

# Tobias Revell

Tobias Revell is a digital artist and designer from London, he is Design Futures Lead at Arup Foresight, co-founder of design research consultancy Strange Telemetry and approximately 47.6% of research and curatorial project Haunted Machines. He lectures and exhibits internationally on design, technology, imagination and speculation as well as working with clients to imagine alternative futures. He was formerly a Course Leader and Programme Director at University Arts London. He is a PhD candidate in design at Goldsmiths. [TOBIASREVELL.COM](http://TOBIASREVELL.COM)

## Education, Awards and Training

07.2022 – ART OF FORESIGHT, five-day training course, Alliance Manchester Business School

06.2020 – SENIOR FELLOW of Higher Education Academy for work on digital learning.

09.2019 – DEVELOPING POTENTIAL three-day leadership course, Barnstorm consultant.

06.2016-Ongoing – PhD Candidate (Part Time), Design, Goldsmiths.

09.2010-07.2012 – MA Design Interactions, Royal College of Art.

09.2006-07.2009 – BA (Hons.) Interactive & Moving Image, London College of Communication, UAL.

10.2015-10.2017 – LEAD CURATOR IMPAKT FESTIVAL 2017, Utrecht, NL.

09.2015-09.2016 – COURSE LEADER, BA INFORMATION AND INTERFACE DESIGN, London College of Communication, UAL.

03.2015-11.2015 – BOARD MEMBER, UrbanxD Project Europe.

11.2014-01.2020 – Founding Director, [STRANGE TELEMETRY](http://STRANGE TELEMETRY).

09.2013-09.2015 – LECTURER, DESIGN INTERACTIONS, Royal College of Art, London.

10.2012-10.2014 – Artist in Residence, SPACE, London.

09.2012-09.2014 – Designer and Research, Arup, London.

10.2011-10.2014 – DESIGNER, Superflux, London.

09.2011-09.2015 – LECTURER, CRITICAL AND DIGITAL DESIGN, London College of Communication, UAL.

## Current Positions

03.2022 – DESIGN FUTURES LEAD, Arup Global Foresight, Arup University, London.

Overseeing and developing design futures competency in the foresight team. Introducing and testing new foresight methods for engaging internal and external clients in futures thinking and sustainable development. Leading on excellence and influence for design across Arup's 17500 members. Management of Foresight operations and resources.

06.2020 – EXTERNAL EXAMINER, MA Visual Communication, Wolverhampton University.

02.2015 – FOUNDER, [HAUNTED MACHINES](http://HAUNTED MACHINES).

Research and curatorial team exploring various topics in critical studies of technology, futures and design through exhibitions, events and special projects.

01.2015 – INDUSTRY MENTOR, Industrial Design, Central Saint Martins, UAL.

## Selected previous positions

11.2021-03.2022 – CO-INVESTIGATOR, Futures project between Bristol University Futures Centre and Social Design Institute.

01.2022 – Reviewer, IxDA Journal.

06.2020-03.2022 – CONSULTANT, Superflux

06.2019-03.2022 – PROGRAMME DIRECTOR, Graphic Design Communication, London College of Communication, UAL.

09.2018–06.2019 – ACTING PROGRAMME DIRECTOR, Interaction Design and Visual Communication, London College of Communication, UAL.

12.2017-06.2019 – Curatorial Research and Development, Alchorisma, Z33, Hasselt.

11.2017-03.2022 – Founder, [SUPRA SYSTEMS STUDIO](http://SUPRA SYSTEMS STUDIO).

09.2017-09.2018 – COURSE LEADER, MA Interaction Design Communication, London College of Communication, UAL.

06.2017-10.2019 – ACADEMIC LEAD, LCC, INTERACT mobility project.

## Selected Projects

### Projects – Creative

Selected creative projects either commissioned or self-initiated with key exhibitions. More information available on website.

09.2021 – [MEETING ROOM NEW](http://MEETING ROOM NEW). A series of renderings reflecting speculative and absurd work-from-home environments.

05.2020 – [NEW NORMAL](http://NEW NORMAL). A web scraper of the latest 100 tweets with the phrase 'New Normal'

11.2019 – [DECLINE.ONLINE](http://DECLINE.ONLINE). Web project documenting live updates of various connected data points.

