

Curriculum vitæ

A. Personal data

Ruth Mateus-Berr

URL: www.ruth-mateus.at

Date of birth: 28.11.1964

Univ.-Prof. at University of Applied Arts Vienna, since 1992

B. Education

Degrees:

ao. Univ.-Prof. Mag. art. Dr. phil. Habilitation for Design Education – Venia Docendi (**2011**) at University of Applied Arts Vienna

Dr. My doctoral thesis engaged in the design and the players of the National Socialist Artists Carnival Parade of 1939 in Vienna (**2002**) at University of Applied Arts Vienna

Mag.art. at University of Applied Arts Vienna (**1991**)

Other studies:

- **History and Social Studies.** My major field of study was National Socialism, postcolonial studies, economic and social history of the city of Vienna, Austrian Immigration law.
- **Art Education** –Teacher Education Secondary Schools (1991)
- **Diploma for Multimedial Art Therapy** (Austrian Association For Group Psychotherapy and Groupdynamics)
- **Positive Leadership FutureLAB:** Trainers: Ruth Seliger, Christoph Schmitz and Paul Tolchinsky taught me about positive leadership, the future of management.

Language skills: German (mother tongue), English (C1), Portuguese (B2), French (A1), Spanish (A2), Italian (A2)

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user
Common European Framework of Reference for Languages

C. Previous positions and mobility

Assessments for academic posts

- *Since 2011 Deputy speaker of* **THE SENATES OF AUSTRIAN ART UNIVERSITIES**
- *Since 2011 Chairwoman of the Senate of The* **UNIVERSITY OF APPLIED ARTS VIENNA**
- **2000 ART-SCHOOL MÜRZ**
Development of (and teacher at) the first interdisciplinary Art-School in Austria
- *Since 1992 Assistant at the department for Design, Architecture & Environment at* **UNIVERSITY OF APPLIED ARTS VIENNA**
- **1991 Design Course Manager HERNSTEIN MANAGEMENT INSTITUTE**
Development of the first Design Management course in Austria, for directors of first and second layers of top management in Austria.
- *Since 2011 Univ.-Prof. at* **UNIVERSITY OF APPLIED ARTS VIENNA**
- *Since 2002 Dr. (PhD) at* **UNIVERSITY OF APPLIED ARTS VIENNA**

Experience of leadership (department & institutions)

- Since 2013 Head of Department for art/design/textile didactics at the **UNIVERSITY OF APPLIED ARTS VIENNA**
- 2013-2019 Head of D'Art – funded by the Ministry: Austrian Higher Education, Structural Resources, Center for Didactics for Art, Design and Textile Education in Austria at the **UNIVERSITY OF APPLIED ARTS VIENNA**
- Since 2012. Head of Expertise_Design at the Master program/Department Social Design Arts as Urban Innovation **UNIVERSITY OF APPLIED ARTS VIENNA**
- 1983-1992 President/NPO, Participation and management of an inter-cultural community art project: **SAMBASCHOOL -COMMUNITY ART**
- 1986-1988 Project Management at the **AUSTRIAN DESIGN INSTITUTE**
Catalogue: Design, made in Austria 1987 (Walter Bohatsch, Peter Weibel) - Exhibition: Austrian Design in Tokio/Japan 1988 in collaboration with JIDPO (Japan Industrial Design Promotion Organization)
- 1985-1986, Internship: Graphic Design & Sale at the **ACADEMIC PRINTING AND PUBLISHING HOUSE** Graz: All departments, Frankfurt Book Fair (1985), Viennese Book Fair/Hofburg (1986)

Mobility:

2019 Guest Professor/ BAUHAUS, GERMANY
2019 Guest Professor/ ECO WEEK Tel Aviv, ISRAEL
2018 Guest Professor/ ECO WEEK Tel Aviv, ISRAEL
2009 Guest Professor/ Masterprogramme Research Based Design, Product Design Department, Estonian Academy of Arts, Tallin, ESTONIA
1988 Study Visit Brasil
1984 Counselor for Arts & Crafts at Summercamp Merrie Woode, North Carolina, USA

D. Professional activities and achievements

Public appearances, tutorials, talks

(Please see *Participation in conferences, workshops*)

External research funding

810.000€ Grants

2007-2019 for the University of Applied Arts Vienna for arts & design based research and research calls, projects with industry, institutions, museums and private sponsors

Expert and reviewer tasks

- Evaluator for EU Horizon 2020 & Jane Harris: InKreate
- Einstein Foundation Berlin
- Beirat im Forschungsverein Gemeinwohl Ökonomie <https://www.ecogood.org/de/forschungsverein>
- Member of the GRASP network of knowledge creation through artful thinking <https://www.graspnetwork.net/>
- Commission of Professorship (National): Industrial Designers: Ross Lovegrove; James Skone; Christoph Kaltenbrunner; and for the Ministry of Women and Education; several commissions for habilitations at University of Applied Arts Vienna
- Commission of Professorship (International): New School of Design, Parsons New York, USA; Aalto University, Finland; Ministry of Education Austria.
- External evaluator for the EU Program P7, Marie Curie Multi-ITN project 'TRADERS': <http://tr-aders.eu/>
Evaluator for EU EACEA Creative Europe Culture: Education, Audiovisual and Cultural Executive Agency Support to Refugee Integration 2016
- Evaluator for Netherlands Organisation for Scientific Research/ NWO
- Scientific Commissions: Research committee of Sensory Studies (<http://www.sensorystudies.org/about/>),

- Evaluator at ZFHE: Journal for Higher Education (<http://www.zfhe.at/index.php/zfhe>)
- Bloomsbury Publishers (Former Berg Publishers) London, Sydney, New York, New Delhi: www.bloomsbury.com/
- Routledge, Taylor & Francis Group, Oxford, New York: <https://www.routledge.com/>

International Scientific Review Board

- DMA 2019 Design & Innovation London UK
- Horizon 2020/EU
- EACEA/EU
- DART 2018 Teaching Artistic Research. Curriculum and Pedagogy. Conference & Columbia University New York, AUSTRIA
- Since 2018 COMMON GROUND Research Networks
- Since 2017 ITCCC International Textiles and Costume Culture Conferences
- DMA 2017 Research Perspectives on Creative Intersections, Hong Kong Polytechnic University, CHINA, Conferences
- Art & Design Education in Times of Change; European Regional Conference INSEA 2016, University of Applied Arts Vienna, AUSTRIA, Conference
- DART 2014 Perspectives on Art Education, University of Applied Arts Vienna, AUSTRIA, Conference
- Evaluator for Netherlands Organisation for Scientific Research/ NWO

Public examiner/opponent tasks

Art | Design Juries

Artistic Research (University of Music and Performing Art Vienna), 2018
 MAM 40 Years of MAM: https://www.mambaby.com/shop/us_int/ 2016
 Sussmannstiftung (<http://www.jmw.at/en/collections/anni-and-heinrich-sussmann-foundation>)
 Stromkilometer Competition since 2006 |
 Der rote Teppich/The Red Carpet (2011, 2012) (<http://www.roterteppich.at/jurors/index/year:2011;>
<http://www.roterteppich.at/jurors/index/year:2012>) |
 Hermanns Strandbar, Vienna |
 Innovest |
 Peggy Guggenheim Internship Venice |
 Grau Raus – Bunt Rein | Competition Chamber of Commerce

Thesis Supervision: 20 (2012-2019)

Positions of trust and memberships in councils, boards, committees, networks, scientific associations, etc.

- Member of the Design Research Society (<http://www.designresearchsociety.org/>),
- ITCCC International Textiles and Costume Culture Congress <http://ulita.leeds.ac.uk/research/international-textiles-and-costume-congress/>
- Directory, Research committee of Sensory Studies: <http://www.sensorystudies.org/about/>
- The International Society of Education through Art: INSEA: <http://www.insea.org/>
- Member of the Society of Artistic Research (<http://www.societyforartisticresearch.org/society-for-artistic-research/>)
- IG Bildende Kunst: <http://www.igbildendekunst.at/>
- GRASP: Knowledge creation through artful thinking: <https://www.graspnetwork.net/blog>
- Research
- Austrian Swedish Society Gesellschaft: <http://www.swfs.eu/index.php?id=72>
- Austrian Women Council: <http://www.frauenrat.co.at/wer-wir-sind.html>
- Project Password: password.or.at/
- EOP: Emergence of Projects: <http://eop.at/home/>
- Common Ground Research Network: <https://cgnetworks.org/>

Experience of leadership (research group, etc.)

