

# University Academic Curriculum Vitae

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## Personal information

Name: Sónia Amélia Cabral Matos  
e-mail: Sonia.CabralMatos@unibz.it

## Education since leaving school

2002 Licentiate Degree in Product Design  
Faculty of Fine Arts, University of Lisbon, Portugal

2004 Postgraduate Degree in Experience Design  
Design Academy Eindhoven, Netherlands

2015 Postgraduate Certificate in Academic Practice  
University of Edinburgh, United Kingdom

2011 PhD in Cultural Studies, Doctor of Philosophy  
Goldsmiths College, University of London, United Kingdom

## Present appointments

- Associate Professor

01-01-2023

Faculty of Design and Art, Free University of Bozen-Bolzano

## Professional experience

- Lecturer (Grade 8, Lecturer B)

01-09-2011 to 16-12-2022

School of Design, Edinburgh College of Art, University of Edinburgh, United Kingdom

- Research Affiliate

02-01-2020

Interactive Technologies Institute (ITI), The Associate Laboratory of Robotics and Engineering Systems (LARSyS), Portugal

- Associate Research Faculty

01-09-2016 to 31-12-2019

Interactive Technologies Institute (ITI), The Associate Laboratory of Robotics and Engineering Systems (LARSyS), Portugal

- Research Affiliate

2012-2013

Program in Art, Culture and Technology (ACT), Massachusetts Institute of Technology (MIT), USA

- Teaching Assistant

2010 (Spring Semester)

Course Media Art & Culture Industries, Centre for Cultural Studies, Goldsmiths College, University of London, 8 Lewisham Way, London SE14 6NW, United Kingdom

## **Experience in academic teaching**

### **Undergraduate Courses**

#### **Faculty of Design and Art, Free University Bozen-Bolzano**

Theories and Languages of Product Design (module), Project Product Design 2.c. Academic year 2022-2023, Semester 2.

#### **Edinburgh College of Art, University of Edinburgh**

Designing Alternatives: Third year semester-based course co-designed and co-taught between 2013-2014 to 2015-16.

Design Context 1: First year semester-based introductory course co-taught between 2011-2012 to 2015-16 and again in 2020-21. I was the coordinator for this course between 2013-2014.

Design Context 4: Fourth year yearly dissertation course co-taught between 2011-2012 to 2015-16. As part of this course, I supervised an average of 19 students per academic year.

Design Ethnography: Second year semester-based course designed, taught, and coordinated between 2011-2012 and 2015-16.

Design & Society: Second year semester-based course co-designed and co-taught between 2013-2014 to 2015-16 and again in 2020-21. This course is open to postgraduate students.

Research Lab: Third year semester-based course co-taught in 2014-15.

Visual Ecologies: Second year semester-based course designed, taught, and coordinated between 2011-2012 and 2015-16.

### **Postgraduate Courses**

#### **Faculty of Design and Art, Free University Bozen-Bolzano**

Design Research related to Project 1, 2, and 3 MA in Eco-Social Design. Academic year 2022-2023, to date.

#### **Edinburgh College of Art, University of Edinburgh**

Exposition Theories and Contexts: MA semester-based course co-taught between 2011-2012 to 2015-2016.

Research Methods: MA semester-based course co-taught between 2011-2012 to 2015-2016.

Studio Documentation and Distribution: MA semester-based course co-taught between 2011-2012 to 2015-2016.

### **Postgraduate supervisions (PhD level)**

Magdalena Cattan Lavin, School of Design, Edinburgh College of Art, University of Edinburgh. Thesis: Crafting Narratives: Artesanías and Design's Relationship in the Chilean Context (provisional title), 2015/6 to 16-12-2022.

Pushpi Bagchi, School of Design, Edinburgh College of Art, University of Edinburgh. Doctor of Philosophy awarded on the 27 October 2021. Thesis: Bagchi, P. (2021) Trading Design Education: A Critical Study of Transnational Academic Partnerships. PhD Thesis. University of Edinburgh. Available at: <https://era.ed.ac.uk/handle/1842/38375> (29 November 2021).

