

University Academic Curriculum Vitae

Personal information

Name: Seçil Uğur Yavuz
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Education since leaving school

- 2005, Bachelor in Industrial Product Design; Istanbul Technical University.
- 2007, Master in Product, Service, System Design; Politecnico di Milano.
- 2008 I-NOVA, a specialization program of the Poltrona Frau Group, hosted by the Scuola Politecnica di Design (SPD) in Milan.
- 2012, PhD in Design, Department of Design, Politecnico di Milano (The Degree of Doctor of Philosophy in Design with the Doctor Europaeus Certification) - (2010 August-November, Visiting PhD scholar in Designing Quality in Interaction Group, in Wearable Senses Lab, Eindhoven University of Technology)

Present appointment

- Ass. Professor - Faculty of Design & Art, Free University of Bozen-Bolzano
October 2021- today

Past experiences

- Research Fellow (RTD-A)- Faculty of Design & Art, Free University of Bozen-Bolzano
October 2015- October 2021
- Collaborator – at POLI.design, Consortium of Politecnico di Milano, 2012-2015.

Experience in academic teaching

From - to	Course name	University	Academic Level	Subject Area
2020-2021 WS	Design Research 1-2 (60h)	unibz	Master in Eco-Social Design	08/C1 ICAR13
2020-2021 WS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2019-2020 SS	Design & Prod. (60h)	unibz	Master in Eco-Social Design	08/C1 ICAR13
2019-2020 WS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2018-2019 SS	Design & Prod. (60h)	unibz	Master in Eco-Social Design	08/C1 ICAR13
2018-2019 SS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2018-2019 WS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2017-2018 SS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2017-2018 WS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2016-2017 SS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2016-2017 WS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2015-2016 SS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13
2015-2016 WS	Digital Modelling (60h)	unibz	Bachelor in Design	08/C1 ICAR13

Other teaching activities in last five years

- Sep'21, Lecture/Workshop series: Designing Technology with/for Children, at Design for Children Master, Unibz.
- Nov'20 – Feb'21, Co-tutoring at Winter School "Speculative world-building de-familiarizing European colonialism" organized by University College Cork in collaboration with Free University of Bolzano.
- 4 March 2021, Lecture "Designing for the Post-human Bodies" at Hochschule Luzern- Design and Art, Bachelor XS Jewellery, online.

- 3 February 2021, Lecture “Wearable Technology” at the Ohio State University, College of Arts, online.
- 17-20 December 2018, Visiting Fellow/Creator-in-Residence: “Interactive Product Design for Public Use” workshop, at Honk Kong Design Institute, Honk Kong.
- 27 June 2018, Lecture: "Co-designing with smart objects with children” in Phd Course at Politecnico di Milano, Within the course "Research in design, academic case histories nell’ambito del Dottorato di ricerca in Design", at Department of Design, Politecnico di Milano, directed by Prof. Raffaella Trocchianesi (PhD level).
- 12-20 September 2017, Co-tutoring at International New Idea design workshop, Nida, Lithuania (graduate level).
- 12-14 January 2017, Co-tutoring at Internet of Plants Workshop, Dramalab, Unibz (graduate-master level).

**Other
academic
responsibilities**

internal appointments to faculty and university boards

- Representative of RTDs at the Faculty of Design & Art, Unibz, July 2020-October 2021

external appointments at national and international level

- Advisory Board member – Journal of Jewellery Research - ISSN 2516-337X (2020-ongoing)
- Reviewer for TEI 2022 - International on Tangible, Embedded and Embodied Interaction Conference.
- Reviewer for CHITALY - 2021 Conference.
- Reviewer for Designing Interactive Systems Conference (DIS2020).
- Reviewer for Cumulus Roma 2020- Design Culture(s).
- Reviewer for TEI 2019, International Conference on Tangible, Embedded and Embodied Interaction Conference.
- PC member for Desform 2019, Beyond Intelligence, International Conference (March-April, 2019, MIT).
- Reviewer for the International Journal of Design: for the Special Issue on Wearable and Fashionable Interactions.
- Reviewer for the IxD&A journal (Interaction Design & Architectures).
- Reviewer for METU Journal of the Faculty of Architecture.
- Reviewer for REDO, Cumulus, 2017 conference.
- Member of the Scientific Committee, in the D_Tex 2017 Textiles, Identity and Innovation, 1st International Textile Design Conference (April-May 2017-Faculty of Architecture of the University of Lisbon, Portugal).
- Reviewer for Desform 2015, AESTHETICS OF INTERACTION: DYNAMIC, MULTISENSORY, WISE, 9th International Conference on Design and Semantics of Form and Movement.