Research Groups: 10 (2007-2019)

2018 & 2019 Austria-Hungary Research & Education Foundation: Knowledge Sharing Exchange Program on Co-ability/Designcultures and Disability studies/Rosi Braidotty Posthuman Critical Theory/ in cooperation with Laszlo Moholy Nagy University of Art and Design Budapest, HU.

2018 INTEREG/EU: Design & Innovation (EU) University of Applied Arts Vienna (Angewandte), MAK (Museum of Applied Arts Vienna), SCD (Slovakian Design Center, VŠVU (Academy of Fine Arts and Design, Bratislava/ Institute for Design, Textil and visual Communication) Role: Partner of Lead Austria Museum of Applied Arts Vienna

2015 D.A.S. Dementia. Arts. Society /Artistic Research on Patterns of Perception and Action in the Context of an Aging Society University of Applied Arts Vienna (FWF: The Austrian Science Fund is Austria's central funding organization for basic research, PEEK: Programme for Arts-based research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/>). Role: Project lead

2015 personal. curator & fluxguide (<https://viennabusinessagency.at>) Role: Project lead University of Applied Arts Vienna

2014 Break the Walls PEEK (FWF) University of Applied Arts Vienna & University of Technology Vienna & University of Music (Austrian Science Fonds, Programme for Arts-based Research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/>) Role: Project lead University of Applied Arts Vienna

2014 Sparkling Games Sparkling Science (bmwfw) University of Applied Arts Vienna & University of Technology Vienna (Research programme of the Federal Ministry of Science, Research and Economy (BMWFW) <http://www.sparklingscience.at/en>) Role: Collaborator

2013 Art Lector is a transmedial technical solution for customized art and culture education for groups of students from schools, young and elderly visitors and people with special needs in museums & fluxguide (ZIT: Technology Agency of the City of Vienna: <http://www.zit.co.at/en.html>).Role: Project lead University of Applied Arts Vienna

2012 INTERACCT: INTEGRating Entertainment and Reaction Assessment into Child Cancer Therapy & University of Vienna, St. Anna Children Cancer Research Center Institute, T-Systems (FFG: The Austrian Research Promotion Agency: <https://www.ffg.at/en>) Role: Idea for the project, concept, partner selection, Project lead University of Applied Arts Vienna

2012 Visuality & Mathematics: Experiential Education of Mathematics through Visual Arts, Sciences and Playful Activities & Universities in Finnland, Hungary, Serbia and Belgium (EU-Tempus: http://eacea.ec.europa.eu/tempus/index_en.php) Role: Project lead University of Applied Arts Vienna

2009 Communication Lab & Science Center Netzwerk (WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>) Role: Project lead University of Applied Arts Vienna

2007 Haptic and olfactory Design for Viennas Creative Industries & University of Vienna, University of Natural Resources and Applied Life Sciences Vienna (WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>) Role: Project lead University of Applied Arts Vienna

Experience of leadership (education)

I have participated at the Positive Leadership FUTURELAB training at TRAIN Werkstatt AUSTRIA.

Joint efforts and cooperation, e.g., with industry, trade and business life

- **2019** contract with the Elisabethinen, the emerging biggest Palliative center in Europe for art & design tasks.
- **2016-2019** Invitations at **Janssen Stiftung**. Pharmaceutical Company for supervising interdisciplinary collaboration. <http://www.janssen.com/austria/>
- **2016** Competition 40 years off he company MAM: https://www.mambaby.com/shop/us_int/
- **2016** Collaboration with the **Museum of Applied Arts Vienna: Design Education for and with refugees**
- **2015 Invitation** for an Applied Design Thinking LAB for **NASA Space Apps Challenge**

- **2015** Collaboration with the **Vienna University of Economics and Business, Institute for Entrepreneurship and Innovation**, strategic management to collaborate within the seminar: Clean tech start ups/ smart energies. Conference a paper about the project, which combined **Applied Design Thinking** strategies **with Lean start-up methods** and developed the **AD Canvas method in an interdisciplinary context**, where design is implemented at the beginning of a business canvas.
- **2012-2016 The project INTERACCT (described above)**: INTEgrating Entertainment and Reaction Assessment into Child Cancer Therapy & University of Vienna, St. Anna Children Cancer Research Center Institute, was realized in cooperation with the **industry partner T-Systems**. T-Systems is a German global IT services and consulting company headquartered in Frankfurt. Founded as a WASTE support, it is a subsidiary of Deutsche Telekom. They investigated 200.000€ into the project.
- **2014-2017 Cooperation with Academic Support Austria and Archdiocese Vienna** as pastoral responsibility for artists since 2013 (Third party funding)
- **2015 personal.curator (described above)**: in cooperation with FLUXGUIDE
- **2013 Art Lector (described above)**: in cooperation with FLUXGUIDE, young creative who managed to start their own business throughout the project.
- **2004 Cooperation with Volkshilfe**: <http://www.montagmoebel.com/>

Participation in/organization of conferences, workshops, etc. (Chair, Scientific Committee):

Participation in conferences, workshops: (58) 2007-2018

International Scientific Review Board

- DMA 2019 Design Innovation Management, London, UK
<https://designinnovationmanagement.com/design-events/> Role: Scientific Committee
- DMA 2017 Research Perspectives on Creative Intersections, Hong Kong Polytechnic University, CHINA
<https://www.conftool.net/dma2017/index.php?page=browseAssignedPapers> Role: Scientific Committee
- 2017 Teaching Artistic Research & Columbia University New York, USA; Role: Scientific Committee, Conference Organization, Book Editing
- European Regional Conference INSEA 2016, (Art and Design Education in Times of Change) University of Applied Arts Vienna, AUSTRIA Role: Scientific Committee, Conference Organization, Book Editing
- DART 2014 Perspectives on Art Education, University of Applied Arts Vienna, AUSTRIA; Role: Scientific Committee, Conference Organization, Book Editing
- Academic platform Teacher Education 2011-2017, AUSTRIA Role: Chair, Board Member, Organization of Conferences, Book Editing
- Olfaction and the City 2010, Vienna, AUSTRIA ; Role: Scientific Committee, Conference Organization, Book Editing
- The Skin of The City. Urban Tactile Design 2008, Vienna, AUSTRIA ; Role: Scientific Committee, Conference Organization, Book Editing
- Lecture Series 2007-2011: Haptic & Olfactory Design, Vienna, AUSTRIA; Role: Scientific Committee, Conference Organization, Book Editing

Prizes and awards (15 Awards & Calls SHORT)

2018 & 2019 Austria-Hungary Research & Education Foundation: Knowledge Sharing Exchange Program on Co-ability/Designcultures and Disability studies/Rosi Braidotty Posthuman Critical Theory/ in cooperation with Laszlo Moholy Nagy University of Art and Design Budapest, HU.

2018 INTEREG/EU: Design & Innovation (EU) University of Applied Arts Vienna (Angewandte), MAK (Museum of Applied Arts Vienna), SCD (Slovakian Design Center, VŠVU (Academy of Fine Arts and Design, Bratislava/ Institute for Design, Textil and visual Communication)

2016 Occurus: Award for communication in oncology <https://www.occurus.at/>

2015 D.A.S. Dementia. Arts. Society /Artistic Research on Patterns of Perception and Action in the Context of an Aging Society
University of Applied Arts Vienna (FWF: The Austrian Science Fund is Austria's central funding organization for basic research, PEEK: Program for Arts-based research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/>).

2015 personal. curator & fluxguide (<https://viennabusinessagency.at>)

2014 Bank Austria Social Award (& Interacct Research Group)

2014 Break the Walls PEEK (FWF) University of Applied Arts Vienna & University of Technology Vienna & University of Music
(Austrian Science Fonds, Programme for Arts-based Research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/>)

2014 Sparkling Games Sparkling Science (bmwfw) University of Applied Arts Vienna & University of Technology Vienna
(Research programme of the Federal Ministry of Science, Research and Economy (BMWFV)
<http://www.sparklingscience.at/en>)

2013 Art Lector is a transmedial technical solution for customized art and culture education for groups of students from schools, young and elderly visitors and people with special needs in museums & fluxguide (ZIT: Technology Agency of the City of Vienna: <http://www.zit.co.at/en.html>).