09.2019 – [CHARISMATIC MEGAPIGMENT](http://CHARISMATIC MEGAPIGMENT). With Wesley Goatley and Charley Peters. Interactive installation examining meaning-making in machine learning. *Exhibited:* [Emergence](http://Emergence), London Design Festival 2019

09.2018 – [AUGURY](http://AUGURY). With Wesley Goatley. Interactive digital installation on machine learning, divination and future prediction based on the flight patterns of planes. *Exhibited:* [Everything Happens So Much](http://Everything Happens So Much), London Design Festival 2018.

04.2018 – [ALCHORISMA / A SCHOOL OF TIME](http://ALCHORISMA / A SCHOOL OF TIME). Development of research material and presentation artefacts for Z33's School of Time. *Exhibited:* Milan Design Salone 2018

04.2018 – [SYNTHESISING OBAMA](http://SYNTHESISING OBAMA). Commissioned by Dirty Furniture. The code necessary to simulate Barack Obama printed on acrylic for a time capsule. *Exhibited:* [Matter of Fact](http://Matter of Fact) with Dirty Furniture at [Clerkenwell Design](http://Clerkenwell Design) and [Dubai Design Week](http://Dubai Design Week).

09.2017 – [MEPHITIC AIR](http://MEPHITIC AIR). With Wesley Goatley. Commissioned by ONCA, Brighton. Interactive digital installation that aestheticises live pollution data from the roof of the gallery. *Exhibited:* [ONCA Gallery](http://ONCA Gallery), Brighton, UK. [Somerset House](http://Somerset House), London Design Festival 2017.

05.2017 – [THE FINITE STATE FANTASIA](http://THE FINITE STATE FANTASIA). Digital interactive installation on machine conceptions of space, co-commissioned by [STUK](http://STUK) Leuven, [STRP](http://STRP) Eindhoven, [Fiber](http://Fiber) Amsterdam with KU Leuven. *Exhibited:* [Artefact Expo](http://Artefact Expo), Stuk Leuven. [STRP Biennale 2017](http://STRP Biennale 2017), Eindhoven. [De Brakke Grond](http://De Brakke Grond),

Fiber Festival, Amsterdam.

10.2016 – ALCHEMY. One hour podcast produced for Serpentine's Transformation Marathon. With Anke Timmerman, Daniel Glaser, Wesley Goatley, Lydia Nicholas, Alexandra Daisy Ginsberg, Erican Scourti and Martin Howse. *Produced with Natalie Kane as Haunted Machines.*

09.2016 – WATCHING MEPHITIC AIR. Digital installation visualising and sonifying five years of air pollution data on Old Kent Road. *Exhibited: SE1 Data Stories, London Design Festival. STRP Scene #2, Eindhoven.*

02.2016 – 88.7; STORIES FROM THE FIRST TRANSNATIONAL TRADERS PERFORMANCE. Commissioned for Transgression and Syncretism the Asia Culture Centre, Gwangju, Korea. Digital performance installation version of 88.7. *Exhibited: Steirischer Herbst, Graz Transgression and Syncretism, Asia Culture Centre, Korea. Design Research Exhibition, London Design Festival.*

10.2014 – THE MONOPOLY OF LEGITIMATE USE. Commissioned by The Lighthouse, UK. Film that explores three fictional stories of individuals *subverting networked technologies.* *Exhibited: Museum of Contemporary Art, Zagreb. The Lighthouse, UK. UrbanxD Symposium, Venice. Web Directions, Sydney. City Data Future, Rijeka. Aesthetica Short Film Festival 2014. Colomboscope 2016, Sri Lanka.*

08.2014 – HELSINKI INTERNATIONAL ARTIST'S PROJECT. Residency in Helsinki with HIAP exploring the city's design culture.

02.2014 – ONGOING COLLAPSE. Web project of data reflecting the global collapse. *Exhibited: Serpentine's Extinction Marathon.*

07.2013 – INTO YOUR HANDS ARE THEY DELIVERED. Commissioned by Studiolab at the Royal College of Art. Mixed media installation exploring the impact of new life forms on social and technical systems. *Exhibited: Hypervital, St. Etienne. Future Fictions, Z33, Belgium. Blueprints for The Unknown, V2, Rotterdam. Grow Your Own, Science Gallery, Dublin. Projekt Genesis, Ars Electronica, Austria.*

