

EXPERIENCE

Lesley University, Cambridge, MA

Part-time Faculty and Course Designer, January 2017 – Present

Designed *History of Interface*, a core course for the new online BS degree in Design for User Experience.

Also teaching course on *Elements of Interface*.

Parsons, The New School for Design, New York, NY

Part-time Assistant Professor, August 2016 – Present

Teaching two courses per year at the Design and Technology MFA program. Topics include design process and research methods, evaluation of enabling technologies, and developing prototyping skills.

The Barbarian Group, New York, NY

Interaction Design Director, January 2014 – September 2017

User experience lead for Samsung account. Managed a team of interaction designers. Played a key role in growing the business from website marketing and maintenance to large-scale product design projects. Also, partnered with Google ATAP on user research for wearable technology.

technikai, New York, NY

Consultant, August 2003 – Present

Services included interaction design, content strategy, and writing for digital media. Key projects:

- Mobile apps for women-owned startups in environmental sustainability (Savage Kitchen) and fashion (Garni).
- Kaplan Financial Education: Systematic redesign of consumer and business websites spanning thousands of pages. Greatly reduced complexity of taxonomy and product consideration process.
- The Lego Group: Created concepts for a digital storytelling application and worked on the redesign of Lego Digital Designer, a 3D modeling and virtual robotics software.
- Sesame Workshop: Designed and directed user experience for all digital media projects, from sesamestreet.org to games and iPhone apps, e-book interfaces to research projects, across all brands, audiences, and platforms.

IconNicholson, New York, NY

Associate Creative Director, September 2008 – August 2009

Led user experience team in development of creative vision for redesign of the National Gallery of Art's website. Project included research, concepting, and collaborating with stakeholders to articulate their strategy for a digital media platform that would redefine the 21st century museum experience.

Brown University, Providence, RI

Teaching Assistant, September 2007 – May 2008

Planned and conducted intermediate-level class in which students created projects that explored techniques for effective and innovative use of text in digital media. Invited to give lectures on my work in writing and digital media at MIT, UMass Lowell, and the University of Montréal. Co-founded a digital language arts festival.

R/GA, New York, NY

Trend Researcher, December 2006 – August 2007

Discovered, analyzed, and evaluated trends in the US population's use of technology. Designed structure and content guidelines for an internal blog at Nokia devoted to tracking these developments.

Senior Interaction Designer, September 2003 – September 2006

Lead interaction designer for Nike and Target digital advertising accounts. Responsibilities included design of content, structure, and functionality of interactive web and mobile experiences. Contributed creative concepts and strategy for clients such as Nokia, Intel, McDonald's Levi's, Verizon.

Aya Karpińska
Interaction Design
Digital Language Arts

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EDUCATION

Black Belt in Aikido, Shin-Budo Kai New York, 2012

Master of Fine Arts, Literary Arts Program, Brown University, 2008
Coursework focused on integrating digital technology with literature and creative writing.

Master of Professional Studies, Interactive Telecommunications Program, New York University, 2003
Coursework focused on digital storytelling, physical computing, and interactive performance.

Bachelor of Science, Systems of Cognition and Expression, State University of New York at Buffalo, 2001
Coursework divided between cognitive science and digital art.

Certificate, Insitut de Touraine, Tours, France, 2001
Intensive course in French language and culture studies.

SELECT HONORS

Part-Time Faculty Development Grant, Parsons School of Design 2018

New Radio and Performing Arts Commission 2007
For development of generative poetry project *No Time Machine*

Brown University Electronic Writing Fellowship 2006

Cannes Lions 2006
Nike iD in Times Square Bronze, Ambient: Stunts and Live Advertising
Target Design for All Bronze, E-Commerce

ad:tech Awards 2005
Target Design for All Best Consumer Website and Best of Show
Nike iD in Times Square Best Interactive Marketing Technology

New York Festivals Interactive Awards 2005
Nikewomen.com Gold World Medal in E-Commerce

WebAwards 2005
Nikewomen.com Outstanding Web site
Target Design for All Outstanding Web site

WebAwards 2004
Nikewomen.com Outstanding Web site

New York Women in Communications Matrix Scholarship 2001

University at Buffalo Honors Program Grant 1999
an intellectualization of sonar
Collaboration on music piece and research paper with Nick Alexander

Women's Club Grace W. Capen Academic Award 1999

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SELECT CONFERENCES / EXHIBITIONS / PERFORMANCES

2017

Animator International Animated Film Festival
Poznań, Poland | July 7-11
Curated a screening of video poetry and led a two-day intensive workshop in video poetry production.