2012 INTERACCT: INTEgrating Entertainment and Reaction Assessment into Child Cancer Therapy & University of Vienna, St. Anna Children Cancer Research Center Institute, T-Systems (FFG: The Austrian Research Promotion Agency: <https://www.ffg.at/en>)

2012 Visuality & Mathematics: Experiential Education of Mathematics through Visual Arts, Sciences and Playful Activities & Universities in Finland, Hungary, Serbia and Belgium (EU-Tempus: http://eacea.ec.europa.eu/tempus/index_en.php)

2010 Design Award: Vienna: A Design Strategy. How to React to a City? (MAK, Departure Call) Cool City Vienna: Cool Design & Hashem Akbari & Allgemeine Baugesellschaft - A. PORR AG. & Architect Michael P. Schultes: MAK (Museum of applied arts) Vienna 2010

2009 Communication Lab & Science Center Netzwerk (WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>)

2007 Neptun Contemporary Art Award for the Visualization of the Science Work of Dr. Rita Colwell (Verbund)

2007 Haptic and olfactory Design for Viennas Creative Industries & University of Vienna, University of Natural Resources and Applied Life Sciences Vienna (WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>)

Prizes and awards (15 Awards & Calls DETAIL)

➤ **2019: Design & Dis-ability**

LINKS: under construction

Time: 2019-2020

Grant Funders: Austrian-Hungarian Foundation for Knowledge Sharing and Education

Project Partners: University of Applied Arts Vienna (Angewandte), Laszlo Moholy Nagy University, Design Insitute, Budapest, Hungary.

PROJECTDESCRIPTION:

Objective of this project is research & education within the Knowledge Sharing Exchange Program on Co-ability/Designcultures and Disability studies, based on the theory of Rosi Braidotty and Posthuman Critical Theory. Aim of the project ist to co-design concepts, prozess and objects with and for people with multiple impairments.

➤ **2018 INTEREG: Design & Innovaton**

LINKS: under construction

Time: 2018-2019

Grant Funders: EU, <https://www.interregeurope.eu/>

Project Partners: University of Applied Arts Vienna (Angewandte), MAK (Museum of Applied Arts Vienna), SCD (Slovakian Design Center, VŠVU (Academy of Fine Arts and Design, Bratislava/ Institute for Design, Textil and visual Communication)

PROJECTDESCRIPTION:

Objective of this project"Design & Innovation" is to follow the research question ? How can digital revolution of our times be used for human beings as best as possible and how can we cope with predictable misdevelopments ? in close and interdisciplinary collaboration with the Academy of Fine Arts and Design, Bratislava/ Institute for Design, Textil and visual Communication. The results will be presented at either Vienna Biennale 2018 or Bratislava Biennale 2019.

➤ *2017 E-AWARD: Education & Health*

LINKS: <http://www.report.at/index.php/component/k2/item/90426-eaward-2017-projekte-fuer-die-digitalisierung-oesterreichs>

Grant Funders: Federal Chancellery Austria, Report publisher, platform Digital Austria

➤ *2016 Occursus: Award for communication in oncology for the project INTERACCT*

LINKS: <https://www.youtube.com/watch?v=FvvlFbga2VQ>;

<https://www.interacct.at/project/english.aspx>

Grant Funders: Occursus: <https://www.occursus.at/>

➤ *2015 personal.curator*

Grant Funders: Vienna Business Agency: <https://viennabusinessagency.at/>

TIME: 1.3.2016-28.2.2017

LINKS: **Homepage under construction**

Project Partners: University of Applied Arts Vienna, Fluxguide

Project Lead: Fluxguide

PROJECTDESCRIPTION:

This project focusses on wearable technologies for innovative museum education by developing the „personal.curator“, an app with diverse technological interactions. The research group aims to design a context-sensitive education tool. Museum visitors do not have to use just Audioguides or a Smartphone App but receive at the right moment at the museum space informations to relevant exhibits in their immediate vicinity. By simple touch of wearable mobile devices (f.e. Apple Watch) they are guided by a personal curator. The contents and strategy of the guide will be co-developped with the research team off he University of Applied Arts Vienna and by stakeholders: Albertina, MUMOK, Vienna Museum of Natural History, Leopold Museum, Vienna Museum, Google Austria.

➤ *2015 D.A.S. Dementia. Arts. Society. “Artistic Research on Patterns of Perception and Action in the Context of an Aging Society”*

Grant Funders: FWF Programm for Arts-based Research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/>; <http://pf.fwf.ac.at/de/wissenschaft-konkret/project-finder/36537>

TIME: 01.03.2016-28.02.2019

LINKS: <https://www.dementiaartssociety.com/>

Project Partners: University of Applied Arts Vienna

Project Lead: University of Applied Arts Vienna (Ruth Mateus-Berr)

PROJECTDESCRIPTION:

Artistic Research on Patterns of Perception and Action in the Context of an Aging Society

This project is about integrating the potentials of arts-based research into the ongoing efforts to meet the challenges which dementia brings to our societies. Some 10 Million people in Europe are suffering from dementia. By the year 2050 the number of people with dementia is estimated to double.

People with dementia suffer from societal stigmatization. Common tasks like shopping, financial agendas and traveling to unknown places can be difficult for them. To avoid rejection and embarrassment they seclude themselves from society.

The principle hypothesis of this research project is, that specifically created art and design interventions can change the societal approach to dementia and improve the individual situation of people with dementia and their caring persons.

On the societal level this project aims to develop art-based processes for changing the sensory perception of persons without dementia and thereby raising the general societal awareness for the situation of people with dementia. On the individual level the project aims to develop concepts for artworks, design products, interactive creative social processes, performative

interventions or other creative tools to increase the individual self-determination and self-confidence of people. This should support people with dementia to remain an active part of society for a longer period of time.

Spending some time with people suffering from dementia, dialogues and interviews with experts, workshops on design thinking, sensual workshops, narrative drawings, photographs, videos and public performances will be the methods applied.

Where social politics, therapies, caregiving and medicine come to their end, arts- and design-strategies aim to open up new perspectives to people with dementia concerning their own capabilities and their situation within social environments. This is the particular approach to the challenges caused by dementia.

➤ *2014 2. Bank Austria Social Innovation Award (& Interacct Research Group)*

➤ *2014 Breaking the Wall*

Grant Funders: FWF Programm for Arts-based Research: <https://www.fwf.ac.at/en/research-funding/fwf-programmes/peek/>; <http://pf.fwf.ac.at/de/wissenschaft-konkret/project-finder/36537>

TIME: 2015-2017

LINKS: <http://www.piglab.org/breakingthewall/>

Project Partners: University of Applied Arts Vienna, University of Technology, University of Music and Performing Arts

Project Lead: University of Technology

PROJECTDESCRIPTION:

Breaking the Wall - Playful interfaces for audience participation and artistic expression in musical live performances

Audience participation allows the audience to influence and shape musical live performances together with the performing artists. The field has a rich history of custom-built instruments and devices, and ways to facilitate collaborative performances. The artistic potential of audience participation, both for musicians as well as their audiences is very high. Recent advancements in sensor and interface technology have further increased this potential. While research on audience participation shows both practical as well as theoretical perspectives, a structured creative and evaluated approach to fully explore the artistic potential is missing so far. Thus this project addresses the central research question "Which new ways of artistic expression emerge in a popular form of music performance when using playful interfaces for audience participation to facilitate interactivity among everybody involved?" To answer this important question, and to shed light on the artists' creative practice, we develop, document and evaluate a series of interfaces and musical performances together with popular music artists, among them Austrian DJ and media artist Electric Indigo. The focus will be on providing playful game-like interaction, facilitating collaborative improvisation and giving clear feedback as well as traceable results. The interfaces will be deployed in three popular music live performances at one event. The artistic processes and the performances will be evaluated using mixed methods, including a focus group and surveys as well as quantitative data logging and video analysis to identify parameters of acceptance, new ways of artistic expression and musical experience. The evaluation will allow us to present structured guidelines for designing and applying systems for audience participation. The FWF PEEK funded project is a collaboration between the Vienna University of Technology, the University of Applied Arts Vienna and the University of Music and Performing Arts. The team is comprised of artists and researchers that cover diverse areas such as media arts, computer science, Human-Computer-Interaction, game design, musicology, ethnomusicology, technology and interface design. The results of the project will be situated at the interdisciplinary intersection of art, music and technology. We will present structured and evaluated insights into the unique relation between performers and audience, leading to tested and documented new artistic ways of musical expression that future performances can build on. We will further deliver a tool-set with new interfaces and collaborative digital instruments. The results of the project will be highly relevant to musical practice, and contribute to theory from the areas of media arts and musicology. The project greatly increases the visibility of experimental music performances and audience participation through a large public performance, detailed online documentation, media coverage, and a public symposium at the Ars Electronica Center.

