

(DIY) biology: Designing for Open Source Science
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Above is a microbial fuel cell I did last year, 2011. This project was connected to alternative power usage in HCI and at the same time reflect on the handling of toxic waste from the Gowanus Canal in Brooklyn New York. It was a workshop led by Amanda Parkes, (MIT/ITP). Sustainable and alternative power sources is part of my research area in wireless and urban computing as well as other biological and biochemical reactions that can be a part of an physical interaction design process in audio, light or physical interactions.

Eva Sjuve is designing urban wireless systems for sonic interaction. She designed wireless systems such as audioTagger, FriendlyFon and Ghost Scraper for urban space use. She participated in MediaCity 2010, Creativity and Cognition 2009, ISEA 2008, NIME 08, Make Art 2007, (re)Actor 2006, 2007. Eva Sjuve is part of the recent publication, "Transmission Arts: Artists and Airwaves", Paj Publication New York 2011. She holds a MPS from the Interactive Telecommunications Program at NYU. She also studied at School of Visual Arts in New York, at the Royal Institute of Technology and Lund University in Sweden. She has been showing her work at exhibitions such as the Australian Center of Contemporary Art, Melbourne, Australia; Kunsthaus Dresden, Germany; Kiasma Museum of Contemporary Art, Helsinki, Finland; Centre d'Arte Contemporain de Basse Normandie, France; CAEIT Experiments in Art, Information and Technology, California Institute of the Arts, USA; The Museum of Contemporary Arts, Chicago, USA; City Exhibition Hall, Sydney, Australia, and at the National Museum of Fine Arts, Havana, Cuba.
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