05.2013 – MERCENARY CUBICLISTS. Commissioned by Z33, Hasselt for Milan Design Salone. Mixed media installation exploring future working practices in the world of alienated digital labour. *Exhibited: How Will We Work? Vienna biennale. Transmediale, Berlin. Design Beyond Production, Z33, Belgium. Milan Design Salone.*

07.2012 – NEW MUMBAI. Fictional documentary film exploring the implications of stolen biotechnology in the slums of Dharavi, Mumbai. *Exhibited: Tomorrows, Athens. Science Gallery Bangalore. Milan Design Film Festival. Biofiction, Vienna. Oslo Night, Basel, Switzerland. Synthetic Aesthetics, V&A Lates. Grow Your Own, Science Gallery, Dublin. Tin Shed, London.*

07.2012 – 88.7: STORIES FROM THE FIRST TRANSNATIONAL TRADERS. Mixed media installation exploring the connection between finance and geography through a bank built on a boat. *Exhibited: Forum For An Attitude, Depot Basel, Switzerland. Requiem For A Bank, HMKV, Dortmund.*

## Projects – Curatorial, Pedagogic and Jury

Selected projects from curatorial practice, workshops and summer schools and juries.

06.2020 – TROPHIC CASCADES. Two week intensive workshop on technology and ecology with HKU, Utrecht, Netherlands.

05.2020 – CORE 77 SPECULATIVE DESIGN AWARDS JURY. Jury for the award for professional and student entries.

01.2020 – Moderation of DESIGN FOR ALTERNATIVE FUTURES, Design Museum, London.

01.2020 – WHAT IF OUR WORLD IS THEIR HEAVEN? London College of

Communication. Two-week intensive school examining the autonomous production and dissemination of images. *As Haunted Machines.*

10.2019 – DESIGNING AN ECOLOGICAL ALEXA. One-day workshop and panel presentations hosted at Impakt with Feminist Internet. *Curated as Haunted Machines.*

06.2019 – RENDERING THE DESERT OF THE REAL. Curated texts on rendering commissioned by The Photographer's Gallery.

03.2019 – HISTORIES AND MYTHS OF THE 21st CENTURY HOME. Day-long event and panel discussions at the Design Museum, London with Corinna Gardner, Alexandra Deschamps-Sonsino, Sarah Kember, Anab Jain, Jennifer Gabrys, Alison Powell, Matt Malpass and Henry Cooke. *Curated with Natalie Kane as Haunted Machines.*

03.2019 – Moderation of BODY EXTENDED panel at Impakt, Utrecht.

12.2018 – GLOBAL DESIGN STUDIO. Two-week online design studio developed and delivered between three universities. Documented for Cumulus.

09.2018 – DEEP FAKES OR RENDERING THE TRUTH 3. Moderated panel discussion at Ars Electronica Festival with Lauren Alexander, Leonhard Lass, Simone Niquille and Eliot Higgins. *Curated with Natalie Kane as Haunted Machines.*

07.2018 – GROWING UP DIGITAL, THE FIX. Participant in the BBC Radio 4 show using design methods to tackle problems.

04.2018 – DEEP FAKES OR RENDERING THE TRUTH 2. Panel discussion at Impakt with Luba Elliott, Anna Ridler, Lucy Hardcastle and Sjef van Gaalen. *Curated with Natalie Kane as Haunted Machines.*

04.2018 – DEEP FAKES OR RENDERING THE TRUTH 1. Moderated panel discussion at European Media arts Festival with Anna Riddler, Lucy Hardcastle, Luba Elliot, Igor Schwarzmans. *Curated with Natalie Kane as Haunted Machines.*

08.2017 – SETTING UP HOME, THE FIX. Participant in the BBC Radio 4 show using design methods to tackle problems.

01.2017 – IMPAKT: HAUNTED MACHINES & WICKED PROBLEMS. A year-long program of events and five-day festival in Utrecht, Netherlands. Including three exhibitions, film program, three-day conference, performances and collaborations with various institutions. *Lead and curated with Natalie Kane. Extensive documentation available online.*

09.2017 – UNCERTAINTY PLAYGROUND: POSSIBLE/PROBABLE WORLD. (LDF at LCC). Curating and project managing a selection of works for London Design Festival centering on future-facing design activity at London College of Communication.

07.2017 – SPECULATIVE AND CRITICAL DESIGN SUMMER SCHOOL: LIMITS TO GROWTH. Second iteration of speculative and design summer school at London College of Communication.