➤ *2015 Sparkling Games Sparkling Science (bmwfw)*

Grant Funders: bmwfw: Ministry of Science and Economy: <https://www.sparklingscience.at/en>

TIME: 2015-2016

LINKS:

[https://www.sparklingscience.at/en/projects/show.html?--typo3_neos_nodetypes-page\[id\]=728](https://www.sparklingscience.at/en/projects/show.html?--typo3_neos_nodetypes-page[id]=728)

<http://www.piglab.org/sparkling-games/>

Project Partners: The project is hosted at the Institute of Design and Assessment of Technology (Vienna University of Technology) Department of Communication (University of Vienna) and the Viennese schools Schulschiff Bertha von Suttner, HTBLVA Spengergasse and BFI Margareten.

Project Lead: University of Technology

PROJECTDESCRIPTION:

Designing Educational Games about the Relation of Informatics and Society Together with secondary school students we will investigate how concepts from the field of game-based learning can be used to develop learning methods and materials to the topic informatics and society. Starting with a detailed analysis of existing learning and mainstream commercial games students will iteratively conceptualise and develop games and game-like materials to support teaching about topics including copyright and intellectual property, privacy, surveillance, social media, and big data. The project will lead to a transfer of academic competencies to students, who will gain expertise in the areas of game design and serious games as well as in social science research methods to assess and reflect their creations. Key results of the project include a commented collection of existing games supporting learning about topics from the area of informatics and society, new games and game concepts developed by students, and bottom-up insights into how game-based learning can be used in schools. Sparkling Games strives to expand the potential of games as media for learning, reflection and for teaching media literacy. We further hypothesise that the process of creating learning games itself constitutes a highly valuable learning experience.

➤ *2013 Best Oral Presentation Award (International Textiles and Costumes Congress, Kasetsart University Thailand, Bangkok)*

Performative Lecture with students (Klaudia Kozma, Lukacs Laszlo, Cornelia Bast)

➤ *2013 Art Lector*

Grant Funders: ZIT: Technology Agency of the City of Vienna, Vienna Business Agency:

<https://viennabusinessagency.at/>

TIME: 2013-2014

Award: 3.Prize Call IKT Vienna 2013

LINKS:

http://www.dieangewandte.at/jart/prj3/angewandte/main.jart?rel=en&reserve-mode=active&content-id=1371642582530&aktuelles_id=1380624428841

PROJECTDESCRIPTION:

Art Lector is a transmedia art technical solution for specific arts and cultural education work for schools and young people in the museum, a combination of interactive multimedia-guiding & a material and exchange platform for teachers and their schools. As a communication technology and mediation scientific innovation Art Lector should show that the use of new technologies and media in the arts and cultural education in no way competes with the current mediation work, but can be seen as a supplement and path to a new technologically-supported mediation offer. The University of Applied Arts Vienna (Department of Didactics of the Institute of Art Studies, Art Education and Communication) research needs of the target groups and develop participatory with them and Fluxguide solutions.

Project Partners: University of Applied Arts Vienna, Fluxguide

Project Lead: Fluxguide

- *2012 INTERACCT: INTEgrating Entertainment and Reaction Assessment into Child Cancer Therapy & University of Vienna, St. Anna Childrens Cancer Research Center Institute, T-Systems*

Grant Funders: FFG: The Austrian Research Promotion Agency: <https://www.ffg.at/en>

TIME: 2012-2016

Project Partners: University of Applied Arts Vienna, University of Vienna (Games4Resilience Lab- Psychology; Faculty of Computer Science, Entertainment Computing) St. Anna Childrens Cancer Research Center, T-Systems Austria, Austrian Schools (Schulschiff Bertha von Suttner)

Project Lead: University of Vienna

LINKS:

<https://www.interacct.at/project/english.aspx>

<https://www.youtube.com/watch?v=FvvlFbga2VQ>

<https://www.interacct.at/project/english.aspx>

PROJECTDESCRIPTION:

Hematopoietic stem cell transplantation (HSCT) treats serious malignant and non-malignant diseases (e.g. leukemia or sickle cell anaemia) by destroying the patient's ill immune system and replacing it with new, healthy stem cells. It is a life saving procedure for children and adults with cancer or blood diseases. However, the procedure itself is still associated with considerable morbidity and high risk for mortality (approximately 40%) due to infection, toxicity and immunologic complications. Over the past years, progress in HSCT has significantly improved survival, but mortality has been shifted into the long-term follow-up. In this context, high quality aftercare is an essential part of the therapy, and in particular prompt information is warranted to enhance early diagnosis and to deliver appropriate treatment. The project INTERACCT investigates the design and development of an E-Health platform specially focusing on juvenile HSCT patients in aftercare. INTERACCT is mainly meant to improve the communication between patients and clinicians in order to detect possibly life-threatening complications as soon as possible. In this context, compliance of patients to follow the treatments as well providing their health status to the clinicians is one of the main factors for survival. INTERACCT specially focuses on supporting compliance by making the design as child friendly as possible. This includes a fun and entertaining user interface, as well as the provision of specific computer games inside an online world. Although we focus on juvenile HSCT patients, we think that our approach can be generalized to any child related chronic disease. The entertaining and playful INTERACCT Web platform is developed in a multidisciplinary approach at the interface of clinical research, design thinking and information communication technology (ICT). Augmented clinician-patient communication may enable the clinician to early identify behavioral changes which precede manifest symptoms of diseases. Furthermore the tool will be adaptive to developing problems e.g. enhanced "drinking games" if fluid intake is decreasing. An entertaining user interface specially designed for juvenile patients should foster interaction with the tool and improve long term treatment adherence. In the long run, the use of INTERACCT could lead to earlier diagnosis and, thus, to a better quality of care after HSCT. INTERACCT therefore should have the look and feel of modern entertainment platforms, including various elements of entertainment, challenges, games and social aspects, etc. Seen from the children's perspective, INTERACCT delivers mainly entertainment, and is a source of challenges, competitions, empowerment and fun. The E-Health aspects of fostering compliance, communication, and treatment should be visible, but not dominating. INTERACCT does not require any newly created hardware devices. Unlike other E-Health projects, we do not aim at using special health sensor hardware that automatically detects and sends health data. Data collection will only include information as requested in the patient handbook like eating and drinking behavior, bowel movement, observation of pain etc.). Any clinical examination will only take place in the hospital during the regular mandatory visits. Therefore, INTERACCT is a pure software solution, but will integrate state-of-the-art low-cost and off-the-shelf consumer equipment like web cams, smart phones or a Kinect sensor to increase the fun factor for children and adolescents. Also, we do aim at using the Kinect or even Android based smartphones as input sensors for health data. The Kinect for instance can be used to guide treatment games fostering movement. Also, we aim at analyzing player performance data to help clinicians in detecting worsening of a patient's condition.

- *2012 Visuality & Mathematics: Experiential Education of Mathematics through Visual Arts, Sciences and Playful Activities & Universities in Finland, Hungary, Serbia and Belgium*

Grant Funders: TEMPUS European Union's programme: EU-Tempus: http://eacea.ec.europa.eu/tempus/index_en.php
TIME: 2012-2014

LINKS:

<http://vismath.ektf.hu/>

http://vismath.ektf.hu/student_book_v2.0-online/student_book.pdf

Educational Toolkit: <http://vismath.ektf.hu/index.php?l=en&m=131>

2nd. International Summerschool on Visual Mathematics: <http://vismath.ektf.hu/index.php?l=en&m=233>

Serbian students' attitudes towards mathematics and mathematical education : Tempus Attitude Survey (TAS) 2013-2014 report: <https://jyx.jyu.fi/dspace/handle/123456789/44803>

Adventures On Paper. Math-Art Activities for Experience-centered Education of Mathematics:
<http://vismath.ektf.hu/index.php?l=en&m=311>

Project Partners: University of Jyväskylä (FI), Belgrade Metropolitan University (RS), University of Novi Sad (RS), Serbian Academy of Sciences and Arts (RS), ICT College of Vocational Studies (RS), Sint-Lucas School of Architecture (BE), University of Applied Arts Vienna (AT), Eszterházy Károly College (HU)

Project Lead: Eszterházy Károly College (HU)

PROJECTDESCRIPTION:

TEMPUS is the European Union's programme which supports the modernisation of higher education in the EU's surrounding area. Tempus promotes institutional cooperation that involves the European Union and Partner Countries and focuses on the reform and modernisation of higher education systems in the Partner Countries of Eastern Europe, Central Asia, the Western Balkans and the Mediterranean region. Training a new generation to accomplish the pre-requisites established by a knowledge-based competitive society and economy is a significant goal to reach. Our project aims to achieve this goal by supporting the development of technology and the pragmatic educational methods of the educational institutions and their teachers and tutors in Serbia. We also intend to raise students' interest for mathematics and sciences and make these disciplines more appealing to the youth, invoking inter- and trans-disciplinary instruments. The ultimate purpose of this development project is to expand and modernize the tools' system used in the field of mathematics and other sciences. Above all the methodology of the Visual Mathematics project offers a great possibility for teachers to present mathematics creatively, and in an interesting, appealing way. The 24-months program and the comprised two Summer Schools and Experience Workshops are constructed in a way that the subsidiary materials and tools used for education purposes are involved from everyday life spiced up by artistic techniques which are very catchy for the youth. Thus this project uniquely combines mathematics with art, and other ordinary assets with the intention of attracting Serbian children to learn mathematics, and inspiring them to improve their achievement in sciences. Ruth Mateus-Berr researched the attitudes of serbian children towards mathematics (2014), she organized and taught at the study visits an interdisciplinary team of students, she co-organized conferences and book editions and curated an exhibition in Belgrade (arts & mathematics).