2016

Arts Santa Mònica
Barcelona, Spain | January 28-April 10
iPhone app *Shadows Never Sleep* included in art exhibition *La paraula pixelada. La literatura a l'era digital*.

2015

Word Hack XI at Babycastles Gallery
New York, NY | May 20
Performance *Absurd in Public* and *Overheard* as well as a recent collaboration with Meredith Finkelstein Chang.

Interrupt 3
Providence, RI | March 12-15
Invited speaker at a digital language arts festival that I co-founded in 2008.

2012

Remediating the Social
Edinburgh, UK | November 1-3
Presentation of commissioned public art project *Absurd in Public* at conference of the Electronic Literature as a Model of Creativity and Innovation in Practice research project.

2011

Monkey Bicycle at Cake Shop
New York, NY | October 13
Performance of *people* GIF poem at an event celebrating established and emerging female writers.

2010

In(ter)ventions: Literary Practice at the Edge
Banff, Alberta, Canada | February 18-21
Presentation of commissioned video poem *Overheard*.

2009

40th Poetry International Festival
Rotterdam, Netherlands | June
iPhone app *Shadows Never Sleep* included in Bits of Poetry digital poetry exhibit.

Métropolis Bleu / Blue Metropolis International Literary Festival
Montréal, Canada | April 22-26
Conducted an electronic literature workshop with high school students (in English) and a master class for adults (in French). Also, part of panel on hypermedia literature.

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2008

Interrupt 1
Providence, RI | October 17-19
Co-organized international festival of language-driven digital art.

MFA Thesis Reading
Providence, RI | May 7
Presentation of thesis *Shadows Never Sleep*, performed *No Time Machine* (with Justin Katko) and *lala*.

2007

Sortir de l'écran / Spoken Screen
Montréal, Canada | December 5-6
Performance of all my digital text works, and gave a bilingual conference talk at the Université du Québec à Montréal. Organized by Agence TOPO and Laboratoire NT2.

Reading Digital Literature
Providence, RI | October 4-7
Presented installation *for this we pray*, performed *Lesson 18*, and participated in a student panel at an academic conference at Brown University.

Upgrade! Boston
Boston, MA | September 20
Co-presented a talk entitled *Digital Language: Poetry Beyond the Printed Page* with Daniel Howe.

2006

Society for Literature, Science, and the Arts: 20th Annual Conference
New York, NY | November 10 - 12
Presented paper *Geometry and Recombinant Poetics* with Daniel Howe

AU7OSTART
Philadelphia, PA | October 26 - 27
Presented *mar puro* and *open.ended* at a festival of digital literature.

2005

Bushwick Art Projects
Brooklyn, NY | November 12
Video poetry installation *nobody knows but you* debut at a one-day art and music festival.

Austin Museum of Digital Art Digital Showcase
Austin, TX | May 20
Featured performance at a new media event, featuring live electronic music and visual art. Special edition of *Double-Cute Battle Mode* created to accompany DAT Politics performance (with Carlos J. Gomez De Llarena).

Salon de Arte Digital – IV Edición
Maracaibo, Venezuela | June
3D poems *contract* and *the arrival of the beeBox* featured at international exhibition of multimedia art.

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2004

The Voting Booth Project
New York, NY | October 8 – November 15
Votomatic for the People is part of a group show of modified Votomatic booths from the 2000 Presidential election in Florida. (with Carlos J. Gómez De Llerena and Jason Marks, on behalf of R/GA).

E-Fest 2004
Providence, Rhode Island | February 17 - 19
Invited participant to festival of electronic writing. Public reading of 3D poems *the arrival of the beeBox* and *contract*.

p0es1s. Digitale Poesie.
Berlin, Germany | February 13 – April 4
3D poem *the arrival of the beeBox* is part of exhibition of digital poetry. More than 40 artists from 12 countries presented various approaches to literary art using computers and the Internet.

2003

NIME2 @ Infrared Lounge
New York, NY | June 7
Group performance with the *container for sound*, all musicians playing instruments they created.

New Interfaces for Musical Expression @ Tonic
New York, NY | May 13
Solo performance on my electronic instrument *container for sound*.

e-poetry 2003
Morgantown, WV | April 23 - 26
Presentation of 3D poem *the arrival of the beeBox* and discussion paper at international digital poetry festival.