06.2016 – CRITICAL DESIGN AND URBAN SPACES. Two day workshops with architecture students introducing speculative design. *As Strange Telemetry.*

04.2017 – ACCURSED CREATOR. Moderated panel on the anniversary of Mary Shelley's Frankenstein at Fotodok, Utrecht with Jeroen van Loon, Agi Haines and Rene ten Bos. *Curated with Natalie Kane as Haunted Machines.*

07.2016 – SPECULATIVE AND CRITICAL DESIGN SUMMER SCHOOL. Two-week intensive summer school at London College of Communication exploring speculative and critical design with a dozen participants.

06.2015 – SCRYCASTS. Series of ongoing recorded interviews. *Curated*

with *Natalie Kane* as *Haunted Machines*.

02.2015 – HAUNTED MACHINES. One-day conference at FutureEverything in Manchester including commissioned essays and discussion. *Curated with Natalie Kane* as *Haunted Machines*.

## Projects – Consultancy

A limited selection of documented consultancy projects without full NDA.

10.2021 – Panel and workshop participant for WHO project on future of infectious diseases with Arup.

06.2021 – CONSULTANT on Superflux project with client on 30 years sustainability vision.

10.2019 – WALTHAMSTOW 2030 STRATEGY. Consulting for FutureGov on speculative design policy research.

10.2016 – THE FUTURE OF RAIL. Public policy research project for UK Department for Transport and Policy Lab with Superflux. As *Strange Telemetry*.

10.2016 – COPYRIGHT INTERVENTIONS, Mozfest 2016. Speculative workshop exploring futures of intellectual property. As *Strange Telemetry*.

03.2015 – SPECULATIVE DESIGN AND THE FUTURE OF AGEING. Public research project for Policy Lab and Government Office for Science using speculative design methods to conduct research into services for an ageing population. As *Strange Telemetry*.

02.2015 – GLOBAL FUTR LAB, FutureEverything, Manchester. Two day workshop using speculative design with startup businesses. As *Strange Telemetry*.

02.2014 – BODIES OF WORK, LIFT Conference, Geneva. Workshops session using speculative design to explore emodied technology in the workplace. As *Strange Telemetry*.

## Lectures and Panel Discussions

Selection of keynotes, lectures and panel discussions.

01.2022 – Talk on futures and computer graphics at ARCHITECTURE ASSOCIATION, London.

01.2022 – Guest on FROM LATER podcast.

05.2021 – HAUNTED MACHINES lecture at Burg Academy.

04.2021 – CAN YOU GRAB THAT? Lecture on Philip K. Dick, design and future imaginaries, Bosen Free University.

02.2020 – WHAT IF OUR WORLD IS THEIR HEAVEN? Talk at V&A Machine Vision symposium. Examining the connections between rendering technologies and imagination. As *Haunted Machines with Natalie Kane*.

01.2020 – Talk at SPECULATIVE DESIGN AND FUTURE THINKING, Creative Informatics Lab, Edinburgh

10.2019 – Talk at Arup's FUTURES X DESIGN event, London.

07.2019 – Talk at UAL PLATFORM event, London.

03.2019 – INTERFACE IMAGINARIES. Impakt, Utrecht.

02.2019 – WHAT IF, THEN WHAT? Talk and discussion at London Speculative Futures Meetup reflecting on the problems and failings of speculative design.

01.2019 – Talk at TECHNOLOGICAL FLESH. Talk at Tanzhaus, Dusseldorf.

12.2018 – Talk at ARTBLAB, London.

11.2018 – HAUNTED MACHINES: THE GAME. At Tentacular Festival, Madrid. As *Haunted Machines*.

11.2018 – Panel discussion at TECHNO-ANIMISM, Royal College of Art.

09.2018 – DEEP FAKES OR RENDERING THE TRUTH. Talk and panel discussion at Ars Electronica, Linz, Austria.

09.2018 – IMAGINING MACHINES. Talk at Next, Hamburg. The connection between what we invent and how we imagine machines.

09.2018 – Talk at THIS HAPPENED. V&A, London.

06.2018 – THE BODY INTERFACE, London Laser, London. Talk and panel discussion. A history of the comodification of the human body into data points for optimisation.

05.2018 – UNRENDERING 'TOPIA, Mapping Festival Geneva. Talk and panel discussion on the connections between rendering technology, utopia and dystopia.