organizing conferences/seminars/exhibitions

- Organization of New Bauhaus Kick-off event, in Bolzano – Co-tutoring of Digital Transformation for Common Good theme.
- Organization of Interactive Experiences Track, as Track co-chair, at CHITALY - 2021 Conference (2020-2021).
- Organization of “DoD’20 2. edition- Care Beyond Crises” Online conference: organization committee and editorial board of proceedings (Oct-Dec 2020 - Unibz).
- Organization of “DoD’20 1. edition- “Beyond Crises” Online conference: organization committee (March-April 2020 - Unibz).
- Organisation and coordination of the exhibition "MATCH! #2" at BIOLIFE -Fiera Bolzano, together with IDM Südtirol - Alto Adige. (Nov, 2019, Unibz & IDM Südtirol).
- Organization of the exhibition "Progettare L’Acqua” –exhibiting the results of the students of a semester project- at Galerie Adler Art, in Bressanone, during the Water & Light Festival 2018. (May, 2018, Unibz).
- Member of organization team of JEDI (Jewelry Design International Education Programme) - 3rd Annual Meeting, Politecnico di Milano, 13 April 2016.
- Member of organization team of JEDI (Jewelry Design International Education Programme) – 2nd Annual Meeting, Politecnico di Milano, 15-16 April 2015.

Publications

Books – Authored

- Ugur, S. (2013) *Wearing Embodied Emotions: A practice based design research on wearable technology*, Springer-Verlag Mailand. Doi: 10.1007/978-88-470-5247-5

Contributions in books

- Ugur Yavuz S. (2021- in press). “MASAL: Bridging between two cultures through storytelling with an interactive e-textile toy”, *Senses & Sensibility 2019*, Springer Series in Design and Innovation, ISSN: 2661-8184
- Cohen, N., Sicher E., Ugur Yavuz S., (2021- in press). “From Agricultural Waste to Microbial Growth and (G)Local Resilience”, *Senses & Sensibility 2019*, Springer Series in Design and Innovation, ISSN: 2661-8184
- Biagi L., Comai S., Mangiarotti R., Matteucci M., Negretti M. and Ugur Yavuz S. (2017) “Enriching Geographic Maps with Accessible Paths Derived from Implicit Mobile Device Data Collection”. In: Shin'ichi K. and Roussos G. (eds) *Enriching Urban Spaces with Ambient Computing, the Internet of Things, and Smart City Design*. IGI Global, 89-113. Doi:10.4018/978-1-5225-0827-4.ch005
- Cappellieri A., Tenuta L., Yavuz S. (2017) “The Role of Design for the Brand Identity of Jewellery”. In: Thieme W. (eds) *Luxusmarkenmanagement*. Springer Gabler, Wiesbaden, 253-260. Doi: 10.1007/978-3-658-09072-2_12

Journal Papers in refereed academic journals

- Schubert, J., Ugur Yavuz, S., & Fuad-Luke, A. (2021) Procedural artifacts for design inquiry/Artefatti nell'indagine progettuale, *Disegno Industriale Industrial Design*, diid, #71. ENG: ISBN 9788832080506, ITA: ISBN 9788832080445, p.112-119
- Fuad-Luke, A., Ugur Yavuz, S., Sy, C, Schubert, J., Krois, K. (2020) Action-centred design to find opportunities in times of multiple crises: Designing a toolkit from a participatory conference, *DISCERN Journal*, Vol 1, Nr 1, ISSN 2184-6995
- Cohen N, Sicher E., Ugur Yavuz S. (2020) Designing with microbial cellulose to feed new biological cycles, *International Journal of Food Design: Volume 4, Issue 2*, pages 155-171, ISSN: 2056-6522, Online ISSN: 2056-6530, https://doi.org/10.1386/ijfd_00003_1
- Ugur Yavuz S, (2016) Diventare un “nomade intelligente” - Becoming the “smart nomad”, *diid. Disegno Industriale Industrial Design, Travel Design*, 78-83. ISSN 19828, ISBN 978-88-89819- 8-6
- Ugur Yavuz S, Bordegoni M, Carulli M. (2016) A design practice on communicating emotions through sensory signals, *Concurrent Engineering: Research and Applications Journal*, 1-10. Doi:10.1177/1063293X16678440

