



Laura Boffi

Interaction Designer
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Laura Boffi is an interaction designer with a background in product design. She likes engaging with people in users research and involving them in design games, workshops and co-creation sessions that she designs appropriately for them to get insights. She crafts prototypes and experiences with different media from the earlier stages of the concept development and reiterates users testing and evaluations over all the design process. She is currently a junior researcher in interaction design at the FBK- Bruno Kessler Foundation- in Italy, working on the Cospatial project about collaborative touch screen based technologies for cognitive behavioral therapy for children with autism disorder and on a mobile project focusing on services in the city for students.

EDUCATION

Copenhagen Institute of Interaction Design- CIID, Copenhagen, Denmark
(in collaboration with DKDS- Danish Design School)
Interaction design program sept.2009- sept.2010

Architectural Association- AA, London, UK
Interprofessional Studio AAIS graduate certificate
in Spatial Performance and Design, jan. 2009- jun.2009

Design Academy Eindhoven- DAE, Eindhoven, The Netherlands
Master in Design- MDes, program Man and Humanity
in Humanitarian Design and Sustainable Lifestyle, sept. 2006- jun.2008

Polytechnic of Turin, Turin, Italy
Bachelor of Industrial Design, sept. 2002- sept.2006
Graduated cum laude

OTHER RELEVANT STUDIES, COURSES & WORKSHOPS

MediaLab Prado, Madrid, Spain
Visualizar '08: Database City, nov. 2008

The Arts and Genomics Center
University of Leiden, Leiden, The Netherlands
Honor Course in BioArt, mar.2008- june 2008

Universitat Jaume I, Castellon de La Plana, Spain
Erasmus exchange student, sept. 2004- febr. 2005

EXPERIENCE

Junior researcher in interaction design, Bruno Kessler Foundation- FBK, Italy, febr. 2011- now
Freelance interaction designer for a medical client, Copenhagen Institute of Interaction Design-

CIID, Denmark, oct. 2010- dec. 2010

Freelance design researcher, Future Farmers, S. Francisco, CA, jan. 2010- march 2010

Design Research editor, Exibart magazine, Italy, nov. 2008- jan 2009

Intern at the gallery Sebastian+Barquet, London, UK, may 2009-jul. 2009

Teacher assistant of “Environmental Requirements of the Industrial Product” course , Polytechnic of Turin, Italy, sept.2005- jul.2006

Graphic Designer and digital illustrator for the book “Design per la Sostenibilità. Strategie e Strumenti per la Decade - Educazione e sviluppo sostenibile, Nazioni Unite 2004-2014”, curated by Tamborrini P. and Vezzoli C., published in 2007 by Libreria Clup, Milan, IT.

Lighting technologies and materials research intern, Luceplan, Italy, jun.2005- aug. 2005

Real Lab physical prototypes workshop assistant, Polytechnic of Turin, Italy, mar.2005- jul.2005

SCHOLARSHIPS & GRANTS

EU's Culture programme (2007-2013), funding for Bauhaus Lab, jan. 2009- jun.2009

Mondriaan Foundation funding, The Netherlands, aug. 2009

HSP Huygens Scholarship, The Netherlands, a.y. 2007-2008

Erasmus scholarship, Italy, a.y. 2004-2005

RESEARCH PROJECTS

“Weaving Relationships”, user research and experience prototyping in Antea hospice, Rome, Italy, may 2010- now

“Cospatial”, EU founded project, about interactive table top and collaborative technologies for children with autism and their therapists, february 2011- now

“The Kite Blowing Project”, industry project with Nokia, Copenhagen, Denmark, jun. 2010

“Radiance”, industry project with Velux, Copenhagen, Denmark, may 2010

“Lazarillo GPS”, user research and prototyping of a turistic map for wheelchairs users in Madrid, Spain, nov. 2009

“InsideOut, Laboratory Ecologies”, bioart research, Leiden, Olanda, The Netherlands, mar.2008- jun. 2008

AWARDS

5th prize for the project “Wish you were here” in collaboration with Jacek Barcikowski
Roaming Rome, design for travelers competition, Italy, may 2010

Mention for the project “Fresco di Lana”

La Casa del III Millennio, sustainable design competition, Italy, oct. 2009

Mention for the project “Fresco di Lana”

Honor mention for the project “Bisagra”

Cevisama 2005, international competition of innovation in ceramics tiles design, Spain, febr. 2005

SELECTED EXHIBITIONS

Salone Internazionale del Mobile, Milan, Italy, 2010

Selected project "Comet Phonebooth", in collaboration with P. Andrade, S. Ronde Thielke, E. Stevenson.

