

*Design Conceptualization and Communication Section,
Faculty of Industrial Design Engineering, Delft University of Technology*

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EXPERIENCE

JAN 2016 - DEC 2019 (EXPECTED)

PhD Candidate, Industrial Design Engineering - Delft University of Technology

Thesis title: “Creative Data Work – Investigating Design Inquiry Through Data”, advised by Prof. Dr. Gerd Kortuem and Dr. Ingrid Mulder. The research investigates the expansion of data science practices to broader audiences, with a focus of creative use of data in innovation. The research involved method innovation for citizens to foster social innovation from open data within the Open4Citizens Horizon-2020 project.

SEP 2014 - JAN 2016

Lecturer in Communication and Media Design - Rotterdam University of Applied Sciences

Coaching design projects in interface and user experience design and design facilitation, through multiple interdisciplinary projects in year 3 and 4. Taught an elective “Smart Objects” on prototyping electronics with Arduino and basic fablab methodology. Educational development of the minor “Interface and User Experience Design”.

SEP 2014 - JAN 2016

Researcher in Urban Interaction Design - Creating010 Research Center

Researching urban interaction design, digital humanities and methods of design education. Connected education to research by, coaching student research projects and developing an online platform for subjective data gathering for a semester course.

MAY 2012 - DEC 2014

Co-founder and UX Designer - TrainedOn

Co-founder of a pre-seed stage startup. Establishing an iterative interaction design and user research process in a lean startup environment. Responsible for user experience design strategy and execution. Successfully pitched to join a 3-months business accelerator in Estonia.

FEB 2013 - SEP 2013

In-house Trainer - TU Delft Graduate School

Training PhD candidates on basic soft skills, including presentation skills, personal development and self-reflection.

EDUCATION

SEP 2011 - JUN 2013

MSc in Interaction Design and Technologies - Chalmers University of Technology

Two-years master’s degree on interaction design. Coursework included prototyping skills, interaction design methodology, information visualization, tangible interaction, human-centered design, research at the TableTop Interaction Lab.

NOV 2012 – JUN 2013

MSc in Designing for Interaction - *Delft University of Technology (exchange semester)*

Worked on master's thesis "Designer Strategies for Evoking Reflection".

SEP 2006 – JAN 2011

BSc in Engineering and Management - *Budapest University of Technology and Economics*

Interdisciplinary bachelor degree between engineering and business studies, specialized on product management. Thesis: "Game Development on Multi-touch Interface".

EXTRA-CURRICULAR

Throughout my student years, I was a volunteer in a European student NGO "BEST" – Board of European Students of Technology. The aim of BEST is to provide complementary education for engineering students. I assumed various responsibilities from local to international management level, while simultaneously gaining competences in leadership, strategic management, project management and the facilitation of live and online work.

APR 2010 – AUG 2014

Senior Interaction Designer

Design and development of intranet web applications. Worked on information architecture, user research, interface prototyping, testing and front-end development.

FEB 2008 – DEC 2012

Trainer and Facilitator

Soft skills and interaction design training and workshop facilitation. Over 300 hours experience during stand-alone training sessions, as well as involvement in the design and redesign of train-the-trainer courses and design and IT training.

JUL 2009 – JUL 2010

Coordinator of Training and Internal Education

I was part of the international management coordinating training and internal education needs of the organization. Under my leadership, an international collaborative platform was launched (Trainers' Forum - <http://trainersforum.org/>) to unite European actors in youth NGO training.

AWARDS

2018 Best Paper Award - Design Research Society 2018

2013 ERASMUS scholarship to the Faculty of Industrial Design Engineering, TU Delft

LIST OF PUBLICATIONS

Peer-reviewed publications

- [5] **Kun, P.**, Mulder, I., De Götzen, A., & Kortuem, G. (2019). Creative Data Work in the Design Process. In *Proceedings of the 2019 ACM SIGCHI Conference on Creativity and Cognition*. ACM. : <https://doi.org/10.1145/3325480.3325500>
- [4] **Kun, P.**, Mulder, I., & Kortuem, G. (2018). Data Exploration for Generative Design Research. In *Proceedings of Design Research Society 2018* (pp. 1342-1356). London: Design Research Society. <https://doi.org/10.21606/dma.2018.565> **(Best Paper Award)**
- [3] De Götzen, A., **Kun, P.**, Simeone, L., & Morelli, N. (2018). Making Sense of Data in a Service Design Education. In *Proceedings of the ServDes.2018 Conference* (pp. 177-187). Linköping University Electronic Press.
- [2] **Kun, P.**, Mulder, I., & Kortuem, G. (2018). Design Enquiry Through Data: Appropriating a Data Science Workflow for the Design Process. In *Proceedings of the 32nd International BCS Human Computer Interaction Conference (HCI 2018)*. BCS Learning and Development Ltd. <https://doi.org/10.14236/ewic/HCI2018.32>
- [1] **Kun, P.**, & Mulder, I. (2015). From Quantified Self to Quantified Neighbourhood. In *Proceedings of PIN-C 2015: Reframing Design, the 4th Participatory Innovation Conference* (pp. 138-143). The Hague University of Applied Sciences.

