

Resume // February 2023

Annemiek Veldhuis

Design Research

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EDUCATION

- NOW** **PHD STUDENT IN INTERACTIVE ARTS AND TECHNOLOGY**
School of Interactive Arts and Technology, Simon Fraser University
Working with professor Alissa N. Antle in the Tangible Embodied Child-Computer Interaction lab.
- 2019** **MASTER OF SCIENCE IN INDUSTRIAL DESIGN**
Department of Industrial Design at the Eindhoven University of Technology
2016 Graduated with an 8 (out of 10). Specialisation in Constructive Design Research. Projects include, but are not limited to, a novel way of interacting with data through rearrangeable physicalizations, and research on the impact of goal recommendations in project-based education.
- 2016** **BACHELOR OF SCIENCE IN INDUSTRIAL DESIGN**
Department of Industrial Design at the Eindhoven University of Technology
2013 Graduated with a 9 (out of 10). Specialisation in New Product Development and Marketing. Projects include, but are not limited to, a toolkit for students to organize their design-based learning activities, and a co-creation platform for the Cube design museum.
- 2013** **PRE-UNIVERSITY EDUCATION: GRAMMAR SCHOOL**
Bernardinus College, Heerlen, NL
2006 Specialisation in science, technology, classical studies, and arts.

RESEARCH EXPERIENCE

- NOW** **GRADUATE RESEARCH ASSISTANT**
Department of Education, SFU, CA
2022 Research on assessment during Maker Education in elementary schools: classroom observations, analysis, co-design workshop design and hosting.
- 2022** **GRADUATE RESEARCH ASSISTANT**
Tangible Embodied Child-Computer Interaction lab, SIAT, SFU, CA
2021 Research on augmentation of reading for empathy and VR for emotion-regulation: design of VR experiences.
- 2019** **GRADUATE RESEARCH ASSISTANT**
Systemic Change Research Group, Faculty Industrial Design, TU/e, NL
2018 Research on technology that promotes adolescent physical activity: second coder in systemic literature review, conducting and transcribing interviews.

PROFESSIONAL EXPERIENCE

- 2021** **PROJECT ADMINISTRATOR - ERASMUS+ DESIGN FUTURES**
Systemic Change group, Department of Industrial Design, TU/e, NL
2019 Project leader of Erasmus+ project with 5 partners in 4 European countries. The project aimed to combine Design Think and Maker Education in elementary schools over Europe. It involved 20 schools, 28 teachers and 800+ students.
- 2021** **UX DESIGNER & TESTER - ERASMUS+ VASE**
Systemic Change group, Department of Industrial Design, TU/e, NL
2019 Development of the OER of the VASE project which focuses on developing resources to teach value sensitive design in higher education.
- 2020** **WORKSHOP DEVELOPER**
Cube Design Museum, Kerkrade, NL
2019 Development of workshops about design thinking for high-school students and workshops to engage individuals in local politics.
- 2018** **RESEARCH LAB MANAGER**
Play and Learn Squad, Department of Industrial Design, TU/e, NL
2017 Managing relations between students, researchers and stakeholders of the Play & Learn squad, organizing networking and knowledge transfer events.
- 2015** **DESIGN INTERN**
Cube Design Museum, Kerkrade, NL
Design of an interactive experience in the Cube open lab to support the interaction between museum visitors and lab residents.

TEACHING EXPERIENCE

- 2023** **TEACHING ASSISTANT - FOUNDATIONS OF RESEARCH DESIGN**
School of Interactive Arts and Technology, SFU, CA
 Graduate course. Grading, tutoring, and hosting of statistics workshop.
- 2022** **TEACHING ASSISTANT - INTRODUCTION TO TECHNOLOGICAL SYSTEMS**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting of labs, grading, and tutoring.
- 2022** **TEACHING ASSISTANT - INTRODUCTION TO TECHNOLOGICAL SYSTEMS**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting of labs, grading, and tutoring.
- 2022** **TEACHING ASSISTANT - DESIGN EVALUATION**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting classroom activities, project guidance and grading.
- 2022** **TEACHING ASSISTANT - TANGIBLE TECHNOLOGY**
School of Interactive Arts and Technology, SFU, CA
 Graduate course. Hosting labs and project guidance.
- 2021** **TEACHING ASSISTANT - INTRODUCTION TO TECHNOLOGICAL SYSTEMS**
School of Interactive Arts and Technology, SFU, CA
 Undergraduate course. Hosting of labs, grading, and tutoring.
- 2020** **TEACHING ASSISTANT - CONSTRUCTIVE DESIGN RESEARCH**
Department of Industrial Design, TU/e, NL
 Graduate course: Research project guidance. Helped team submit their first paper to Creativity & Cognition conference.
- 2020** **TEACHING ASSISTANT - DESIGN RESEARCH**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Project guidance, grading.
- 2019** **TEACHING ASSISTANT - DESIGN RESEARCH**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Project guidance, grading.
- 2017** **TEACHING ASSISTANT - CREATIVE ELECTRONICS**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Tutoring, lab hosting, grading.
- 2016** **TEACHING ASSISTANT - CREATIVE ELECTRONICS**
Department of Industrial Design, TU/e, NL
 Undergraduate course. Tutoring, lab hosting, grading.