Conference Proceedings

- Menendez-Blanco M., Ugur Yavuz S., and Schubert J. (2021). *Interactive Experiences*. In *CHIItaly 2021: 14th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly '21)*. ACM, New York, NY, USA, Article 43, 1–2.
- Menendez-Blanco M., Ugur Yavuz S., Schubert J., Fogli D., Paterno F. (2021) *CHIItaly 2021 Joint Proceedings of Interactive Experiences and Doctoral Consortium*, *CHIItaly 2021 Joint Proceedings of Interactive Experiences and Doctoral Consortium*, July 11–13, 2021, Bolzano, Italy
- Cohen N., Sicher E., Merino I., Yavuz S.U. (2022) An Open-Source Bioreactor Enhancing Microbial Cellulose Production and Novel Sustainable substances. In: Scholz S.G., Howlett R.J., Setchi R. (eds) *Sustainable Design and Manufacturing. KES-SDM 2021. Smart Innovation, Systems and Technologies*, vol 262. Springer, Singapore.
- Gumus Ciftci H. & Ugur Yavuz S. (2021) *CEYILAB: Crafting a speculative manifesto*. *Proceedings of Biennial International Conference for the Craft Sciences*, University of Gothenborg, May 2021.
- Ugur Yavuz, S., Kuusk K, Honauer, M. (2021) *Designing Somatic Play for Digital Natives through a Body-centric Design Process*. In *Proceedings of Design Culture(s)- Cumulus Roma 2021*, 8-11 June 2021.
- Ugur Yavuz, S., Veske, P., Scholz, B., Honauer, M. and Kuusk, K. (2021). *Design for Playfulness with Interactive Soft Materials: Description document*. In *Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21)*. Association for Computing Machinery, New York, NY, USA, Article 67, 1–4. DOI:<https://doi.org/10.1145/3430524.3442702>