03.2018 – THE PURE/UNCANNY MACHINE, Future Sessions. Talk and panel discussion and Future Everything, Manchester.

12.2017 – ARRATIONAL MACHINES, Thingscon, Amsterdam. Keynote lecture on what technology might look like if not driven by efficiency, productivity, power and speed.

10.2017 – Talk at GUEST, GHOST, HOST, MACHINE!, Serpentine Transformation Marathon. As *Haunted Machines with Natalie Kane*.

05.2017 – THE HERMETIC MACHINE. Fiber Festival, Amsterdam.

03.2017 – WHAT'S IT DOING?, STRP Eindhoven.

02.2017 – WHAT'S IT DOING?, STUK Leuven. Keynote on how machines imagine space.

12.2016 – Talk at BOT LIKE ME, Swiss Cultural Centre, Paris. As *Haunted Machines with Natalie Kane*.

09.2016 – SWIMMING WITH SUBMARINES. Strp Scene #2, Eindhoven.

08.2016 – RENDERS FOR MY REAL FRIENDS. Colmboscope, Sri Lanka.

08.2016 – TIME AND MOTIONS. Hackers and Designer, Amsterdam.

05.2016 – Talk and panel at PREPARE. Alterfutures, London.

02.2016 – IT CAME THROUGH THE SEAMS! LIFT, Geneva.

11.2015 – THIS DID NOT TAKE PLACE. Impakt, Utrecht.

04.2015 – DESIGNED CONFLICT TERRITORIES. Royal College of Art.

03.2015 – CRITICAL CITIES. Winchester School of Art.

02.2015 – SMART CITY DREAMIN'. Transmediale, Berlin. A history of the logis of the smart city through design.

11.2014 – CRITICAL EXPLOITS. Parsons, Paris.

11.2014 – HAUNTED MACHINES. KIKK Festival Belgium,

11.2014 – CRITICAL EXPLOITS. Art Science Museum, Singapore.

10.2014 – HAUNTED MACHINES. Web Directions South, Sydney. Keynote exploring the stories of myth, magic and monsters in technology.

09.2014 – Talk at CITY DATA FUTURE. Urban IxD Symposium, Venice.

09.2014 – WORLDBULIDING FUTURES. Pecha Kucha, Helsinki.

09.2014 – PEER-TO-PEER. Frame, Helsinki.

06.2014 – DESIGNED CONFLICT TERRITORIES. IMAL, Brussels. Introducing a body of work exploring digital and network territories.

05.2014 – CONVERSATION WITH ANAB JAIN. Lighthouse, Brighton.

04.2014 – DESIGNING FUTURES. Milan Design Salone.

04.2014 – NETWORK POLITICS. Royal College of Art.

04.2014 – MONSTER MAKING. Future Everything.

01.2014 – CRITICAL EXPLOITS. Lighthouse, Brighton. A review and

analysis of the state of speculative and critical design.

10.2013 – WORLDBUILDING FUTURES. TEDxWarwick.

10.2013 – Talk at IMPROVING REALITY. Lighthouse, Brighton.

06.2013 – NORMAL SERVICE WILL NOT BE RESUMED. Artez, NL.

03.2013 – DESIGN FOR POLICY MAKING. Alterfutures, London.

---

## Publications and Press

Writing for books, magazine and academic output as well as media appearances.

2022 – Foreword in *Computer Generated: The 3D Art Anthology*, Gingko Press.

2022 – HERMETIC MACHINE. Chapter for *Phantoms of Design*, Onomatopoe Press

2022 – CAN YOU GRAB THAT? Essay on design futures through cinema in *Towards the Realm of Materiality*, Free University of Bosen.

12.2022 – SPECULATION INTO THE FUTURE DESIGN SCHOOL EXPERIENCE in *Introduction to Design Education: Theory, Research, and Practical Applications for Educators*, Routledge

03.2022 – THE IMAGINATION MACHINE in *Perspecta 54*, MIT Press on rendering and the sublime imagination in future visions.

09.2021 – NECROMANCY: THE KILLER APP. Article for *Dirty Furniture* magazine on telecommunications and the connection to spiritualism.

07.2021 – SCRATCHING THE SURFACE interview on design podcast discussing design futures, education and institutions.

07.2021 – DESIGNING DIGITAL INTERFACES, co-author of book examining working with the digital as a media for designers.

