Jan Torpus

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Jan Torpus is a senior researcher, media artist and tutor at the Institute of Experimental Design and Media Cultures at the Academy of Art and Design (HGK) of the University of Applied Sciences and Arts Northwestern Switzerland (FHNW) http://www.fhnw.ch/hgk/ixdm, https://criticalmedialab.ch

He studied interior design (Massana- Art and Design College, Barcelona, 1989-93), audio-visual arts (Schule für Gestaltung, Basel, 1996-99), interactive art and design (Hyperstudio, www.hyperwerk.ch, 1998-99) and art and design research at the Masterstudio Design (HGK FHNW, M.A. 2010).

He develops practice-oriented research projects, works in interdisciplinary teams and publishes primarily in the context of HCI. He investigates future and alternative techno-social lifeworlds and mindsets. Based on technological developments such as augmented reality and ubiquitous computing, he develops physical, immersive, interactive research settings that he examines with test persons to draw conclusions about experience, perception, behavior and sense-making. Recently, he also applies his approach to ecology and biodiversity promotion in urban and recreational areas.

Education	2008-2010 M.A. in Design (art and design research), at the Master Studio of Arts in Design, 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.

Teaching Experience	2014-present Design research (interaction design, ambient displays, immersive systems, ecological infrastructures), at the Institute Aesthetic Practice and Theory HGK FHNW.
	2006-2011 Design research and interdisciplinary projects, at the Master Studio of Arts in Design HGK FHNW.
	1999-2009 New media, at several institutes of the HGK FHNW.
	1998-2000 3D-design and multi media, at the polytechnic in Brugg (former FHAA) now HGK FHNW.

Job Positions	2003-present Senior researcher and tutor, Institute of Experimental Design and Media Cultures HGK FHNW. https://www.ixdm.ch, http://www.fhnw.ch/hgk/ixdm,
	2000-present New media art work. http://www.torpus.com
	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	**2020-2024** "Mitwelten. Media Ecological Infrastructures for Biodiversity.", Swiss National Fonds, (SNF 100016_197845 / 1), Institute of Experimental Design and Media Cultures HGK FHNW. Partner institution: Institute of Mobile and Distributed Systems, FHNW. *Contribution:* grant applicant, project manager, design research associate.
	2019-2022 "Technology - Human - Design: Paradigms of Ubiquitous Computing", Swiss National Fonds, (SNF 100016_185436 / 1), Institute of Experimental Design and Media Cultures HGK FHNW. Partner: Prof. Christiane Heibach, University Regensburg. *Contribution:* grant applicant, project manager, artistic research associate.
	2015-2017 "Ubiquitous Computing for knowledge transfer, exhibition design and museum operations", CTI (Commission for Technology and Innovation, 17463.1 PFES-ES), Institute of Experimental Design and Media Cultures HGK FHNW in collaboration with Haute Ecole du Paysage, de l'Ingénierie et d'Architecture HES-SO, Atracsys, Fabritastika AG, Projektil GmbH, Freilichtmuseum Ballenberg, Römerstadt Augusta Raurica and Museum der Kulturen Basel. *Contribution:* main grant application author, deputy project manager, design research associate.
	2015-2017 "Designed immediacy. Atmospheric experience in an affective-responsive environment", Swiss National Fonds, (SNF 100016_156977), Institute of Experimental Design and Media Cultures HGK FHNW. *Contribution:* grant application co-author, artistic research associate.
	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. *Contribution:* grant application co-author, design research associate for concept, interaction design and evaluation.
	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. *Contribution:* design research associate for interface design.
	2009-2011 "The Use of Biofeedback For a Human-Centred Approach to Improving Cardiovascular Magnetic Resonance Imaging ", Swiss National Fonds, (Interdisciplinary Project, CR31I3_130672 / 1), Institute for Research in Art and Design HGK FHNW in collaboration with the University Hospital Basel, Radiological Physics. *Contribution:* grant application co-author, design research associate for concept, audiovisual interface design and evaluation.
	2006-2008 "lifeClipper2", outdoor augmented reality for tourism, architecture visualization and game. CTI (Commission for Technology and Innovation, 8472.1;4 ESPP-ES), Institute for Research in Art and Design HGK FHNW. **http://www.lifeclipper.net** *Contribution:* grant application author, project manager for content and design, research associate for concept, audiovisual design and evaluation.
	2003-2007 "living-room1" and "living-room2", augmented reality for interior design and entertainment applications. Swiss National Fonds (DoRe, 6467.1;3 FHS), Institute for Research in Art and Design HGK FHNW. **http://livingroom.idk.ch** **http://www.arhabitats.com** *Contribution:* grant application co-author, project manager, research associate for concept, audiovisual design and evaluation.
	1998-2000 "HAWK", knowledge-based open publication model for intelligent media services. FP4, EU project number: IE-8038, Hyperwerk HGK FHNW. *Contribution:* online interaction design.
Art Projects	**2015** "affective environments", biofeedback interaction with VR, AV and robotic system. Subsidized by Fachausschuss für Audiovision und Multimedia BS/BL and Pro Helvetia. Supported by the Institute of Experimental Design and Media Cultures HGK FHNW and the House of Electronic Arts Basel.