Maria Ferrand Amoroso Lopes, School of Design, Edinburgh College of Art. Doctor of Philosophy awarded on the 14 October 2019. Thesis: Lopes, M. (2019) Branding the Douro Territory: Wine labels - a missing dialogue. PhD Thesis. University of Edinburgh. Available at: <https://era.ed.ac.uk/handle/1842/36558> (27 November 2019).

**Other academic responsibilities**

2026 – Ethics Committee, Faculty of Design and Art, Free University of Bozen-Bolzano.  
<https://www.unibz.it/en/home/organisation/ethics-committee/>

2026 – Faculty Delegate for non-EU student integration (appointed by the Dean), Faculty of Design and Art, Free University of Bozen-Bolzano.

2023 – present: Coordinator of the Research Cluster Trans-Form, Faculty of Design and Art, Free University of Bozen-Bolzano. <https://www.unibz.it/en/faculties/design-art/research/transform/>

2020 – 2022: Postgraduate Exam Board Convenor for the School of Design, Edinburgh College of Art, University of Edinburgh

2014 – 2016: Coordination of the curricular unit Design & Screen Cultures, School of Design, Edinburgh College of Art, University of Edinburgh.

2012 to 2015: Ethics Sub-Committee, School of Design, Edinburgh College of Art, University of Edinburgh.

2015 – 2016: Design and the Environmental Humanities Lecture Series, funded by the Challenge Investment Fund, University of Edinburgh, co-organised with Doctor Michelle Bastian,  
<http://www.environmentalhumanities.ed.ac.uk/lecture-series-design/>

13-06-2012: Designing Alternatives: A Symposium of Contemporary Radical Design Practice, funded by Research and Knowledge Exchange Committee Fund, University of Edinburgh, co-organised with Doctor Catherine Rossi.

20 to 24-02-2012: Footprint Educational Project, funded by the Innovative Learning Week scheme, University of Edinburgh.

**Memberships**

Design Research Society (DRS)

British Higher Education Academy (HEA)

Participatory Design Conference 2018 (Committee Member)

International Conference on Interactive Digital Storytelling 2017 (Committee Member)

IFIP Conference on Sustainable Internet and ICT for Sustainability 2017 (Committee Member)

**Research and scholarships**

Date granted	Award Holder(s)	Funding Body	Title	Amount received
01-12-2024 - ongoing	Project PI: Simone Seitz, Project-Co-PI: Sónia Matos	Free University of Bozen-Bolzano, Interdisciplinary Research Grant	Heritage Education	99.600,00 EUR
16-12-2023-ongoing	Project PI: Sónia Matos	Free University of Bozen-Bolzano, Start-up Grant	The Play Ground Project: Designing Visions of Play in a More-than-Human-World	50.000,00 EUR
14-01-2022	Project PI: Sónia Matos. Host Institution: Interactive Technologies Institute	R&D Grant, The Foundation for Science and Technology Portugal	Sense and Sensibility in Interactivity.	49.320,64 EUR
01-01-2018	Project PI: Sónia Matos. Host Institution: Madeira Interactive Technologies Institute	R&D Grant, The Foundation for Science and Technology Portugal	Field Guide: Designing Mobile Interactive Application for Place-Based Learning	229.694,87 EUR
01-04-2016	Project PI: Sónia Matos. Host Institution: Edinburgh College of Art.	Knowledge Exchange and Impact Grant, University of Edinburgh	Ocean Stories: Safeguarding Vernacular Knowledge, Linking Communities and Improving Ocean Literacy	3.000 GPB
01-09-2016	Project PI: Sónia Matos. Host Institution: Edinburgh College of Art	University of Edinburgh Challenge Investment Fund	Design and the Environmental Humanities	9.150 GPB
26-02-2013	Project PI: Sónia Matos. Host Institution: Edinburgh College of Art	Research Incentive Grant, Carnegie Trust for the Universities of Scotland	Designing Food Cultures*	2.340 GPB
01-01-2013	Principal Investigator: Sónia Matos. Host Institution: Edinburgh College of Art	University of Edinburgh Research and Knowledge Exchange Fund	Designing Food Cultures*	3.000 GPB
01-09-2006	Sónia Matos	The Foundation for Science and Technology Portugal	PhD Scholarship grant number SFRH/ BD/ 32144 /2006	Student monthly stipend in addition to full tuition fee-coverage.