2002

International Digital Art Exhibit and Colloquium IV
Havana, Cuba | June 17 - 21
Presented 3D poem *contract* in National Museum of Fine Arts.

Interactive Telecommunications Program Show
New York, NY | May 9, 10, 14
Presented 3D animation *aki* and live interactive performance of music/narrative piece *one_two*.

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2001

E-poetry 2001
Buffalo, NY | April 18 – 21
Presented poem *<ek-stasis>* at international digital poetry festival.

nomadnet.org
<http://www.nomadnet.org/audiophfile4/> | April
Music piece *valence* featured in NEA-funded bi-monthly online exhibition of sonic art.

Crossing Borders 2000
Toronto, Canada | February 18 - 19
Invited paper: *Contemporary Perspectives on the Production of Virtual Space* at Canada/US student conference.

sequence II
Buffalo, NY | November 1
Curator of electro-acoustic music listening event. Performance of music piece *patient*.

1999

Method 13
Buffalo, NY | December 11-12
Site-specific sound installation *valence* in group exhibition.

Sequence I
Buffalo, NY | October 6
Curator. Performance of music pieces *breathe* and *Sonar in E* (composed with Nick Alexander).

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E-PUBLICATIONS

ha!art, No. 46

Interview in Polish literary magazine ha!art for an issue dedicated to experimental literature. Interviewed by Piotr Marecki, pp 64-79. Fall 2014.

Smories.com

Children's story *How Shadows Lost Their Color* published on website featuring videos of children reading short stories to other children. January 2010.

Apple iTunes App Store

Published one of the first works of literature written and designed especially for the iPhone and iPod Touch, *Shadows Never Sleep*. July 2008.

Flyp Magazine, Issue 03

Featured artist in a multimedia article about digital poetry, entitled *Virtual Verse: Meet the New Poetry*. April 11, 2008.

New River Journal of Digital Writing and Art

Animated poem *fps* published in one of the first journals exclusively devoted to digital writing and art. Spring 2008.

Electronic Literature Collection, Vol. 1

Interactive poem *open.ended* (with Daniel Howe) published in inaugural collection of literary works in electronic media. October 2006.

Leonardo Electronic Almanac

Interactive poem and paper *open.ended: A Spatial Poetry Installation* (with Daniel Howe) featured in special issue on New Media Poetics. April 2006.

Iowa Review Web

Interview and digital poem *mar puro* featured in issue on 3-D writing. September 2006.

Centenario Carmen Conde - Ciberliteratura

Invited by the Foundation Carmen Conde-Antonio Oliver in Cartagena, Spain to create a digital media piece *mar puro* inspired by the work of Spanish poet Carmen Conde. August 2006.

How2

3D poem *contract* featured in Contemporary Innovative Writing By Women Issue 7. Spring 2002.

artcognition.org

Published paper, *Space as a Compositional Element in Contemporary Electro-Acoustic Music* on Web site devoted to exploring the arts from a cognitive perspective. Spring 2001.

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CITATIONS

Piper, Andrew. *Book Was There: Reading in Electronic Times*. The University of Chicago Press, 2012.

Pratt, Mary K. "Digital lit: How technology is changing what we read." *Computerworld*, 3 May 2009.

Diggory, Terrence. *Encyclopedia of the New York School Poets*. New York, 2009.

Bennett, Guy, and Mousli, Béatrice. *Charting the here of there: French & American poetry in translation in literary magazines, 1850-2002*. 2002.

Emerson, Lori. *The rematerialization of poetry: From the bookbound to the digital*. State University of New York at Buffalo PhD Dissertation, 29 April 2008.

Hayles, N. Katherine. *Electronic Literature: New Horizons for the Literary*. Notre Dame University Press, 2008.

Strehovec, Janez. "Digital Word in a Palm: Digital Poetry Between Reading and Immersive Bodily Experience." *Proceedings of E-Poetry 2007*.

Funkhouser, Chris. *Prehistoric Digital Poetry: An Archaeology of Forms*. University of Alabama Press, 2007.

Punday, Daniel. "Toying with the Parser: Aesthetic Materiality in Electronic Writing." *The Journal of Aesthetics and Art Criticism*. 61:2 Spring 2003.

Ingalls, Zoe. "A Web Site Grows New Poems, Sometimes Right Before Readers' Eyes." *The Chronicle of Higher Education*. 28 June 2000.