06.2021 – TELLING OF THINGS, chapter in *Designing Smart Objects in Everyday Life*, MIT Press. Chapter on the narrative frameworks of smart objects.

08.2020 – EXIT SPACES. Chapter in *Bracket Takes Action* book on the possibility of networks for alternative political space (long delayed publication).

06.2019 – INTERVIEW WITH SPECULATIVE.EDU. On the problems in speculative design.

05.2019 – THE GLOBAL DESIGN STUDIO: PLAYING WITH TRANSNATIONAL DESIGN EDUCATION. Paper for Cumulus 2019 reflecting on the Global Design Studio project. *With Eva Verhoeven*.

11.2018 – THE HALLOWED IMAGE. Chapter in *Future Thinking in Art and Design*, Z33, Blackdog Press. How the methods of production in image making affect our conception of the future.

09.2018 – PLAYING THE GAME. Supra Systems Studio. Chapter on the video game subculture of speedrunning and what it tells us about digital aesthetics.

09.2018 – THE IMAGINATION TRAP. Chapter in *Digital Fix*, NEXT Conference. On the limitations of an imagination constrained by machines.

08.2018 – SWIMMING WITH SUBMARINES. Chapter for *Robot Love* book on how we interpret what machines do.

07.2018 – THIS MUST BE THE PLACE Essay for *Tomorrows* exhibition catalogue. *As Strange Telemetry*. The use of critical and speculative design in envisioning utopia.

05.2018 – VALUING UTOPIA IN SPECULATIVE AND CRITICAL DESIGN. Chapter in *Economic Science Fictions*, Goldsmiths Press. Projects exploring alternative speculative economic models.

04.2018 – THE PURE/UNCANNY MACHINE, DUE, London. How machines appear to transcend their machine-ness.

04.2018 – INTERACT GLOBAL DESIGN NETWORKS, paper published at Cumulus Conference 2018, Paris. Report on the INTERACT project. *With Eva Verhoeven*.

11.2017 – HAUNTED MACHINES. Thought Starters Podcast. Discussing the outcomes of the Haunted Machines project.

11.2016 – THE POTENTIAL FOR RADICAL POLITICS IN RENDERING, paper for *Between Paper and Pixels* conference, TU Delft. The use of rendering software to imagine radical alternatives.

10.2016 – SPARK: IS THAT A GHOST IN YOUR POCKET? CBC Radio Canada. Interview about the connection between the occult and technology.

09.2016 – HAUNTED. Digital Human, BBC Radio 4. Interview about the connection between the occult and technology.

06.2016 – RENDERING REALITIES, essay for *Noon Magazine*. On the way that reality is rendered into existence in the city.

05.2016 – SEIZING THE MEANS OF RENDERING. *Amatuer Cities*. Online essay on the potential for emancipatory rendering practice.

11.2015 – INTERNET OF BOMBS. *Tangible Evidence 02*. Essay on the military history of the Internet. *As Strange Telemetry*.

11.2015 – WORKING UP A SWEAT, *Dirty Furniture Magazine*, Table Issue. On the history of the mechanisation of the office and its possible futures.

09.2015 – THE MONOPOLY OF LEGITIMATE USE. *Zivot Umjetnosti*. Writing on the project of the same name.

03.2015 – A KIND OF MAGIC, *Uncube Magazine*. Interview on the relationship between technology and magic. *As Haunted Machines*.

01.2015 – SPECULATIVE DESIGN AND THE FUTURE OF AGEING. Government Office For Science. Policy papers on the use of speculative design in public policy making. *As Strange Telemetry*.

04.2014 – TECHNOLOGICAL TERRITORIES. *Noon Magazine*. Essay on the politics of networked technologies.

04.2014 – INTO YOUR HANDS ARE THEY DELIVERED. *RCA Blueprints for The Unknown*. Catalogue essay on the project of the same name.

03.2014 – CONTINUOUS MONUMENTS AND IMAGINABLE ALTERNATIVES. *Amatuer Cities*. Essay on the use of speculation in imagining alternatives.

02.2014 – DESIGNED CONFLICT TERRITORIES, *Open Democracy*. Essay on the use of design increasing space for political discourse.

09.2013 – WHAT SUPERHEROES AND DESIGN FICTIONS CAN TELL US ABOUT OURSELVES. *Vice Magazine*. Interview about speculative design.