Crash! Boom! Bau!, scenography festival, Jena, Germany, may 2009

Performance of the project "(breath)³"

Talent 2008, DesignHuis, Eindhoven, The Netherlands, oct. 2008

Selected work "Bioinstincts"

PAPERS, POSTERS, INVITED TALKS & CONFERENCE CHAIR

"Kite Blower Project"

MobileHCI 2011, Stockholm, next august 2011

(selected for industrial paper presentation, but not going due to financial issue)

"JoinIn", together with Sara Traversari and Massimo Zancanaro

HCI2011, Interactive Experience, New Castle, UK july 2011

(video presentation)

"*wish you were here project"

Pervasive 2011, the Ninth International Conference of Pervasive Computing, San Francisco, july 2011

(selected for video presentation, but not going due to financial issue)

"Weaving Relationships: user centered design in hospice"

3° Rare Illnesses and Narrative Medicine Symposium, Rome, Italy, june 2011

(poster presentation)

"Weaving Relationships"

12th Congress of the European Association for Palliative Care- EAPC 2011, Lisbon, may 2011

(poster presentation)

"An interaction designer in hospital ward"

Medical Humanities master course, Alphonsian Academy, Graduate Institute of Moral Theology, Rome, april 2011

(invited talk)

"Tsunami Wavebag"

4th International Tsunami Symposium, Toronto, CAN, jul. 2010

(poster presentation)

"Bioinstincts"

ISEA 2009, international symposium on electronic arts, Belfast, aug. 2009

(paper presentation)

"Bioinstincts"

Vision of Humanity in Cyberculture symposium, Oxford, UK, jul. 2009

(paper presentation)

Vision of Humanity in Cyberculture symposium, Oxford, UK, jul. 2009

(conference chair of session 8: Avatars, Humanity and Videogames)

PUBLICATIONS

Boffi, L., Cossu, L., Belletti, M., Espino Barsallo, L. M., Pierangeli, A., abstract “ Weaving Relationships”, 3° Rare Illnesses and Narrative Medicine Symposium proceedings, Rome, Italy, june 2011

Boffi, L., abstract “ Weaving Relationships”, 12th Congress of the European Association for Palliative Care- EAPC 2011 proceedings, Lisbon, may 2011

Boffi, L., “Una interaction designer in corsia”, in Janus, Rivista di Medical Humanities, Zadig, Rome, february 2011.

Boffi, L., “Tsunami Wavebag”, Proceedings 9th US National and 10th Canadian Conference on Earthquake Engineering, 25-29 July 2010, Toronto, Canada

Boffi, L., “Bioinstincts”, in Posthumanity: Merger and Embodiment. A. Ruch and E. Kirkland (eds), Inter-Disciplinary Press, Oxford, 2010, pp. 87-99.

Boffi, L., “Bioinstincts”, Proceedings ISEA 2009, Belfast, IN PRESS

SELECTED PRESS

“Comet Phonebooth” project in Wired Magazine, Italy, n°14-apr. 2010

“Fresco di Lana” project in Newton Magazine, Italy, n°2-apr. 2010

“Messenger dog” project in The Independent Newspaper website, apr. 2010

(<http://www.independent.co.uk/life-style/gadgets-and-tech/dogs-connect-to-the-internet-to-send-video-messages-from-disaster-survivors-1952208.html>)

and in the PSFK website, apr.2010

(<http://www.psfk.com/2010/04/an-internet-enabled-rescue-dog.html>)

My projects are also featured in websites like Designboom, TrendHunter, FashionTechnology, FlowingData, Futuro Prossimo, Simultaneità magazine, ect.

LANGUAGES

English_proficient

Trinity College Certificate, Level 10 with merit, jul. 2002

Spanish_ very good

Instituto Cervantes Certificate, Intermediate level, nov.2005

SKILLS

User research, cultural probes/design games making, brainstorming facilitating, concept development, scenarios & storytelling, video prototyping, physical prototyping.

Very good use of the following softwares: Photoshop, Illustrator, InDesign, Premiere and Rhinoceros. Increasing knowledge of After Effects, Flash, 3d Studio, Processing and Arduino. Basic knowledge of HTML and CSS.

Very good skills in physical prototypes making using paper, wood, metal, ceramic, plastic and textile. Confident in using workshop equipment and machines for the different materials.

Always keen on exploring the unknown and experimenting with new ways and tools until making her prototypes.