2010 "lifeClipper3", game-like immersive outdoor 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 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

2004 "lifeClipper", artistic immersive outdoor augmented reality project. Subsidized by Fachausschuss für Audiovision und Multimedia BS/BL, Christoph Merian Stiftung, GGG Basel. www.torpus.com/lifeclipper, www.lifeclipper.net

2003 "affectiveCinema2", interactive video art installation based on biofeedback. Subsidized by Fachausschuss für Film, Video und Fotografie BS/BL, GGG. www.torpus.com/affectivecinema

2002 "affectiveCinema1", interactive video art installation based on biofeedback. Subsidized by Fachausschuss für Film, Video und Fotografie BS/BL. www.torpus.com/affectivecinema

2002 „Sirena", proposal for an interactive online robotic installation. Commissioned by Kunstkredit BS/BL. www.torpus.com/sirena

1999 „Las meninas", artistic CD-ROM, interpretation of the painting of Velazquez. Audio-visual art studies, diploma project HGK.

1998 "Gender Media Art", artistic CD-ROM. Axis, Bureau voor de Kunsten, Amsterdam.

Publications

2019 Heibach Christiane, Torpus Jan, Simon Andreas. *Immersion und Irritation: Emotionale und kognitive Aneignungsprozesse in der physischen Technosphäre.* In: Breyer Thiemo und Kasprowicz Dawid (Hrsg.), Immersion: Grenzen und Metaphorik des digitalen Subjekt, Navigationen – Zeitschrift für Medien- und Kulturwissenschaften, Jg. 19 (2019), Heft 1, Universi, Siegen.

2018 Torpus Jan. *Extending Museum Exhibits by Embedded Media Content for an Embodied Interaction Experience*. ACM Proceedings of the 10th NordiCHI Conference, Nordic forum for Human-Computer Interaction. Oslo, Norway. pp. 236-246. ISBN: 978-1-4503-6437-9. doi>10.1145/3240167.3240169

2016 Torpus Jan, Christiane Heibach, Simon Andreas. *Ambient Intelligence? Experiential Qualities of Reactive Environments*. 3rd International Congress on Ambiences. Proceedings, University of Thessaly, Department of Architecture. Volos, Greece, 2016. ISBN 978-2-9520948-6-3

2016 Torpus Jan, Simon Andreas, Büchel Julia. *Ubiquitous Computing for Knowledge Transfer and Exhibition Design*, in Carsten Busch und Jürgen Sieck (Hersg.), *Kultur und Informatik: Augmented Reality*. Verlag Werner Hülsbusch. Glückstadt, 2016. pp. 247-261. ISBN: 978-86488-103-9