**Publications**

**Chapters in books**

Matos, S. and Palmieri, T. (in press) "Collaboration ChitChatter": Expanding design thinking to nurture the awareness of complexity and collaboration amongst a new

generation of eco-social designers, in Metzner-Szigeth,A., Pechlaner, H., Kofler, I. and Erschbamer, G.. (eds.) *Integrating Design in Governance and Management: Creative Approaches for the Future*. Routledge, pp. . ISBN:

Mtos, S. and Faiella Perdomo, N. (2025) Giochiamo così: An inquiry into the relationship between nature and play through children's playground design, in Casadei, R. and Cardinaletti, C. (eds.) *Creatività e sostenibilità: di-segnare il futuro*. Pensa Multimedia, pp.125-136. ISBN: 9791255683766

Auger, J., Matos, S., Hanna, J. & Ashby, S. (2020) Common Good, Common Interests, Common World, in Tassinari, V. & Staszowski, E. (eds.) *Designing in Dark Times: An Arendtian Lexicon*. Bloomsbury Publishing, p. 85-89 (Designing in Dark Times). ISBN: 97813500

Fuller, M. and Matos, S. (2017) Feral Computing: From Ubiquitous Calculation to Wild Interactions, in Fuller, M. (ed.) *How To Be a Geek: Essays on the Culture of Software*, (Ed.) Cambridge, UK; Malden, MA, USA: Polity, Chapter 9. ISBN: 9781509517190

Matos, S. (2016) Can Languages be Saved? in: Lundemo, T., Røssaak, E. and Blom, I. (eds.) *Memory in Motion: Archives, Technology, and the Social*. Amsterdam University Press, pp. 61-84. ISBN: 9789048532063

Gieben-Gamal, E. and Matos, S. (2016) Designing Alternatives: Case Study in Resnick, E. (ed), *Developing Citizen Designers*. Bloomsbury, pp. 210-213. ISBN: 9780857856203

Matos, S. and Hecker, F. (2012) Psycho-Active-Acoustic Experiences. In: Intellectual Birdhouse: Artistic Practice as Research, Koenig Books, pp. 145 - 162. ISBN: 9783863351182

Matos, S. (2012) Wicked Problems. In: Depletion Design: A Glossary of Network Ecologies, S. Zehle and C. Wiedemann (Eds.), Institute of Network Cultures, pp. 177-184. ISBN: 978-90-818575-1-2

Matos, S. (2011) Immersion, a Constructivist Approach to Cognition and Culture, In Menrath, S. and Schwinghammer, A. (eds.) *What Does a Chameleon Look Like?: Topographies of Immersion*. Halem-Verlag. pp. 339–352. ISBN: 9783938258514

### **Conference papers**

Palmieri, T.,and Matos, S.(2025) Mattering Relational Design Pedagogies, in Morrison, A., Culén, A. & Habib, L. (eds.), Nordes 2025: Relational Design, 6-8 August, Oslo, Norway. <https://doi.org/10.21606/nordes.2025.82>

Matos, S. & Sousa, D. (2022) Tree Box: Designing Embedded and Embodied Interaction for Contemplative Experiences in Nature-Rich Environments. Proceedings of the Design Research Society Conference (DRS2022), Bilbao, Spain. <https://doi.org/10.21606/drs.2022.675>

Sousa, D, Silva, A. R., Amorim, I. R., Ashby, S., Arroz, A. M., Piasentin, F., Gabriel, R. and Matos, S. (2021) The Field Guide App: Connecting Island Communities to Local Conservation through Mobile Interaction. Supplementary

Proceedings of the 10th International Conference on Communities & Technologies (C&T'21), Seattle, WA, 20-25 June. <https://dl.eusset.eu/handle/20.500.12015/4200>

Hanna, J., Ashby, S., Nash, C., Matos, S. & Faria, A. (2021) Manifesto! Now: Game Design for Revolutionary Thinking. CUMULUS Conference Proceedings, Rome, June 8-11. ISBN: 9789526490045

Hanna, J. Ashby, S., Matos, S., Faria, A. and Rodrigues, R. (2019) Dissent by Design: A Manifesto for CHI Manifestos. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). Association for Computing Machinery, New York, NY, USA, Paper alt11, 1–10. <https://doi.org/10.1145/3290607.3310423>