- *2011 PlayDecide for blind and elderly people (Science & Art)*

Grant Funders: EU microFUND "brain doping"

TIME: 2011

LINKS:

<http://www.playdecide.eu/play/inspiringstories/1539>

PROJECTDESCRIPTION:

How can we offer DECIDE for elderly people who are blind or can hardly see? This was a challenge we took on when word-of-mouth about our microFUND "brain doping" DECIDE series prompted the Austrian Association for Blind People to invite us for this very special target group.

Ruth Mateus-Berr developed the Workshop for the blind and elderly people with haptic elements and conducted this workshop part.

Project Partners: University of Applied Arts Vienna (AT), Science Center Netzwerk (AT)

Project Lead: Science Center Netzwerk (AT)

- *2010 Design Award: Vienna: A Design Strategy. How to React to a City? (MAK, Departure Call) Cool City Vienna*

Award Funder: departure, MAK

Project Partners: University of Applied Arts Vienna (AT), A.PORR. AG (AT), Hashem Akbari (Berkeley, USA), Architect Michael P. Schultes (AT, F)

Funding Volume: Exhibition at MAK (Museum of Applied Arts Vienna), Bookedition

LINKS:

http://archiv.viennadesignweek.at/2009/upload/design_project_vienna_09_engl.pdf

http://www.mak.at/jart/prj3/mak/main.jart?content-id=1343388632770&rel=en&article_id=915&reserve-mode=active

PROJECTDESCRIPTION:

The exhibition in the MAK DESIGN SPACE is presenting the winners of “Project Vienna—A Design Strategy. How to React to a City?”, the competition of ideas held jointly by MAK & departure. More than a hundred submissions came in from twenty countries.

- *2008-2009 Art(s) and Science Call: Communication Lab*

Grant Funders: WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>
<http://www.science-center-net.at/index.php?id=478>

TIME: 2008-2009

Project Partners: University of Applied Arts Vienna, Science Center Netzwerk, University of Vienna University of Basel (science studies), Process Work Institute, Portland, Oregon

Project Lead: SCN

PROJECTDESCRIPTION:

Communication lab for developing network-based spaces for science center activities in Vienna Science Center Netzwerk (SCN). Artists, Designers and Science Communicators co-developed within a sociological research project how spaces should be designed to communicate science and technology to a broad audience. Students developed with design methods a SC Designboard. Ruth Mateus-Berr supervised the students and co-developed the Designboard with them.

- *2007 Neptun Contemporary Art Award for the Visualization of the Science Work of Dr. Rita Colwell (Verbund)*
- *2007 Haptic and olfactory Design for Viennas Creative Industries & University of Vienna, University of Natural Resources and Applied Life Sciences Vienna*

Grant Funders: WWTF: The Vienna Science and Technology Fund WWTF. <http://www.wwtf.at/>
<http://www.science-center-net.at/index.php?id=478>

TIME: 2007-2011

Project Partners: University for Applied Arts, (Institute for fine arts, art pedagogy and mediation), University of Vienna, (Department of Clinical Pharmacy and Diagnostics) University of Natural Resources and Life Sciences, Vienna, (Institute of Botany) ZOOM Childrens Museum

Project Lead: University of Vienna

LINKS:

http://www.wwtf.at/projects/research_projects/details/index.php?PKEY=823_DE_O

PROJECTDESCRIPTION:

The project investigates which haptic qualities and smells – due to materials and activities in public places – constitute Vienna’s specific identity, how they contribute to the local residents’ emotional well-being and attract tourists, finally which materials and strategies can be used by architects and designers in order to enhance Vienna’s flair and raise its quality of life for all age groups.

Field studies are Vienna’s parks and gardens, its public transport, cafés, popular public spaces, vintage shops and playgrounds. How and where does Vienna smell most intensively? Which atmosphere do customers expect in a Viennese café and how do materials produce specific moods? How does it feel to sit in the public transport and how does a blind person perceive public places in Vienna? Did the city smellscape change in the last decades and can be the old smells “revived”? Finally, do Vienna-based architects and designers have interest in cultivating these two senses?

The project makes an inventory of the tactile qualities and smells in public spaces, analyses and measures their smell intensity and the emotional reaction to odours. The research will result in a city smell calendar and smell maps for selected city areas, including an experimental “fragrant garden”.

