have also participated in various technology and design workshops at various institutions such as the Mixed Reality Lab in Nottingham, UK, the Interactive Institute in Stockholm and Göteborg, Atelier Nord in Oslo, IRCAM and ENSAD in Paris, TeCo in Karlsruhe, Germany, etc.

Research Communities

I am a member of the following research networks and communities: PLAN (Pervasive and Locative Arts Network), NIME, UbiComp, ACM SIGCHI, DIS, Convivio, Sonic Arts Network, Inclusiva-net and Mobile Music.

Workshops Organisation

I have been involved in the organisation of a number of workshops within the field of art and technology, both in academic and non-academic settings. I am an active and permanent member of the steering committee for the annual international workshop series on *Mobile Music Technology* (www.mobilemusicworkshop.org), which gathers the research community of this field and takes place in different locations each year since 2004. These workshops are a combination of a mini-conference, a festival and various group activities, and are organised in collaboration with conferences, industry partners and local institutions, including f. ex. STEIM in Amsterdam, Sony CSL Paris, University of Applied Arts Vienna and Futuresonic in the UK. During these workshops, I have also among other things held lectures, tutorials, design exercises and feedback sessions. In Göteborg, I co-organised a series of creative DIY electronic workshops called Motstånd?!, where we taught beginners and artists basic skills in low-fi audio and hardware hacking. These workshops took place in a local café and a gallery.

Installations, Performances and Events

In Geneva, I co-managed an association for the promotion of alternative youth culture called Soul Syndicate between 1995-96. In Göteborg, I participated in various sound-art installations, dance-technology performances, exhibitions, DIY electronics workshops, an improvised electronic music collective, and flash-mob artistic happenings. I contributed to starting up a new media community gatherings series that was similar to dorkbot and was called [fringe], and co-organised a distributed headphones festival called ToToGo (Tokyo-Toronto-Göteborg-and-more) in 2006. I am currently a member of Dånk! Collective (www.daonk.org), a collective of creative people based in Göteborg, with activities focusing on art, technology, design and sound. As part of this collective, I am involved in various art and design projects (most recently an installation at Fête des Lumières in Lyon, France), teaching appointments, consulting commissions, and events curation, among other things dorkbot-gbg.

University Services

Besides teaching, I have been involved in various administrative services at Chalmers University of Technology and Rhode Island School of Design, including defining course content and structure, organising student shows, participating in course evaluation meetings, taking part in final critiques, thesis committees, as well as initiating and setting up collaborations between the interaction design programme at Chalmers and other local art and design programmes, such as the C:Art:Media programme at Valand School of Fine Arts, and the Product Design programme at the School of Design and Crafts in Göteborg. I have also obtained sponsorship from various industrial partners for courses I have been teaching (Nokia, Apple, etc).

– Skills and Qualifications –

Research

Research skills

Concept development, user-centred interaction design, prototyping, technical implementation, user studies, paper writing, conference presentations, project documentation.

Theoretical and methodological knowledge

Theories of interaction, design theory, prototyping methods, research methodology, etc.

Experience

Project lead, development of research agenda and its promotion, reviewing, meta-reviewing, committee participation, collaborations in multidisciplinary environments, participation in large-scale European projects.

Areas of expertise

Ubiquitous computing, human-computer interaction, interaction design, experience design, mobile and locative media, in particular mobile music technology and locative audio.

Teaching

Topics

Interdisciplinary approach to locative media, sound and interaction, mobile music technology, alternative music interfaces, interaction design, prototyping methods, theories of interaction, user-centred design, physical computing and ubiquitous computing.

Components

Lecturing, advising, project supervision, design exercises, hands-on technology tutorials and group activities

Logistics and Management

Organisation and curation of events (workshops, mini-conferences, festivals)

Set-up of exhibitions, demo environments and installations

Technical and Computer Skills

Engineering

Electroacoustics, music acoustics, signal processing, optics, physics, media technology, physical computing, measurements, signal processing, data analysis.

Craft

Sewing, welding, grinding, laser-cutting, soldering, etc.

Computer programmes

Pd, MAX/MSP, Cubase, Arduino and Processing, Mobile Processing, XCode, Python, Inkscape, MScape, Animata, Aladdin DSP, PSpice, Basic, Origin, Matlab, Maple, Pascal, Delphi, EditDV, html, PHP, some Processing, and regular office programmes (Word, Photoshop, etc).

Misc. Audio engineering (studio and concert), basic web-design, video and image editing, etc.

– Languages –

French:	Native
English:	Fluent
Swedish:	Fluent
Norwegian and Danish:	Comprehension
Japanese:	Basics
Spanish:	Basics

– Selected Publications –

- DIY :: HCI — A Showcase of Methods, Communities and Values for Reuse and Customization. (book chapter). Eds. Leah Buechley, Eric Paulos, Daniela Rosner, Amanda Williams, Jayne Vidhecharoen (2009).
- Exploring Sonic Interaction with Artefacts in Everyday Contexts. Franinovic K., Gaye L., Behrendt F. SID (Sonic Interaction Design Network) workshop - ICAD'08, Paris, France (2008).