2016 Simon Andreas, Torpus Jan, Heibach Christiane, Navarro, José. *Affect and Atmosphere in Controlled Responsive Environments.* Proceedings of HCI'16 Conference on Human-Computer Interaction. Springer. Toronto, Canada, 2016. pp.350-362. ISBN 978-3-319-39861-7

2014 Torpus Jan, Simon Andreas. *Affective-responsive Environments*. Proceedings of ISEA2014 – 20th International Symposium on Electronic Art. Zayed Univeristy Books. Dubai, 2014. pp. 224-228. ISBN: 978-9948-18-239-9

2014 Heibach Christiane, Simon Andreas, Torpus Jan. *Extended Senses in Responsive Environments – An Artistic Research Project on Atmosphere*. Proceedings of the 16th International Conference on Human-Computer Interaction, Crete. Springer International Publishing, Proceedings Part III 2014. pp. 687-698. ISBN: 978-3-319-07634-8

2013 Torpus Jan. *"lifeClipper" – Grenzgänge in Design- und Kunstforschung,* in: Langkilde Kirsten Merete (Ed.), *Verortung.* Christoph Merian Verlag. Basel, 2013. pp. 183-195. ISBN: 978-3-85616-623-6

2013 Tobler Beatrice, Wolfensberger Rolf, Torpus Jan. *Medienanthropologie im Museum: eine Ausstellung als Forschungslabor.* Schweizerische Ethnologische Gesellschaft, TSANTSA 18, Seismo Verlag. Zürich, 2013. pp. 65-76. ISBN: 978-3-03777-018-4

2011 Torpus Jan, Tobler Beatrice. *lifeClipper3 – An Augmented Walking Experience.* Proceedings of the 10th IEEE International Symposium on Mixed and Augmented Reality. Basel, 2011. pp. 73-82. ISBN: 9781467300575

2009 Wassermann Klaus, Bühlmann Vera, Torpus Jan. *lifeClipper - Commonality in Images,* in: Ox Jack, Hight Jeremy, Champion Erik (guest editors) *Creative Data: Visualisation, Augmentation, Telepresence and Immersion.* Leonardo Electronic Almanac - special issue, Vol. 16, Issue 6-7, 2008. ISSN: 1071-4391

2008 Herst Deanna, Torpus Jan. *living-room2 – domesticating the multiverse.* Proceedings of the 14th International Symposium on Electronic Art. Singapore, 2008. pp. 221-223. ISBN: 978-981-08-0768-9

2008 Felix Nadine, Torpus Jan, Wiedmer Martin. *lifeClipper2 - Negotiating Reality.* Proceedings of the 4th Design Research Society conference. Sheffield, 2008. pp. 223 1/11. ISBN: 978-1-84387-293-1

2005 Torpus Jan, Bühlmann Vera. *lifeClipper.* Proceedings of the 11th International Conference on Virtual Systems and Multimedia. Ghent, 2005. ISBN: 963 8046 63 5

2004 Galantay Roderick, Torpus Jan, Engeli Maya. *Interactive, Space-Oriented Augmented Reality.* Proceedings of the 12th ACM International Conference on Multimedia. New York, 2004. pp. 64-71. ISBN: 1-58113-893-8

Public Presentations

2018 5th Conference of the Digital Humanities Benelux. Presentation: *Embedded media for embodied interaction experiences in cultural heritage.* Königlich Niederländischen Akademie der Wissenschaften, Amsterdam, 6.-8. Juni, 2018.

2018 3rd Conference of the Digital Humanities in the Nordic Countries (DHN). Presentation: *Extending museum exhibits by embedded media content for an embodied interaction experience.* Universität Helsinki, Finnland, 7.-9. März 2018.