➤ *1994 Ebensee Filmfestival 3. Award*

Publications (Selection, Recent) 2010-2019

1. Mateus-Berr, Ruth (in print) Artists as Translators In: Arts, Research, Innovation and Society: Future of Work (Eds. Bast, Carayannis, Campbell) New York: Springer
2. Mateus-Berr, Ruth (2018) Gefahr von Wahrheit in Frieden (Danger of Truth in: Peace) (Ed. Susanne Jalka) Edition Angewandte DE GRUYTER
3. Mateus-Berr, Ruth im Interview mit Ernst Hochrainer zu Bild und Bildung in: Icons 2. Kunst, Bildmedien, Umweltgestaltung. Wien: Verlag Hölder-Pichler-Tempsky GmbH
4. Mateus-Berr, Ruth (2017) Didaktische Modelle an der Kunstgewerbeschule und Der Universität Für Angewandte Kunst Wien (Didactic Models at the College and University of Applied Arts Vienna, aspects of Lebensreform movement 1900 until today): einzelne Aspekte der Lebensreformbewegungen um 1900 bis heute. In: 150 Jahre Universität für angewandte Kunst Wien, Ästhetik der Veränderung. Bast, Gerald / Seipenbusch-Hufschmied, Anja / Werkner, Patrick (Eds.) Edition Angewandte DE GRUYTER
5. Mateus-Berr, Ruth (2017) Creative Skills im Rahmen von künstlerischer und angewandter Forschung in der kunstpädagogischen (Aus)bildung oder: Ich muss mich nicht rechtfertigen, in: In: Joachim Kettel (Hrsg.): The Missing_LINK 2016. Übergangsformen von Kunst und Pädagogik in der kulturellen Bildung. Künstlerische Kunstpädagogik im Kontext. Oberhausen: Athena 2017, S. 35-55.
6. Mateus-Berr, Ruth & Luise Reitstätter (Eds.) (2017) Art and Design Education in Times of Change, Edition Angewandte DE GRUYTER
Mateus-Berr, R. Dialogue with David Hamers & Adrian Friend in: Hamers, D., Bueno de Mesquita, N., Vanecken, A., Schoffelen, J. (Eds.) (2017) Trading Places: Practices of Public Participation in Art and Design Research. Barcelona: dpr-barcelona
7. Mateus-Berr, R. (2017) Critique in Art & Design Education. In: Art School Critique 2.0 Ed. Richard Jochum, Symposium Proceedings Nov 18-19 | 2016. Teachers College, Columbia University New York.
8. F. Kayali, C. Bartmann, O. Hödl, R. Mateus-Berr, M. Pichlmair (2016): Poème Numérique: Technology-Mediated Audience Participation (TMAP) using Smartphones and High-Frequency Sound IDs. In Proceedings of the INTETAIN 2016 8th International Conference on Intelligent Technologies for Interactive Entertainment, June 28-30 2016, Utrecht, NL.
9. Mateus-Berr, Ruth & Hann, Michael Editor of: Culturas de Creatividad Vol. 14/2016 in: Arte y Políticas de Identidad <http://revistas.um.es/api/pages/view/futureIssues>
10. F. Kayali, M. Silbernagl, K. Peters, R. Mateus-Berr, A. Reithofer, D. Martinek, A. Lawitschka, H. Hlavacs (2016) "Design Considerations for a Serious Game for Children after Hematopoietic Stem Cell Transplantation"; Entertainment Computing Journal, Special Issue on Fun and Engaging Computing Technologies for Health
11. Mateus-Berr, Ruth; Brunmair, Barbara; Hlavacs, Helmut; Kayali, Fares; Kuczwara, Jens; Lawitschka, Anita; Lehner, Susanne; Martinek, Daniel Nebel, Michael; Peters, Konrad; Reithofer, Andrea; Wölfle, Rebecca; Silbernagl, Marisa; Sprung, Manuel (2015) Co-Designing Avatars For Children with Cancer. In: Proceedings of the 3rd International Conference for Design Education Researchers LearnXDesign, Vol. 4, Published by Aalto University School of Arts, Design and Architecture (Eds. Robin VandeZande, Erik Bohemia, Ingvild Digranes.)
12. Mateus-Berr, R. & Radovic, L. (2015) Op-Tiles and Interdisciplinarity. In: Eds. Mateus-Berr, Ruth & Götsch Michaela (2015) Perspectives of Art Education, Edition Angewandte DE GRUYTER p.33.-39
13. Mateus-Berr, R., Karusch, A., Sachsenhofer, W. (2015) The Case for Interdisciplinary Art & Design Education, In: Eds. Mateus-Berr, Ruth & Götsch Michaela (2015) Perspectives of Art Education, Edition Angewandte DE GRUYTER, p.127-133
14. Mateus-Berr, Ruth & Götsch Michaela (2015) Perspectives of Art Education, Edition Angewandte DE GRUYTER
15. Michaela Götsch; Fares Kayali; Mateus-Berr, Ruth; Tomas Mikeska; Kasra Serafi (2014) Mobile Technology and Museum Education for Schools Theory, Study Results & Use Cases from the Project Art.Lector, in Conference Proceedings NODEM 2014
16. Mateus-Berr, Ruth (2014) Art & Design as Social Fabric, In: Arts, Research, Innovation and Society (Eds. Bast, Carayannis, Campbell) New York: Springer
17. Mateus-Berr, Ruth (2014) Applied Design Thinking LAB Vienna. Ein Versuch, künstlerische Forschung, Praxis, Theorie und Vermittlung in einer Lehrveranstaltung zu verknüpfen. Applied Design Thinking for Teacher Education. in: Ilse Schrittmesser, Isolde Malmberg, Ruth Mateus-Berr, Martin Steger (Hg.): Zauberformel Praxis. Zu den Möglichkeiten und Grenzen von Praxiserfahrungen in der LehrerInnenbildung. Wien: nap
18. Mateus-Berr, Ruth; Cornelia Bast; Nadja Brandstätter, Antonia Eggeling; Wolfgang Sachsenhofer (2014) Campaign for Sustainable Textiles in Austria In: Proceedings 2014 ITCCC International Textiles and Costume Culture Congress CCA (Korea), Ars Textrina (UK) Eds. Yongsook Kim, Hann, Michael. Jeonju, Korea: Chonbuk National University
19. Mateus-Berr, Ruth; Poscharnig, Julia (2014) Kunst-Leben. 40 Biographien zu Beruf und Bildung. Wien: nap (New Academic Press)
20. Mateus-Berr, Ruth (2014) Exhibition Vismath-Mathvis (The Closing Conference proceedings-Exhibition catalogue) (Eds. Tempus EU Team) Eszterházy Károly College
21. Mateus-Berr, Ruth (2014) Student Book of Study Visits. Eds. Tempus EU Team) Eszterházy Károly College
22. Ilse Schrittmesser, Isolde Malmberg, Ruth Mateus-Berr, Martin Steger (Hg.) (2014) Zauberformel Praxis Zu den Möglichkeiten und Grenzen von Praxiserfahrungen in der LehrerInnenbildung. Wien: nap

23. Fares Kayali, Naemi Luckner, Ruth Mateus-Berr, Peter Purgathofer (2013) *Game design and artistic expression*. In: Context Matters! Exploring and Reframing Games and Play in Context. Proceedings of the 7th. Vienna Games Conference FROG 2013 (Mitgutsch, Konstantin; Huber, Simon; Rosenstingl, Herbert; Wagner, Michael; Wimmer, Jeffrey Eds.) Wien: nap p. 288-300, ISBN 978-3-7003-1864-4
24. Mateus-Berr, Ruth: *"Habits" within Arts- and Design-Based Research* (2013) In: SHARE. Handbook for Artistic Research Education. Eds. Mick Wilson, Schelte van Ruiten. Contributors: Henk Borgdorff, Anna Daucikova, Scott deLahunta, ELIA, James Elkins, Bojan Gorenec, Johan A. Haarberg, Efva Lilja, Steven Henry Madoff, Leandro Madrazo, Nina Malterud, Ruth Mateus-Berr, Alen Ozbolt, John Rajchman, Schelte van Ruiten, Matthias Tarasiewicz, Andris Teikmanis, Johan Verbeke, Mick Wilson (p.152-161)
Amsterdam, Dublin, Gothenburg: ELIA
ISBN: 978-90-810357-0-5
25. Mateus-Berr, Ruth; Bast,Cornelia; Kozma, Klaudia; Lukács,László; Wakonig, Marie-Theres (2013) *Textile Design as Social Fabric, with Inspiration from '4-layers of Sari' and the Material Culture of Silk*. In: 2013 International Textiles & Costume Congress Proceedings. Silk Aesthetic. Culture. History. Technology. Fashion and Innovation. ITCC. Katesart University Bangkok. Thailand
26. Mateus-Berr, Ruth; Nalis, Irina; Bast, Cornelia. *ADTL Frauenhaus Survival Kit*. 2013 In: Textilien als Soziale Oberflächen. Ein Kooperationsprojekt des Vereins Wiener Frauenhäuser mit der Universität für angewandte Kunst Wien, Institut für Kulturwissenschaften, Kunstpädagogik und Kunstvermittlung. Applied Design Thinking LAB Vienna (ADTL) Wien: Eigenverlag
27. Mateus-Berr, Ruth (2013) *Applied Design Thinking LAB and Creative Empowering of Interdisciplinary Teams*. 2013 In: Springer Encyclopedia on Creativity, Invention, Innovation and Entrepreneurship (CI2E). Eds: Elias G. Carayannis, Igor N. Dubina, Norbert Seel, David F. J. Campbell, Dimitri Udiszuni. New York: Springer
28. Mateus-Berr, Ruth & Wilfried Grossmann (2012) *Applied Design Thinking LAB Vienna: INTERACCT. Interdisciplinary Technology Education in the 21st Century 2012* In: Technology Education in the 21st Century. The PATT 26 Conference Stockholm Sweden 2012. Eds: Thomas Ginner, Jonas Hallström, Magnus Hultén. Linköping: Electronic Conference Proceedings Nr. 73 (p. 316-322)
29. *Mateus-Berr, Ruth (2011) *Design Thinking LAB: Math goes Fashion*
 - a. & Cernohous, Konrad; Gross, Dominik; Ilias, Petra; Lunzer, Walter; Schaitl, Jasmin; Schultes, Peter Michael, In: Bridges Coimbra- Mathematics, Music, Art, Architecture, Culture. Proceedings 2011. Eds: Sharangi, Reza; Sequin, Carlo; Machado Penousal. Phoenix: Tessellations Publishing
30. *Mateus-Berr, Ruth (2011) *Sensorisches Labor Wien. Urbane Haptik- und Geruchsforschung*.
 - a. Eds. Diaconu, Buchbauer, Skone, Menasse-Wiesbauer. Berlin, Münster. Wien, Zürich, London: Lit-Verlag 2011
 - b. Haptische und olfaktorische Designaspekte in der Freiraumgestaltung von Wien. (S. 53-96)
 - c. Haptische (und olfaktorische) Designqualitäten von Wiener Kaffeehäusern (S. 197-226)
 - d. Spielplätze in Wien und ihre haptischen Qualitäten
 - e. Mateus-Berr, Ruth & Cebul, Katrin; Götsch, Michaela; Las, Edyta; Luik, Caren-Ellis; Lidy, Thomas; Hinterlechner, Katarina; Moser, Holger; Reibenegger, Thomas; Rom, Martina; Scherz, Anna (S. 485-534)
 - f. Sense-Scapes in Sammlungen, Museen, Galerien, Ausstellungen. Auf der Spur von Duft und Berührung in Kunst und Design (S. 535-598)
31. Mateus-Berr, Ruth; Diaconu, Madalina; Vosicky, Lukas (Eds.) (2011) *Senses and the City. An Interdisciplinary View of Urban Senses*. Berlin, Münster. Wien, Zürich, London: Lit-Verlag
 - a. Mateus-Berr, Ruth: (Ed. & Author): Haptic and Olfactory Design Quality of Viennese Coffeehouses. (p.77-86)
32. Mateus-Berr, Ruth (2011) *See this Sound*. In: Senses & Society. Oxford, New York: Berg Publishers. (p. 245-249)
33. Mateus-Berr, Ruth (2011) *Designtheorie. Designvermittlung*. Habilschrift. Wien: Eigenverlag (Sammelhabilitation)
34. Mateus-Berr, Ruth (2010) *Textiles and the Social Fabric*. In: Senses & Society. Oxford, New York: Berg Publishers. (p. 285-291)