- Schubert, J. & Ugur-Yavuz S. (2020). Designing Cross-Scalable Infrastructures, In Proceedings of Sense & Sensibility conference, Lisbon, Nov 2019, ISBN 978-989-54829-3-1
- Ugur Yavuz S. (2020). Fabric(a): Co-crafting Textiles with Robots. In Proceedings of the 8th International Conference on Human-Agent Interaction (HAI '20). Association for Computing Machinery, New York, NY, USA, 242–244. DOI:<https://doi.org/10.1145/3406499.3418770>
- Honauer, M. Uğur Yavuz, S. and Kuusk, K. (2020). WORM-E: An Interactive Toy Enriching Children's Bodily and Social Play. In Companion Publication of the 2020 ACM Designing Interactive Systems Conference (DIS' 20 Companion). Association for Computing Machinery, New York, NY, USA, 333–336.
- Bonetti R, Cohen N, Ugur Yavuz S, (2019) “Enabling relationships in a co-creative process with children”, In Proceedings of RTD Conference Method & Critique, Delft, 19-22 March, 2019 doi: <https://doi.org/10.6084/m9.figshare.7855919.v3>
- Bonetti, R, Ugur Yavuz, S., Cohen, N. (2018). Emotion Capsule _A New Form of Communication Designed Together with Teenagers. Proc. of Future of Education Conference, PIXEL, 18th Edition, Florence, Italy. ISBN: 978-88-3359-020-2 ISSN: 2384-9509
- Gennari R, Melonio, A., Ugur Yavuz, S. (2018). Prototyping for Investigating Affective Objects with and for Children. Proc. of Fifth International Workshop on Cultures of Participation in the Digital Age - CoPDA 2018 Castiglione della Pescaia, Italy, May 29, 2018. CEUR-WS Vol-2101 urn:nbn:de:0074-2101-9. ISSN: 1613-0073.
- Ugur Yavuz S. & Cohen N. (2018) “Making Textiles Talk- An Experimental E-Textile Workshop” In: Proceedings of D_TEX Textile Design Conference 2017: Textiles, Identity and Innovation, Lisbon, 2-4 November, 2017, Taylor & Francis.
- Januário V, Salvado R, Ugur Yavuz S, (2018) “Sustainable Textiles – A review on Strategies for Product Lifetime Extension”. In: Proceedings of D_TEX Textile Design Conference 2017: Textiles, Identity and Innovation, Lisbon, 2-4 November, 2017, Taylor & Francis. DOI: 10.1201/9781315100210-65
- Ugur Yavuz S, Bonetti R, Cohen N, (2017). Designing the Next Smart Objects together with Children, DESIGN FOR NEXT: Proceedings of the 12th European Academy of Design Conference. Sapienza University of Rome, 12-14 April 2017. The Design Journal, edited by Loredana Di Lucchio, Lorenzo Imbesi, Paul Atkinson, ISBN 978-1-138-09023-1
- Ugur Yavuz S, Cohen N, Salvado R, Araújo P, (2016) “Wandering With Textiles”, Proceedings of DESIGNA 2016: Erro(r); International Conference on Design Research, Universidade da Beira Interior, 24/25 November 2016; UBI University of Beira Interior, ISBN: 978-989-654-359-4
- Ugur Yavuz S, Bonetti R, Cohen N, (2016) “When objects tell stories: Children designing future smart objects”, In Proceedings of 6th STS Italia Conference: Sociotechnical Environments, Italian Society of Science and Technology Studies, Trento. ISBN: 978-88-940625-1-9
- Bernabei R, Cappellieri A, Tenuta L, Ugur Yavuz S, (2016) “CAD/CAM and Jewellery Design Education”, In: Proceedings of Making Futures 2015: Craft and the return of the maker in a post-global sustainably aware society, Plymouth College of Art, Making Futures, ISSN: 2042-1664
- Comai, S., Kayange, D., Mangiarotti, R., Matteucci, M., Ugur Yavuz, S., Valentini, F. (2015) “Mapping city accessibility: review and analysis”. In: Proceedings 13th International Conference on Advancing Assistive Technology and eAccessibility for People with Disabilities (AAATE 2015), Budapest, Hungar. ISBN: 978-1-61499-565-4
- Biagi L., Comai S., Grec F. C., Mangiarotti R., Matteucci M., Negretti M., Ugur Yavuz S., Visconti M.G. (2015) “The MEP project: Map for Easy Paths”. In: proceedings del FOSS4G Europe 2015 Symposium (Free and Open Source for Geospatial Europe Conference) – Como, Luglio 2015. ISSN 1591-092X
- Ugur Yavuz S, Bordegoni M, Carulli M, (2015). “A Design Practice on Communicating Emotions Through Visual, Tactile and Auditory Simulations” In Proceedings of ICoRD'15 –Research into Design Across Boundaries Volume 2, Smart Innovation, Systems and Technologies Volume 34, 2015, pp. 279-289.
- Ugur Yavuz S, (2014) “Enhancing Corporeal Boundaries through Technology”, In: Proceedings of the 5th STS Italian Conference: A Matter of Design: Making Society through Science and Technology, STS, ISBN: 978-90-78146-05-6

- Ugur Yavuz S, Bordegoni M, Carulli M. (2012). "Can Wearable Technology Enhance Emotional Intimacy? An experimental design research". In: Proceedings of 8th International Conference on Design and Emotion: Out of Control D&E, ISBN: 978-0957071926
- Bordegoni M, Ugur Yavuz S, Carulli C, (2012) "When Technology Has Invisible Hands: Designing Wearable Technologies for Haptic Communication of Emotions", ASME 2012 International Design Engineering Technical Conferences and Computers and Information in Engineering Conference: ASME Volume 2: 32nd Computers and Information in Engineering Conference, Parts A and B, Chicago, Illinois, USA, August 12–15, 2012.
- Ugur Yavuz S, Bordegoni M, Wensveen SGE, Mangiarotti R, Carulli M, (2011) "Embodiment of Emotions through Wearable Technology", Proceedings of the ASME International Design Engineering Technical Conferences and Computers and Information in Engineering Conference - 2011: Volume 2: 31st Computers and Information in Engineering Conference, Parts A and B, Washington, DC, USA, August 28–31, 2011. Doi: 10.1115/DETC2011-47845
- Ugur Yavuz S, Mangiarotti R, Bordegoni M, Carulli M, Wensveen SAG, Duncker IL, (2011) "An experimental research project: wearable technology for embodiment of emotions". In: Proc. of the 2011 Conference on Designing Pleasurable Products and Interfaces, ACM, ISBN: 978-1-4503-1280-6.
- Ferraro V. and Ugur S. (2011). "Designing wearable technologies through a user centered approach". In: Proceedings of the 2011 Conference on Designing Pleasurable Products and Interfaces (DPPI '11). ACM, New York, NY, USA, Article 5, 8 pages.