- Creative Interactions - The Mobile Music Workshops 2004-2008. Eds: Kirisits N., Behrendt F., Gaye L., Tanaka A. Book - Die Angewandte Press, University of Applied Arts in Vienna, Austria (2008).
- Bringing Context to the Foreground: Designing for Creative Engagement in a Novel Still Camera Application. Håkansson M., Gaye L. DIS 2008, Cape Town, South Africa (2008).
- Context Photography. Gaye L., Håkansson M., Ljungblad S., Holmquist L. E. vague terrain journal, special issue locative (2007).
- More Than Meets the Eye: An Exploratory User Study of Context Photography. Håkansson M., Gaye L., Ljungblad S., Holmquist L. E. NordiCHI 2006, Oslo, Norway (2006).
- Performing Sonic City: Situated Creativity in Mobile Music Making. Gaye L., Holmquist L.E. Leonardo Electronic Almanac (LEA), Special Issue on Locative Media (2006).
- Mobile Music Technology: Report on an Emerging Field. Gaye L., Holmquist L. E, Behrendt F., Tanaka A. NIME 2006, Paris, France (2006).
- BashoCam: Collective Photographic Sequencing in Wireless P2P Networks. Gaye L., Hermansson S., Holmquist L. E. CHI 2006, Montréal, Canada (2006).
- Context Photography on Camera Phones. Rost M., Gaye L., Håkansson M., Ljungblad S., Holmquist L. E. UbiComp 2005, Tokyo, Japan (2005).
- Design for Hackability. Galloway A., Brucker-Cohen J., Gaye L., Goodman E., Hill D. DIS 2004, Cambridge, USA (2004).
- In Duet with Everyday Urban Settings: A User Study of Sonic City. Gaye L., Holmquist L. E. NIME 2004, Hamamatsu, Japan (2004).
- Context Photography: Modifying the Digital Camera Into a New Creative Tool. Ljungblad S., Håkansson M., Gaye L., Holmquist L. E. CHI 2004, Vienna, Austria (2004).
- Tejp: Ubiquitous Computing as Expressive Means of Personalising Public Space. Jacobs M., Gaye L., Holmquist L. E. UbiComp 2003, Seattle, USA (2003).
- Tejp: Designing for Embodied Interaction with Personal Information Layers in Public Space. Jacobs M., Gaye L., Holmquist L. E. Physical Interfaces - Workshop on Real World User Interfaces, Mobile HCI 2003 symposium, Udine, Italy (2003).
- Building Intelligent Environments with Smart-Its. Holmquist L. E., Gaye L., Gellersen H.-W., Schmidt A., Strohbach M., Schiele B., Antifakos S., Michaelles F., Beigl M. Emerging Technologies, Siggraph 2003, San Diego, USA (2003)
- Sonic City: The Urban Environment as a Musical Interface. Gaye L., Mazé R., Holmquist L.E. NIME 2003, Montréal, Canada (2003).
- Total Recall: In-Place Viewing of Captured Whiteboard Annotations. Holmquist L. E., Sanneblad J., Gaye L. CHI 2003, Fort Lauderdale, USA (2003).
- Are designers ready for Ubiquitous Computing? A Formative Study. Ljungblad S., Skog T., Gaye L. CHI 2003, Fort Lauderdale, USA (2003)
- Sonic City: Merging Urban Walkabouts with Electronic Music Making. Gaye L., Holmquist L. E, Mazé R.. UIST 2002, Paris, France.
- Smart-Its Go to Dinner: Scenarios for Context-Aware Technology in Restaurant Application. Mazé R., Ljungstrand P., Nilsson M., Rydenhag T., Gaye L., Holmquist L. E. 2nd Disappearing Computer Jamboree, Göteborg, Sweden (2003).
- A Flexible 3D Sound System for Interactive Applications. Gaye L. CHI 2002, Minneapolis, USA (2002).
- Design of a 3D Sound System for Headphones. Gaye L. M.Sc.Eng. thesis, Department of Speech, Music and Hearing (TMH), Royal Institute of Technology (KTH), Stockholm, Sweden (2001)
- Utilisation du P-OTDR pour des mesures de PMD distribuées. Gaye L. B.Sc. thesis, Department of Physics, University of Geneva, Switzerland (1999).

– Additional Information –

Misc. Education

Dance classes: ballet, modern-jazz, tap-dance, flamenco, lindy hop, and capoeira (through the years)
Welding courses at the Steel Yard, Providence (RI, USA - 2009)
Evening courses in Japanese at Folkuniversitetet in Stockholm, Sweden (2000-01)
Computer music and sound engineering programme at Traverse in Geneva Switzerland (1994-95)
ISTD (Imperial Society of Teachers of Dancing) certificates in Modern Theatre Dance and in Tap Dance, obtained at the Conservatoire Populaire de Musique de Genève, Switzerland. (1990)
Evening courses in analogue photography at Ifage, in Geneva, Switzerland (1998)
Sunday school in Arabic (1984-92)

Misc. Employments

Installations at the Lyon Festival of Light and the Flow Festival in Helsinki (2008-09)
Installation at the 2nd Caminovenue fair about health and sustainable living (2008)
Cashier at the IKEA warehouse in Bäckebo, Sweden (2007-08)
Installation and performing artist at the Göteborg Dance and Theatre festival (2004)
Assistant during the PEVOC IV conference in Stockholm, Sweden (2001)
Waitress at Fêtes de Genève, in Geneva, Switzerland (2000)
Office work at Regards Africains magazine in Geneva, Switzerland (1996)
Sound engineering at Institut Florimont and Traverse youth centre in Geneva, Switzerland (1995)
Trainee at Shazam recording studio in Geneva, Switzerland (1994)

Misc. Interests

Some of my interests in my everyday life are music, art, technology, big bassy sound-systems, food, interior design, fashion, architecture, film, dance, travels, languages, festivals, karaoke, DIY, photography, urban space and street art.