

**Jan Torpus**

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Born in Switzerland in 1967, lives and works in Basel. After his Interior Design studies (Massana Art and Design College, Barcelona, 1989–93) he worked at the architecture studio Daniel Freixes, Barcelona, focusing on light and exhibition design.

Since his studies of Audio Visual Arts (Academy of Art and Design HGK at the University of Applied Sciences Northwestern Switzerland FHNW, [www.fhnw.ch/hgk](http://www.fhnw.ch/hgk), 1996–99) and Interaction Design (Hyperwerk HGK FHNW, 1997–2000) New Media Art became a constant part of his personal work ([www.torpus.com](http://www.torpus.com)) he presents at international festivals and conferences. He lectured New Media at the polytechnic in Brugg (former FHAA) and since 1999 in Basel (HGK FHNW).

Since 2003 he is a research associate and lecturer at the Institute for Research in Art and Design HGK FHNW ([www.fhnw.ch/hgk/idk](http://www.fhnw.ch/hgk/idk)) writing and leading research projects in the realms of Augmented Reality and biofeedback systems.

<b>Personal</b>	Born 14.05.1967 in Liestal, Switzerland
<b>Education</b>	2008-2010 MA of Arts in Design Research, Academy of Art and Design (HGK), University of Applied Sciences Northwestern Switzerland (FHNW) 1998-2000 Interaction Design, Hyperstudio (later converted to Institute Hyperwerk), Academy of Art and Design (HGK FHNW) 1996-1999 Audio Visual Arts, Academy of Art and Design (HGK FHNW) 1989-1993 Interior Design, Massana Art and Design College, Barcelona 1987 A levels, Gymnasium Liestal, Switzerland
<b>Teaching Experience</b>	2006-present Design Research and Interdisciplinary Projects, at Master of Arts in Design, HGK FHNW, <a href="http://www.fhnw.ch/hgk/msd">http://www.fhnw.ch/hgk/msd</a> 1999-2009 New Media, at several institutes of the Academy of Art and Design, HGK FHNW 1998-2000 3D-Design and Multi Media, at Polytechnic in Brugg (former FHAA) now HGK FHNW
<b>Job Positions</b>	2003-present Research Associate, Institute for Research in Art and Design HGK FHNW, <a href="http://www.fhnw.ch/hgk/idk">http://www.fhnw.ch/hgk/idk</a> 2000-present work in the field of New Media Art, <a href="http://www.torpus.com">http://www.torpus.com</a> 1998-2002 Autonomous employment in commercial audio visual productions: videos, CD-ROMs, websites, etc. 1994-1996 Interior, Light and Exhibition Design, architecture studio Daniel Freixes, Barcelona

## Research Projects

- 2011-2012 "Mediating the Future in Exhibitions", tangible info space with ubiComp technologies, CTI (Commission for Technology and Innovation, 11627.1 PFES-ES), Institute for Research in Art and Design HGK FHNW in collaboration with the Museum of Communication Bern, iart-interactive AG and Element Design GmbH
- 2010-2011 "Clinical applications of real time functional magnetic resonance imaging (rtfMRI) biofeedback", Swiss National Fonds, (Biology and Medicine Project, SNF 320030\_12707), Institute for Research in Art and Design HGK FHNW in collaboration with the University Hospital Basel, Radiological Physics
- 2009-2011 "The Use of Biofeedback For a Human-Centred Approach to Improving Cardiovascular Magnetic Resonance Imaging ", Swiss National Fonds, (Interdisciplinary Project, CR3113\_130672 / 1), Institute for Research in Art and Design HGK FHNW in collaboration with the University Hospital Basel, Radiological Physics
- 2006-2008 "lifeClipper2", CTI (Commission for Technology and Innovation, 8472.1;4 ESPP-ES), Institute for Research in Art and Design HGK FHNW ([www.idk.ch](http://www.idk.ch)), about Outdoor Augmented Reality for tourism, architecture visualization and game; development and management  
<http://www.lifeclipper.net>
- 2003-2007 "living-room1" and "living-room2", Swiss National Fonds (DoRe, 6467.1;3 FHS), Institute for Research in Art and Design HGK FHNW ([www.idk.ch](http://www.idk.ch)), about Augmented Reality for Interior Design Applications; development and management, <http://livingroom.idk.ch>,  
<http://www.arhabitats.com>
- 1998-2000 "HAWK", FP4, EU project number: IE-8038, Hyperwerk HGK FHNW, knowledge-based open publication model for intelligent media services; collaboration