Artistic CV –Quantitative Information

Exhibitions (Selection, Recent)

86 Exhibitions (2007-2019) Single: 6, Group: 81

2019 *Dementia Art Society*. Vienna Biennale, Museum of Applied Arts Vienna, Austria (AT)
 2019 *Dementia Art Society*. UCLA Art|Sci Center at BBAX Building Bridges Gallery. Los Angeles/Santa Monica, USA
 2019 *Dementia Art Society*. Applied Innovation LAB Vienna, Austria (AT)
 2018 *Understanding Art & Research*, School of Art, Design & Media: Nanyang Technological University (NTU), Singapore (SG)
 2018 *Understanding Art & Research*, Dunedin School of Art, Dunedin (NZ)
 2018 *Breaking the Wall*. Opening at the Ars Electronica Festival 2018 Posthof Linz, Austria (AT)
 2018 *Breaking the Wall*. Participatory Concert & Performance at the Kuppelsaal Vienna University of Technology, Vienna, Austria (AT)
 2018 *Confessio*. Michaelerkirche Vienna, Austria (AT)
 2018 *36 Memories of Humanity*. Main Library Vienna, AIL, Austria 2017 *No Hope No Fear PoF Kunsthaus Vienna*, Austria (AT)
 2016 *Status Quo – Stilwerk Vienna*
 2015 *Contemporary Code - Artistic Research*, Hongkong, China
 2015 *Memorial Baden (Holocaust)/ Invited Competition/ Austria*
 2015 *Input-Output-Failure/Chinese Cultural Institute Vienna*
 2014 *Leonardo: Password Project/Mikser House*. Belgrade, Serbia
 2014 *Snapshots of Design Patterns/Macy Gallery 525 WEST NY*, USA
 2014 *Leonarda/Project Password/Munt.Punt*. Brusseles, Belgium
 2013 *Cool City Vienna_ Cool Design/Biennale Internationale Design Saint-Etienne*, France
 2012 *Mosaïque des Vagantes: Culture & Communication: Artistic Research on Designpatterns for intercultural Cooperation at*

Universities/ Universitätenforum Alpbach /Austria

2012 Cut Piece 2 /Assistant of Yoko Ono/2013 ELIA Biennial Conference Vienna, MQ, Vienna, Austria

2010 Cool City Vienna_Cool Design/Staged Photography/MAK (Museum of Applied Arts) Vienna, Austria

2009 Santa Barbara/Installation & Performance/ St. Stephens Cathedral, Vienna Austria

2009 Numbers and Mismeasurement. Socialdarwinism and rascism of today/Künstlerhaus Vienna

2009 Why lilac and concert will be expelled from Vienna?/ MUSA (Museum auf Abruf) Vienna, Austria

2008 Zen oder die Kunst des Kaffeetrinkens in Wien:"Eine Insel im Verfließen des Tages."Essence MAK (Museum of Applied Arts), Vienna, Austriahttp://www.uni-ak.ac.at/dae/archiv/080626_tastduftwien/tastduftwien.html

2008 ReMember your Heart/ MUSA (Museum auf Abruf) Vienna, Austria

2008-2009 Password Project Cultural Forum Austria Milano, Italy

2007 Password Project DIAF (ART BEIJING: DIAF 2007 (1st contemporary art festival in China) 798 District, Beijing, China

Seminars, Workshops, Lectures (Selection, Recent): 67 (2009-2019)

- 2019 Knowledge on Dementia Huddle in collaboration with Anja Puntari , Günther Koch, Paula Kuusipalo-Määttä, Raffaseder Hannes, David Campbell, Pia Scharler, Chris May Yan Carli et al. **AUSTRIA** workshop, talk
- 2019 Design & Innovation Talk at **Museum of Applied Arts Vienna, AUSTRIA** talk
- 2019 Dementia. When the Brain No Longer Play Along. Theater Akzent, **Vienna, AUSTRIA** talk, dialogue
- 2019 LED Technology for the new secondary subject design/textile & technology, University of Applied Arts **Vienna, AUSTRIA** workshop
- 2018 Dementia Arts Society: re/search salon Alter & Gesundheit. University of Applied Arts, **Vienna, AUSTRIA**
- 2018 DMA Collective Professional Development Workshop 2018 & Peter Lloyd, Paul Hekkert, Gloria Barczak, Cees de Bont, Cara Wrigley, Erik Bohemia, **RMIT Barcelona, SPAIN** lecture (2018)
- 2018 Conferences, papers & presentation for professors + assistant professors, mid-level faculty, **University of Applied Arts Vienna, AUSTRIA** workshop
- 2018 Dialogue in Higher Education Teaching" entitled "Research-Oriented Teaching - Research-Based Learning" **Edmundsburg Palace, Salzburg, AUSTRIA**
- 2018 Social Design Thinking Workshop: Academy of Fine Arts & Design Bratislava /Kremnica), **SLOWAKIA** lecture & workshop
- 2018 technology-mediated audience participation & Fares Kayali, Oliver Hödl, Peter Purgathofer (TU Wien), Ruth Mateus-Berr, Thomas Wagenommer, Uli Kühn (University of Applied Arts Vienna), Didi Bruckmayr (null.head) and Tracy Redhead (University of Newcastle, Australia). Ars Electronica Festival Linz, **AUSTRIA** lecture <https://ars.electronica.art/ai/en/symposium-breaking-the-wall/> <https://www.youtube.com/watch?v=MY6AsI2LSi0>
- 2018 Breaking The Wall For Critical Requests On Digital Evolution 4.0 & Julia Soto Delgado, Anna Lerchbaumer, Uli Kühn, Fares Kayali, Oliver Hödl at INSEA conference **Helsinki, FINLAND** lecture, performance
- 2018 Oresteia brings scholars from suburbs to theater and students to school. Fear at the beginning. First in-school experience of art education students. (& Simona Bergmann, Violeta Hinojosa) at INSEA conference **Helsinki, FINLAND** lecture
- 2018 Social innovation and service innovation: connecting the digital and the analogue, Work and Equal Opportunities. **Center of Social Innovation GmbH., Vienna, AUSTRIA**
- 2018 Social Entrepreneurship and Social Design, MAK **Museum of Applied Arts Vienna, AUSTRIA**, lecture
- 2018 ECOWEEK Herzliya, Holon, Tel Aviv: Play & Playfulness on the Roof' Dizengoff Center, **Holon Institute of Technology (HIT) Tel Aviv, ISRAEL**, workshop
- 2018 ECOWEEK Herzliya, Holon, Tel Aviv: Urban Interventions: Between Sensual and Social Design", **Holon Institute of Technology (HIT) Tel Aviv, ISRAEL**, Lecture
- 2018 Design for Care: **Moholy Nagy University of Art & Design (MOME) Budapest, HUNGARY**, workshop
- 2018 StadtRecherchen Vienna **BURGTHEATER, Vienna, AUSTRIA** workshop
- 2017 StadtRecherchen Vienna **BURGTHEATER, Vienna, AUSTRIA** workshop
- The Rendezvous: Courage & Fear: Talk with Elisabeth Schäfer, Elisabeth J. Nöstlinger, Bernhard Heinzlmaier, **Kunst Haus Wien AUSTRIA** (2017)

- 2017 *The Dialectics of Fear and Courage A Collective Game: Kunst Haus Wien AUSTRIA* workshop
- 2017 *The Ministry of Perspectives Kunst Haus Wien AUSTRIA* workshop
- 2017 *Test the Prototype Smartwatch-App. What is your Craft?, MAK (Museum of Applied Arts Vienna) AUSTRIA, Workshop*
- 2017 *Aisthesis – Empathy. The meaning of empathy within the design process. University of Applied Arts, Dept. Philosophy, Vienna: AUSTRIA* Lecture
- 2017 *personal.curator –What is your Craft?, at AIL – Angewandte Innovation LAB/Vienna, University of Applied Arts, Vienna: AUSTRIA* Lecture