Presentations over past 3 years (invited or selected, keynote, nature and status of conference)

- Speaker at TEDx-Mestre – theme: Confine– (2021): "[The Playful Line Between Digital and Physical](#)".
- Paper presentation "CEYIZLAB: Crafting a speculative manifest" (2021): together with Gumus Ciftci H. at International Conference for the Craft Sciences, University of Gothenburg, May 2021. (online).
- Presentation of paper "Designing Somatic Play for Digital Natives through a Body-centric Design Process", (2021) at Design Culture(s)- Cumulus Roma 2021, 10 June 2021. (online).
- Speaker at Experimental Design Culture(s) and the future(s) of creative communities seminar (2021), at Design Culture(s)- Cumulus Roma 2021, 11 June 2021. (online).
- Paper presentation (2021): "Making emotionally durable smart toys by (de)embedding technology" at BIN Conference - Designing for Play in New Nordic Childhood. Kolding University. (3.3.2021, Online)
- Studio presentation (2021): *together with* Veske, P., Scholz, B., Honauer, M. "Design for Playfulness with Interactive Soft Materials" at the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21) – (17-18-19.2.2021) (online).
- Poster paper presentation (2020) "Fabric(a): Co-crafting Textiles with Robots". At 8th International Conference on Human-Agent Interaction (HAI '20) (11.11.2020) (Online).
- Presentation & Workshop: "Beyond Crisis" together with Krois K., Fuad-Luke A., Sy C., Schubert J., Elzenbaumer B., Blandon M., Mammana F. at Degrowth Conference, in the Strategies for Degrowth section (29th May, 2020 – online).
- Position paper presentation (2020) "My Super Powered Toy: Forming new sustainable relations between children and their toys". at SmartToys++ @ACM IDC 2020, 1st Workshop on Smart Toys, Smart Tangibles, Robots and other Smart Things for Children, June 18, 2020, London, UK. (Online).
- Paper presentation (2019) together with Schubert, J. "Designing Cross-Scalable Infrastructures" at Sense & Sensibility conference S&S'19, Lisbon, Portugal.
- Paper presentation: (2019) "MASAL: Bridging between two cultures through storytelling with an interactive e-textile toy", at Sense & Sensibility conference S&S'19, Lisbon, Portugal.
- Paper presentation: (2019) together with Bonetti R. "Enabling relationships in a co-creative process with children" at RTD Conference Method & Critique, Delft, the Netherlands.
- Keynote speaker (2018): "Space In-Between: Crafting Textiles in the Realm of Bits and Bytes" at DESIGNA conference 2018, Covilha, Portugal.

- Invited speaker (2018): “Co-designing a smart object together with children – Blurring the boundaries between the role of the designer and the user” at conference [Dis]solving Boundaries - 10th anniversary of the Bauhaus Research School, Weimar/Germany (5-6.07.2018).
- Invited speaker (2018): “Co-designing a Smart Object Together with Children” at EU design days - Digitalisation and Creativity – by ERRIN, Brussels/Belgium. (14.11.2018).
- Paper presentation (2018) together with Bonetti R. “Emotion Capsule _A New Form of Communication Designed Together with Teenagers”, at Future of Education Conference, PIXEL, 18th Edition, Florence, Italy.

**Language
competence**

English (C1- Cambridge)
Italian (C1 CELI 4)
German (A2.1 – Unibz language course)
Turkish (Mother language)

Date: 11.10.2021, Bolzano