Ashby, S., Hanna, J., Matos, S., Nash, C., & Faria, A. (2019) Fourth-wave HCI Meets the 21st Century Manifesto: Creative Subversion in the 'CHI-verse'. In Proceedings of the Halfway to the Future Symposium 2019, Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3363384.3363467>

Matos, S., Ashby, S., Hanna, J. and Ricardo, R. (2019) Youth, Politics & Civic Participation: the 'Manifesto Machine'. In Proceedings of the 9th International Conference on Communities & Technologies - Transforming Communities. Vienna, Austria , 3/06/19. <https://doi.org/10.1145/3328320.3328374>

Ashby, S., Hanna, J., Matos, S., & Ricardo, R. (2018) Collaborative Narrative Visions and the Manifesto Machine. In Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing. pp. 13-16, Jersey City, United States , 3/11/18. <https://doi.org/10.1145/3272973.3272999>

Ashby S., Hanna J., Matos S., Rodrigues R. (2018) Words in Freedom: A Manifesto Machine as Critical Design. In Cheok A., Inami M., Romão T. (eds.) Advances in Computer Entertainment Technology. ACE 2017. Lecture Notes in Computer Science, vol 10714. Springer, Cham. [https://doi.org/10.1007/978-3-319-76270-8\\_38](https://doi.org/10.1007/978-3-319-76270-8_38)

Matos, S. and Gieben-Gamal, E. (2017) Social Design and Participatory Research: Transforming the Curriculum in Higher Education. In Proceedings of the 2017 NORDES Conference: DESIGN+POWER, Oslo, Norway, 15-17/06/17. <https://conference2017.nordes.org>

Cesário, V., Radeta, M., Matos, S. and Nisi, V. (2017) The Ocean Game: Assessing Children's Engagement and Learning in a Museum Setting Using a Treasure-Hunt Game. In Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '17 Extended Abstracts). Association for Computing Machinery, New York, NY, USA, 99–109. <https://doi.org/10.1145/3130859.3131435>

Cesário V., Matos S., Radeta M., Nisi V. (2017) Designing Interactive Technologies for Interpretive Exhibitions: Enabling Teen Participation Through User-Driven Innovation. In Bernhaupt R., Dalvi G., Joshi A., K. Balkrishan D., O'Neill J., Winckler M. (eds.), Human-Computer Interaction - INTERACT 2017. Lecture Notes in Computer Science, vol 10513.

Springer, Cham. [https://doi.org/10.1007/978-3-319-67744-6\\_16](https://doi.org/10.1007/978-3-319-67744-6_16)

Radeta M., Cesario V., Matos S., Nisi V. (2017) Gaming Versus Storytelling: Understanding Children's Interactive Experiences in a Museum Setting. In Nunes N., Oakley I., Nisi V. (eds.), Interactive Storytelling. ICIDS 2017. Lecture Notes in Computer Science, vol 10690. Springer, Cham. [https://doi.org/10.1007/978-3-319-71027-3\\_14](https://doi.org/10.1007/978-3-319-71027-3_14)

Matos. S. (2017) The Sound Labyrinth: Computers, Constructionism and Language Learning. In Proceedings of the 2017 Conference on Interaction Design and Children (IDC'17). Association for Computing Machinery, New York, NY, USA, 258–267. <https://doi.org/10.1145/3078072.3079726>

Gieben-Gamal, E. and Matos, S. (2015) Think Play. In Cumulus Working Papers Dublin 31/13: More for Less - Design in an Age of Austerity, pp.12–15, Aalto University School of Arts, ISBN: 978-952-60-0066-4

Matos, S. (2014) Here we don't speak, Here we whistle: Designing a Language Support System for the Silbo Gomero. In Farias, P., Braga, M. and Calvera, A. (eds.) Design Frontiers - Territories, Concepts, Technologies, Proceedings of ICDHS 2012 - 8th Conference of the International Committee for Design History & Design Studies, São Paulo, Brazil, Blucher, pp. 243-247, ISBN 978-85-212-0692-7

Matos, S. (2009) Indigenous Knowledge, Digital Media and Education. In Lira, S., Amoeda, S., Pinheiro, C., Pinheiro, J. and Oliveira, F., Proceedings of the 2009 International Conference on Intangible Heritage: Sharing Cultures. Pico Island, Azores, Portugal, 29/05/09 - 01/06/09, Green Lines Institute.