## Art Projects

- 2010 "lifeClipper3", game-like augmented reality art project, subsidized by: Fachausschuss für Audiovision und Multimedia BS/BL, Christoph Merian Stiftung and GGG Basel. Supported by the Institute for Research in Art and Design HGK FHNW.  
[www.lifeclipper3.torpus.com](http://www.lifeclipper3.torpus.com), [www.lifeclipper.net](http://www.lifeclipper.net)
- 2005 "TelcomGallery", video art installation for mobile phone interaction, subsidized by: sitemapping.ch (Bundesamt für Kultur Schweiz), Fachausschuss für Audiovision und Multimedia BS/BL, GGG Basel  
[www.torpus.com/telcomgallery](http://www.torpus.com/telcomgallery)
- 2004 "lifeClipper", artistic outdoor Augmented Reality project, subsidized by: Fachausschuss für Audiovision und Multimedia BS/BL, Christoph Merian Stiftung and GGG Basel, [www.torpus.com/lifeclipper](http://www.torpus.com/lifeclipper), [www.lifeclipper.net](http://www.lifeclipper.net)
- 2003 "affectiveCinema2", interactive video art installation based on biofeedback, supported by: Fachausschuss für Film, Video und Fotografie BS/BL and GGG  
[www.torpus.com/affectivecinema](http://www.torpus.com/affectivecinema)
- 2002 "affectiveCinema1", interactive video art installation based on biofeedback, supported by Fachausschuss für Film, Video und Fotografie BS/BL  
[www.torpus.com/affectivecinema](http://www.torpus.com/affectivecinema)
- 2002 „Sirena“, proposal for an interactive online robotic installation, commissioned by the Kunstkredit BS/BL, [www.torpus.com/sirena](http://www.torpus.com/sirena)
- 1999 „Las meninas“, HGK diploma for Audiovisual Design, artistic CD-ROM, interpretation of the painting of Velazquez
- 1998 "Gender Media Art", artistic CD-ROM, production of AXIS, Bureau voor de Kunsten, Amsterdam

## Publications

- 2011 Torpus Jan, Tobler Beatrice. lifeClipper3 – An Augmented Walking Experience. Proceedings of the 10<sup>th</sup> International Symposium on Mixed and Augmented Reality. Basel, 2011. <http://www.ismar11.org>

- 2009 Wassermann Klaus, Bühlmann Vera, Torpus Jan. lifeClipper - Commonality in Images. Leonardo Electronic Almanac - special issue: Creative Data, Vol., 16 Issue 6-7, 2009 online: [http://www.leonardo.info/LEA/CreativeData/CD\\_Wasserman.pdf](http://www.leonardo.info/LEA/CreativeData/CD_Wasserman.pdf)
- 2008 Herst Deanna, Torpus Jan. living-room2 – domesticating the multiverse. Proceedings of ISEA08, International Symposium on Electronic Art. Singapore, 2008. <http://www.isea2008.org>
- 2008 Felix Nadine, Torpus Jan, Wiedmer Martin. lifeClipper2 - Negotiating Reality. Proceedings of the DRS conference, Design Research Society, Sheffield, GB, 2008. <http://www.designresearchsociety.org>
- 2005 Torpus Jan, Bühlmann Vera. lifeClipper. Proceedings of the Eleventh International Conference on Virtual Systems and Multimedia. Budapest, 2005. <http://belgium.vsmm.org>
- 2004 Galantay Roderick, Torpus Jan, Engeli Maya. Interactive, Space-Oriented Augmented Reality. Proceedings of the 12th ACM International Conference on Multimedia. New York, 2004. <http://www.mm2004.org>