CONFERENCE PUBLICATIONS

- 2022** *Annemiek Veldhuis, Di Xiao, Tilde Bekker, Panos Markopoulos.* 2022. **Model-based support for authoring Design-based Learning and Maker Education materials in elementary education.** FabLearn Europe / MakeEd 2022 - Copenhagen, Denmark.
- 2021** *Annemiek Veldhuis, Bernice d'Anjou, Tilde Bekker, Ioanna Garefi, Panagiota Digkoglou, Georgia Safouri, Silvia Remotti, Emer Beamer Cronin, and Madalina Bouros.* 2021. **The Connected Qualities of Design Thinking and Maker Education practices in Early Education: A narrative review.** FabLearn Europe / MakeEd 2021 - St. Gallen, Switzerland
- 2020** *Annemiek Veldhuis, Rong-Hao Liang, Tilde Bekker.* 2020. **CoDa: Collaborative Data Interpretation Through an Interactive Tangible Scatterplot.** Februari 9 - 12 2020, Proceedings Tangible, Embedded and Embodied Interaction Conference, Sydney, NSW, Australia
- 2019** *Yudan Ma, Annemiek Veldhuis, Tilde Bekker, Jun Hu, Steven Vos.* 2019. **A review of design interventions for promoting adolescents' physical activity.** Proceedings of the 18th ACM International Conference on Interaction Design and Children, IDC 2019. New York, USA

ABSTRACTS, WORK-IN-PROGRESS

- 2023** *Annemiek Veldhuis, Bernard Riecke, Alissa Antle.* 2023. **TangiTeam: Supporting Social Regulation of Learning during Design-Based Learning.** February 25 - March 1 2023, Proceedings Tangible, Embedded and Embodied Interaction Conference Warsaw Poland
- 2021** *Annemiek Veldhuis, Aakash Johry, Tilde Bekker, Ioanna Garefi, Georgia Safouri, Silvia Remotti, Emer Beamer Cronin, Ina Conkic, and Madalina Bouros.* 2021. **DESIGN FUTURES: Combining Design Thinking and Maker Education in elementary education across Europe.** PATT38 - Rauma, Finland.
- 2020** *Wolmet Barendrecht, Elisabet M. Nilsson, Daisy Yoo, Rikke Toft Nørgård, Tilde Bekker, Annemiek Veldhuis, Eva Eriksson.* 2020. **Teaching Values in Design in Higher Education - Towards a Curriculum Compass.** Ethicomp 2020. Roija, Spain

WORKSHOPS

- 2023** **DATA PHYSICALIZATION FROM THEORY TO PRACTICE**
ACM CHI Conference on Human Factors in Computing Systems
 Designed and hosted workshop on practical applications of data physicalizations at the CHI conference. In collaboration with researchers from Eindhoven University of Technology, Lancaster University, Bauhaus-Universität Weimar & Bath University.
- 2018** **MYTO CO-DESIGN WORKSHOP**
Newcastle Open Lab and Wellcome Trust Centre for Mitochondrial Research at Newcastle University
 Facilitator of a co-design workshop in which people living with mitochondrial disease and their carers spend two days designing solutions to problems they face in their everyday lives.
- 2014** **WEARABLE ELECTRONICS WORKSHOP**
District Q, Dutch Design Week, Eindhoven, NL
 Hosted workshops on sowing wearable electronics for elderly during the Dutch Design Week. The aim was to reduce the boundary of working with a new technology by implementing it in an activity they were already familiar with.

PROFESSIONAL MEMBERSHIPS AND ACTIVITIES

- 2018** **STUDY ASSOCIATION LUCID**
Department of Industrial Design, TU/e, NL
2014 Participated in several committees of the study association of industrial design: Lucid. Positions include: Secretary for the Dutch Design Week committee "Please DO Touch" 2014, Public Relations for the End of the Year trip to Taiwan 2015 and Treasurer of the Lucid Lustrum III - RoboWars Committee 2017.
- 2016** **STUDENT REPRESENTATIVE EDUCATIONAL COUNCIL**
Department of Industrial Design, TU/e, NL
2014 Advising and monitoring role on educational change within the Industrial Design faculty.
- 2013** **DRIVER'S SEAT MEMBER**
Schunk Museum, Heerlen, NL
2011 Youth ambassador and small scale event organizer at a local modern art museum with a team of 6 artists.

AWARDS

- 2022** **TRAVEL AND RESEARCH AWARD**
MAY
- 2021** **GPS GRADUATE FELLOWSHIP**
SEPT

LANGUAGES

Fluent in **English** and **Dutch** (spoken and written)
 Intermediate in **Polish** and **German** (spoken)

TECHNICAL SKILLS

Programming: Java/Processing, C++.

Web Development: HTML, CSS, Bootstrap, Javascript.

Prototyping: Interactive electronics with Arduino, Wireframing in Adobe XD, 3D modelling in Siemens NX and Shapr3D, 3D printing and other digital fabrication methods, Internet of Things (ESP8266).

Visualisation: Adobe creative suite, interactive data visualisations.

Word processing: Microsoft Office, LaTeX (overleaf), Adobe InDesign.

Research tools: SPSS, NVivo, Zotero.