### **Journal articles in refereed academic journals**

Arroz, A. M., Gabriel, R., Silva, A. R., Piasentin, F., Amorim, I.R., Picanço, A. and Matos, S. (2025) Discovering the allure of forests: Exploring adolescent queries in nature-rich environments. PLoS ONE. [Online] 20 (1), 1–19. <https://doi.org/10.1371/journal.pone.0312955>

Baixinho, A., Matos, S., Arroz, A. M., Amorim, I. R., & Gabriel, R. (2025). "Although I was alone, I always felt accompanied": the experiences of adolescent girls walking in a forest. Journal of Adventure Education and Outdoor Learning, 25(3), 761–778. <https://doi.org/10.1080/14729679.2024.2367272>

Matos, S., Arroz, A. M., Martins, B., Amorim, I. R., & Gabriel, R. (2024). Backcasting for Youths: Hypothetical and Critical Thinking in the Context of Sustainable Development Education. Sustainability, 16(24), 11088. <https://doi.org/10.3390/su162411088>

Rocha Silva, A., Matos, S., Gabriel, R., Moura Arroz, A., Sousa, D., Piasentin, F. & Amorim, I. R. (2023) The Field Guide audio series: mobile learning using place-based and inquiry-led approaches to promote adolescents' interest in nature, Environmental Education Research, DOI: 10.1080/13504622.2023.2216406

Matos, S., Silva A. R., Sousa, D., Picanço, A., Amorim, I. R., Gabriel, R. & Arroz A. M. (2022). Cultural Probes for Environmental Education: Designing Learning Materials to

Engage Children and Teenagers with Local Biodiversity. *Plos-One*. <https://doi.org/10.1371/journal.pone.0262853>

Picanço, A., Arroz, A., Amorim, I., Matos, S., & Gabriel, R. (2020) Teachers' perspectives and practices on biodiversity web portals as an opportunity to reconnect education with nature. *Environmental Conservation*, 1-8. <https://doi.org/10.1017/S0376892920000405>

Gieben-Gamal, E. and Matos, S. (2017) Design and Disability: Developing New Opportunities for the Design Curriculum. In *The Design Journal* , Vol. 20 , No. Sup1, pp. 2022-2032. <https://doi.org/10.1080/14606925.2017.1352721>

Matos, S. (2012) Designing Food Cultures: Propagating the Consumption of Seaweed in the Azores Islands Through Recipes, In *Iridescent*, 2:3, 24-33. doi:[10.1080/19235003.2012.11428512](https://doi.org/10.1080/19235003.2012.11428512)

Fuller, M. and Matos, S. (2011) Feral Computing: From Ubiquitous Calculation to Wild Interactions. In *FibreCulture Journal*, (19), 144-163. E-ISSN: 1449-1443

### **Journal articles in professional journals**

Matos, S. (2020) Being There: Design and Ethnographic Experience, *Design Austria* (4), pp. 58-61.

### **Other Types of Publications**

Matos, S. and Faiella Perdomo, N. (2025) *Giochiamo così! Wir spielen so!* [exhibition catalogue], Free University of Bozen-Bolzano, ISBN : 9791298510272

### **Publications about the applicant**

Ana Coelho, 'Queremos promover a preservação do conhecimento vernacular e o consumo das algas que são características do nosso ecossistema' (We want to promote the preservation of vernacular knowledge and the consumption of algae that are characteristic of our ecosystem), *Atlântico Expresso*, 08 February 2016, pp.6-7. Portuguese.

Ana Carvalho Melo, 'Algumas Marinhais Inspiram Livro de Receitas Culinárias' (Seaweeds Inspire Cookbook), *Açoriano Oriental*, 19 February 2014, p.6. Portuguese.