### Public Presentations

- 2011 - ISMAR11 – 10<sup>th</sup> International Symposium on Mixed and Augmented Reality 2011. Contributing paper entitled: lifeClipper3 – An Augmented Walking Experience. Torpus Jan, Tobler Beatrice. Basel, Switzerland. 26-29 October 2011.
- ISMAR11 – 10<sup>th</sup> International Symposium on Mixed and Augmented Reality 2011. Arts, Media and Humanities Program Chair. Collaboration on the Art Exhibition ISMAR@Shift together with V2\_ Institute for the Unstable Media.
- 2010 Reality Check! – 3<sup>rd</sup> event of the V2\_AR Ecosystem Series. Presenting: living-room2 and lifeClipper1-3 projects. Rotterdam, Holland. 16 December 2010.
- 2008 - Cellsbutton #02 – International Media Art Festival. Presenting: living-room2 and lifeClipper1-2 projects. Yogyakarta, Indonesia. 11-21 August 2008.
- ISEA 08 – International Society for the Electronic Arts. Contributing paper entitled: living-room2 – domesticating the multiverse. Herst Deanna, Torpus Jan. Singapore. 25 July-03 August 2008.
- Conference of the Design Research Society. Contributing paper entitled: „lifeClipper2 - Negotiating Reality“. Sheffield, England. 19 July 2008.
- Augmented Reality Symposium, Mediamatic. Presenting: living-room2 and lifeClipper1-2 projects. Amsterdam, Holland. 02 June 2008.
- 4th International Bernd-Spiessl-Symposium. Presenting: living-room2 and lifeClipper1-2 projects. Basel, Switzerland. 5-7 June 2008.
- Bird Design Research Symposium “Creating new Realities”, Academy of Art and Design FHNW. Presenting: “Design Fiction: Exploring Mixed Realities”. Basel, Switzerland. 4-5 April 2008.
- 2005 - VSMM Conference. Contributing paper entitled: lifeClipper. Torpus Jan, Bühlmann Vera. Ghent, Belgium. 3-7 October 2005.
- DorkbotSwiss. Presenting: living-room2 and lifeClipper projects. Basel, Switzerland. 01 March 2005.
- 2004 12<sup>th</sup> ACM International Conference on Multimedia. Contributing paper entitled: „Interactive, Space-Oriented Augmented Reality“. Galantay Roderick, Torpus Jan, Engeli Maia. New York, USA. 10-14 October 2004.

### Exhibitions

- “lifeClipper3”
- ISMAR@Shift. Basel, Switzerland. 27-30 October 2011.
- “lifeClipper2”
- Shift Festival. Basel, Switzerland. 23-26 October 2008.
  - NT-Eröffnung. Basel, Switzerland. June 2007.
- “living-room2”
- <TAG>. The Hague, Holland. 31 May-21 June 2008.
  - Museum of Communication in Bern. Bern, Switzerland. 11 May-15 June 2007.
- “TelComGallery”
- Cabaret Voltaire (Dada Zürich). Zürich, Switzerland. 07-31 July 2006.
  - plug.in. Basel, Switzerland. 02 June-02 July 2006.

- LISTE 06, Art Fair Basel. Basel, Switzerland. 13-18 June 2006.
- Kulturbüro Bern. Bern, Switzerland. 06-29 January 2006.

“lifeCipper”

- Plug.in. Basel, Switzerland. 2004-2005.

“affectiveCinema2”

- New Forms Festival. Den Haag, Holland. 07-08 July 2004.
- Jeonju International Film Festival. Jeonju, Korea. 23 April-02 May 2004.
- SPLIT FILM FESTIVAL. Split, Croatia. 22-28 September 2003.
- Plug.in. Basel, Switzerland. 03-20 April 2003.

“affectiveCinema1”

- SIGGRAPH 2002 – 29th edition. San Antonio, USA. 22-26 July 2002.
- off-corso – multimedia lounge. Rotterdam, NL. 13-23 March 2002.
- transmediale.02, international media art festival. Berlin, Germany. 5-10 February 2002.
- CYNETart - FESTIVAL für Computergestützte Kunst, Medienkulturzentrum Pentacon. Dresden, Germany. 8-25 November 2001.
- New Forms Festival, Theater aan het Spui. Den Haag, NL. 8-9 June 2001.
- PlugIn. Basel, Switzerland. 14-24 February 2001.

**Awards**

- 2007 “Swiss Design Network Award”, for the research project “lifeClipper2 - Immersive Outdoor Augmented Reality for Tourism and Visualisation – staging public space”.
- 2005 Award for Applied Research and Development, University of Applied Sciences Northwestern Switzerland FHNW.
- 2002 Honorary mentions for the interactive video art installation “affectiveCinema”. Transmediale.02, international media art festival. Berlin, Germany.
- 1999 1. Price Multimedia Festival Nagasaki, 1. Price VIDEOFORMES, XVème Festival International d’Art Vidéo et Multimédia le Palmarè, for the Axis CD-ROM production “Gender Media Art”; responsibility for 3D- and graphic animation.
- 1998 Nomination “Multimedia Europrix’98”, Vienna, for the Hyperstudio CD-ROM production “Sums”; responsibility for 3D- and graphic animation.