- 2017 *Courage for Democracy! Z33 Hasselt, BELGIUM* (workshop and intervention)
- 2017 *Test the Prototype Smartwatch-App. What is your Craft?, MAK (Museum of Applied Arts Vienna) AUSTRIA, Workshop*
- 2016 *personal.curator –What is your Craft?, (& Luise Reitstätter, Kasra & Andre Serafi) at AIL – Angewandte Innovation LAB/Vienna, University of Applied Arts, Vienna: AUSTRIA* Lecture
- 2016 *Art and Design Education in Times of Change/European Regional Conference INSEA & DART: Vienna AUSTRIA* Lectures, Workshop, Chair (& Organization)
- 2016 *INSEA & DART*
 - *War on Cash Performative Lecture (& Mila Moschik, Virginia Lui)*
 - *Politics of Empathy and Emotional Literacy through Artistic Interventions Engaging with Dementia (& Antonia Eggeling), Vienna, AUSTRIA, Lecture*
 - *personal.curator: Applied Design Thinking for Developing a Wearable Museum Tool, (& Luise Reitstätter, Kasra & Andre Serafi) Workshop*
- *Vienna: AUSTRIA* Lecture, Workshop
- 2016 *1/2 of Two Teaching Philosophies. Critique 2.0. Symposium Teachers College, Columbia University, New York: USA* Lecture
- 2016 *How to feel and see living with dementia, International Visual Literacy Association. IVLA Conference, Concordia University, Montreal: CANADA* Workshop
- 2016 *Listening to the Unsaid in Public Spaces - Politics of Fear Collective (POF), Mediations, Art & Design Agency and Participation in Public Space, Royal College of Art, London: UK* Lecture
- 2016 *Creative Skills within the scope of arts-based and applied research, The Missing LINK, International Congress, Teachers College Karlsruhe: GERMANY* Lecture, Keynote
- 2016 *Re-Negotiating Politics/Fear in Public Spaces, - Politics of Fear Collective (POF), CUMULUS Open Design for E-very-thing – exploring new design purposes. Hong Kong Design Institute: CHINA* Lecture
- 2016 *Politics of Empathy, Emotional Literacy through Artistic Interventions/Dementia; INSEA European Regional Conference Vienna DART Art & Design Education in Times of Change (2016) University of Applied Arts Vienna: AUSTRIA* Workshop, Lectures
- 2016 *Politics of Fear - Politics of Fear Collective (POF); 14th Participatory Design Conference Aarhus, Aarhus University: DENMARK* Workshop
- 2016 *Critique in Art and Design Education; Art School Critique 2.0. Teachers College, Columbia, New York, USA.* lecture
- 2016 *Using Wearables in Museums. Why and How?, 9th Midterm Conference of the RN-Sociology of the Arts, The Faculty of Arts of the University of Porto, Porto: PORTUGAL* Workshop
- 2015 *Co-Designing Avatars for Children with Cancer, CUMULUS LearnXDesign, School of the Art Institute/ Chicago: USA* Lecture
- 2015 *DART Perspectives on Art Education. Heiligenkreuzerhof /Vienna: AUSTRIA* Lectures (& Organization)
- 2015 *DART: The Case of Interdisciplinary Art and Design Education DART Perspectives on Art Education Heiligenkreuzerhof /Vienna: AUSTRIA* (2015) Lectures
- 2015 *DART: OP-Tiles in Art Education; DART Perspectives on Art Education. Heiligenkreuzerhof /Vienna: AUSTRIA* (2015) Lectures
- 2015 *NASA Space Apps Challenge, University of Vienna/Vienna: AUSTRIA* Workshop
- 2015 *Empower Innovation, strengthen Austria Business Location, Austrian Research Promotion Agency. INTERACCT (FFG) MQ Vienna, AUSTRIA* (2015) *MQ Vienna AUSTRIA* lecture
- 2015 *Applied Design Thinking, Vienna University of Economy and Business, AUSTRIA* Lecture, Workshop
- 2015 *Operation on the open heart INTERACCT at AIL – Angewandte Innovation LAB/Vienna: AUSTRIA* Lecture

- 2014 *Social Co-Designing Cumulus International Association of Universities and Colleges of Art, Design and Media. University of Johannesburg/Johannesburg: SOUTHAFRICA* Lecture
- 2014 *Sustainable Textiles in Austria at Chonbuk National University/Jeonju: SOUTHKOREA* Keynote
- 2014 *Art and Design as Social Fabric, at Symp: Conversations Across Cultures_Remixing Art Education Symposium Columbia University, New York, USA* Keynote

- 2014 *urban.max: design and urban issues / Design calling Let's design a new urban paradigm driven by proactive attitudes and participation by interdisciplinary teams. New systems of design – of communication, production, evolution and exchange – have the potential of a tool for urban innovation.* **University of Applied Arts Vienna AUSTRIA** Lecture
- 2013 *Textile Design as Social Fabric, with Inspiration from '4layers of Sari' and the Material Culture of Silk.*
 - **Kasetsart University Bangkok, THAILAND** Lecture
- 2013 *Layers of Sari: Applied Design Thinking LAB Teaching Performance University of Applied Arts Vienna. Symposium „Mythos Praxis“* **Vienna AUSTRIA** Performative Lecture
- 2012 *Applied Design Thinking LAB Vienna: 4 layers of sari* **ELIA Biennial Conference Vienna, MQ, Vienna, AUSTRIA** performative Lecture
- 2012 *Culture & Communication: Designpatterns for intercultural Collaboration at Universities* **Universitätenforum Alpbach, AUSTRIA** Lecture
- 2012 *Sensual Research at the University of Applied Arts Vienna Pecha Kucha Night Vienna, MQ (Museumsquartier) Vienna AUSTRIA* (& Univ.Prof. J. Skone)
- 2012 *Applied Design Thinking LAB Vienna: 4 layers of sari*
 - ELIA's 5th Teachers' Academy 2012, ELIA (European League of Institutes of the Arts), ESMAE School of Music and Performing Arts and the Faculty of Fine Art, **University of Porto, PORTUGAL** Performative Lecture
- 2012 *Applied Design Thinking LAB Vienna: Carrying cases for insulin pumps for people with diabetes*
 - & Andrea Reithofer **University of Applied Arts Vienna AUSTRIA** Public Workshop
- 2012 *Applied Design Thinking Lab: INTERACCT CCRI; Childrens Cancer Research Institute; (St. Anna Kinderkrebsforschung Wien), & Universität Wien, T-Systems* **Vienna, AUSTRIA** Lecture
- 2012 *Applied Design Thinking LAB Vienna: INTERACCT. Interdisciplinary Technology Education in the 21st Century.*
 - Patt Konferenz KTH Vetenskap och Konst, **Royal Institute of Technology; Stockholm, SWEDEN** Performative Lecture
- 2011 *Design of the Carneval Parade February 1939 and the members of the Art Club Künstlerhaus*
 - **Künstlerhaus Institute for contemporary history, University of Vienna. Association of Austrian Art Historians Commission for art history, Academy of Science AUSTRIA** Keynote
- 2010/2011 *Traces of Sweden in Austria* Austrian Swedish Society, Embassy of Sweden, **University of Vienna, Embassy of Sweden AUSTRIA** Performative Lecture
- 2009/2010 *Science & Art: PlayDECIDE Science & Arts with retired and handicapped, blind people.* **Science Center Netzwerk, Vienna, AUSTRIA** Workshop
- 2010 *Cross Sensory Perception, Interdisciplinary Design Strategies.* **Universidade Federal de Goia, Goiania, BRASIL** Performative Lecture, Workshop
- 2009 *The Way Polynomiography© Things Go!* **Rutgers University/DIMACS conference, NJ. USA** Performative Lecture Keynote
- 2009 *Aroma von Tallins Coffeeshouses.* Masterprogramme Research Based Design, Product Design Department, **Estonian Academy of Arts, ESTONIA**, Keynote, Workshop
- 2009 *Design & Smell. Marketing with the Senses. Sensual Branding.* **University of Applied Arts Vienna AUSTRIA** Lecture
- 2008 *Form follows Science* Pecha Kucha Night Vienna, **MQ (Museumsquartier) Vienna AUSTRIA** Lecture
- 2006 *Art focused on Senses,* **University of Music and Performing Arts, Vienna AUSTRIA** Lecture