### **Oral Communications by Invitation**

Schnittstelle Lecture Series  
Presentation Title: Being There: Design and Ethnographic Experience  
Venue: The University of Art and Design Linz, Austria  
Date: 09/06/2020  
URL:  
<https://www.ufg.at/Newsdetail.1899+M57f7659416e.0.html>

The Current Superflex, Convening #1: Deep Sea Minding  
Venue: Superflex, Copenhagen, Denmark  
Date: 20/04/2018  
URL: [https://superflex.net/tools/deep\\_sea\\_minding/image](https://superflex.net/tools/deep_sea_minding/image)

Prototypes for Transmission  
Venue: Constant: Association for Art and Media, Brussels, Belgium

Date: 04/12/2011  
URL:  
<http://www.vj13.constantvzw.org/site/transmission/participants>

21st Century Event Series  
Title: [o]  
Venue: Chisenhale Gallery, London, United Kingdom  
Data: 24/03/2010  
URL: <https://chisenhale.org.uk/programmes/21st-century/sonia-matos-o/>

Art, Craft, Science Guest Lecture  
Venue: Anthropology Department, Massachusetts Institute of Technology (MIT), Cambridge, Massachusetts, USA  
Venue: 09/04/2013

### **Conference Presentations**

*Matos, S. (2023) 'Lessons from the Field: Brief Notes on Design, Eco-Social Transformation, and Interdisciplinary Research'. Fit for Future with Design: How Governance and Management Can Benefit from Creative Approaches (Workshop). EURAC Research, Bozen-Bolzano, Italy. 11-03-2023.*

*Matos, S. Tree Box: Designing Embedded and Embodied Interaction for Contemplative Experiences in Nature-Rich Environments. Design Research Society Conference (DRS2022), Bilbao, Spain, 28-06-2022.*

Hanna, J. Ashby, S., *Matos, S.*, Faria, A. and Rodrigues, R. Dissent by Design: A Manifesto for CHI Manifestos. CHI Conference on Human Factors in Computing Systems (CHI EA '19). Glasgow, Scotland, 09-05-2019.

*Matos, S. Social Design and Participatory Research: Transforming the Curriculum in Higher Education. 2017 NORDES Conference: DESIGN+POWER, Oslo, Norway, 16-06-2017.*

*Matos. S. The Sound Labyrinth: Computers, Constructionism and Language Learning. In Proceedings of the 2017 Conference on Interaction Design and Children (IDC'17). Stanford, California, USA, 28-06-2017.*

Gieben-Gamal, E. and *Matos, S.* Think Play. In Cumulus Working Papers Dublin 31/13: More for Less - Design in an Age of Austerity. 08-11-2013.

*Matos, S. Here we don't speak, Here we whistle: Designing a Language Support System for the Silbo Gomero. In Farias, P., Braga, M. and Calvera, A. (eds.) Design Frontiers - Territories, Concepts, Technologies, Proceedings of ICDHS 2012 - 8th Conference of the International Committee for Design History & Design Studies, São Paulo, Brazil, 01-09-2012.*

*Matos, S. 'Creating Hyperstories - Designing Interactive Virtual Acoustic Environments for New Educational Experiences'. Presentation for the Doctoral Consortium of the 23rd British Computer Society Conference on Human Computer Interaction. Cambridge, U.K. 02-09-2009.*

Matos, S. (2009) Indigenous Knowledge, Digital Media and Education. In Lira, S., Amoeda, S., Pinheiro, C., Pinheiro, J. and Oliveira, F., Proceedings of the 2009 International Conference on Intangible Heritage: Sharing Cultures. Pico Island, Azores, Portugal, 30-05-2009.

#### **Academic Peer-review**

By Design or By Disaster Yearly Conference (2023 – ongoing)

Edinburgh Architecture Research Journal (2022)

Sustainability Journal (2021)

Revista Chilena de Diseño (2020)

ACM Conference on Interaction Design and Children, IDC (2020)

Computational Culture: A Journal of Software Studies (2019)

Participatory Design Conference, PDC (2018)

ACM Conference on Designing Interactive Systems, DIS (2017)

ACM Conference on Human-Computer Interaction with Mobile Devices and Services, Mobile HCI (2017)

International Conference Design Beyond Borders and Rhizomes Affiliated Conference Senses & Sensibility (2017)

#### **Further data**

Portuguese: Native proficiency.  
English: Bilingual proficiency.  
Spanish: Professional working proficiency.  
German: Limited working proficiency.

Bozen-Bolzano, 06-02-2026  
[digitally signed]



**Language  
Competence**