2016 *Open Fields Conference*, Center for New Media Culture, Riga, Latvia, 28 Sept. - 02 Okt. 2016.
- *HCI'16* Conference on Human-Computer Interaction. Toronto, Canada, 19-22. July 2016.
- *XIV. Conference Culture and Computer Science*, Berlin, Germany. 26-27 May 2016.
- *Immersion – Design – Art: Revisited*. Congress at the Muthesius University Kiel and University of Applied Sciences Kiel, Germany, 19-21 May 2016.

2014 - ckster: Kontemporäres Hacking Festival. Presentation: Extended Senses, Responsive Environments. Bern, Switzerland. 7. June 2015.
- Portable Realities Symposium. Presentation: Exploring Mixed Realities. Basel, Switzerland. 28. September.
- ISEA2014 – 20th International Symposium on Electronic Art. *Contributing panel and paper entitled:* Affective-responsive Environments. Torpus Jan, Simon Andreas. Dubai, UAE. 4. November 2014.

2011 - ISMAR11 – 10th 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 – 10th 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! – 3ʳᵈ 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 12ᵗʰ 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   "affective environments"
- Open Fields, Center for New Media Culture, Riga, Latvia, 27 Sept. - 02 Nov. 2016.
- Madatac, Madrid, Spain (nomination).
- Paper presentation at ISEA 2014, Dubai. 04 Nov. 2014.
- Exhibitions space HGK FHNW, Basel, Switzerland, 05-27 Mar. 2015.
- House of Electronic Arts Basel, Switzerland. 25 Feb. - 01 Mar. 2015.

"Mediating the Future in Exhibitions"
Tangible info space with ubiComp technologies. Museum of Communication Bern, permanent exhibition. Bern, Switzerland. Feb. 2012. *Contribution:* design research associate for concept and interaction design.

"lifeClipper3"
- ISMAR@Shift. Basel, Switzerland. 27-30 Oct. 2011.

"lifeClipper2"
- Shift Festival. Basel, Switzerland. 23-26 Oct. 2008.
- NT-Eröffnung. Basel, Switzerland. June 2007.

"living-room2"
- <TAG>. The Hague, The Netherlands. 31 May - 21 June 2008.
- Museum of Communication Bern. Bern, Switzerland. 11 May - 15 June 2007.

"TelComGallery"
- Cabaret Voltaire (Dada Zürich). Zürich, Switzerland. 07-31July 2006.
- plug.in – Center for Art and New Media. Basel, Switzerland. 02 June - 02 July 2006.
- LISTE 06, The Young Art Fair. Basel, Switzerland. 13-18 June 2006.
- Kulturbüro Bern. Bern, Switzerland. 06-29 Jan. 2006.

"lifeCipper"
- Plug.in – Center for Art and New Media. Basel, Switzerland. 2004-2005.

"affectiveCinema2"
- New Forms Festival. The Hague, The Netherlands. 07-08 July 2004.
- International Film Festival. Jeonju, Korea. 23 April - 02 May 2004.
- Split Film Festival. Split, Croatia. 22-28 Sept. 2003.
- Plug.in – Center for Art and New Media. Basel, Switzerland. 03-20 April 2003.

"affectiveCinema1"

- SIGGRAPH 2002 – 29th edition. San Antonio, USA. 22-26 July 2002.
- off-corso – multimedia lounge. Rotterdam, The Netherlands. 13-23 March 2002.
- transmediale.02, international media art festival. Berlin, Germany. 5-10 Feb. 2002.
- CYNETart - Festival für Computergestützte Kunst, Medienkulturzentrum Pentacon. Dresden, Germany. 8-25 Nov. 2001.
- New Forms Festival, Theater aan het Spui. The Hague, The Netherlands. 8-9 June 2001.
- Plug.in – Center for Art and New Media. Basel, Switzerland. 14-24 Feb. 2001.

"Las Meninas"

- Art Fair Art'99 Basel, Gallery Klaus Littmann. Basel 1999.