Book chapters

- [1] Mulder, I., & **Kun, P.** (2019). Hacking, Making, and Prototyping for Social Change. In M. de Lange, & M. de Waal (Eds.), *The Hackable City: Digital Media and Collaborative City-Making in the Network Society* (pp. 225-238). Singapore: Springer. https://doi.org/10.1007/978-981-13-2694-3_12

Juried and lightly-reviewed publications

- [8] **Kun, P.** (2019) Tools for Capacity Building. In *Workshop on Exploring, Defining, & Advancing Community-Driven Design for Social Impact* at ACM Designing Interactive Systems Conference, 23 Jun 2019, San Diego, United States.
- [7] **Kun, P.** (2019) Empowering Diffuse Designers Using Data In Design. In *Workshop on Civic Data Literacies for Bottom-up Data Innovation* at 9th Communities and Technologies Conference, 3 Jun 2019, Vienna, Austria.
- [6] Wolff, A., **Kun, P.**, Knutas, A., Palacin, V., Seidelin, C., & Mulder, I. (2019) Civic Data Literacies for Bottom-up Data Innovation. In *Extended Abstracts of the 9th Communities and Technologies Conference*, 3-7 June 2019, Vienna, Austria.
- [5] **Kun, P.** (2019) Creative Data Work – Designers Appropriating Data Work for Design Inquiry. In *Workshop on Human-Centered Study of Data Science Work Practice* at ACM SIGCHI Conference, May 2019, Glasgow, United Kingdom.
- [4] **Kun, P.** (2018) End-user Data Tool Assemblages for Design Inquiry. In *Workshop on Digital Tools in Collaborative Creative Work* at NordiCHI'18, 29 Sep, 2018, Oslo, Norway.
- [3] Concilio, G., Molinari, F., Morelli, N., Torntoft, L. K., De Götzen, A., Mulder, I., Jaskiewicz, T., **Kun, P.**, Pedersen, J., Ammentorp, P., Aguilar, M., Edman, T. & Sorensen, A. S. (2017). OpenDataLabs: New Infrastructures for Open Data Commons. Poster session presented at *ECDG 2017: 17th European Conference on Digital Government*, Lisbon, Portugal.

- [2] **Kun, P.**, & Mulder, I. (2016) Prototyping for Citizen Engagement. *Workshop at the Design and the City Conference*, 22 Apr, 2016, Amsterdam, The Netherlands.
- [1] Fohlin, R., **Kun, P.**, Rebolo, L., Jansson, M., & Swinkels, N. (2013). Music Co-Creation in Public Spaces via Interactive Coffee Tables (poster). In *9th Student Interaction Design Research conference (SIDEr)*.

Academic theses

- [2] **Kun, P.** (2013). Designing for Reflection (*Master thesis, Chalmers University of Technology*). ISSN: 1651-4769. Report number: 2013:075.
<http://studentarbeten.chalmers.se/publication/183768-designing-for-reflection>
- [1] **Kun, P.** (2011). Game Development on Multitouch Interface from Users' Perspective (*Bachelor thesis - unpublished*). Budapest University of Technology and Economics.

Invited talks and workshops

- 2019 Invited participant for *Edinburgh PeaceTech Digital Tools for Peace Processes Workshop* – University of Edinburgh, UK
- 2019 Invited round-table panelist for *Fostering Successful Data Science and Design Collaborations* – SensorLab Utrecht, The Netherlands
- 2018 Invited round-table panelist for *From Design Thinking to Big Data and Beyond* (hosted by Kees Dorst) – DRIVE Festival, The Netherlands
- 2018 Invited presentation on *Prototyping with Machine Learning* – AI+Design Symposium, TU Delft
- 2016 Invited presentation on *Hacking, Making, Prototyping* – City of Things Symposium – Faculty of Architecture, TU Delft
- 2016 Invited round-table panelist for *Smart Society for the Not-So-Early-Adapters* – Data and the City Conference, Amsterdam
- 2014 Facilitator at *Transform the Future Built Environment PhD Summer School* – Organized by EIT Climate-KIC consortium, Rotterdam, The Netherlands

Research activity organization and participation

- 2018 Participant of *Digital Methods Winter School and Data Sprint* – Digital Methods Initiative, University of Amsterdam
- 2017 Organizer and facilitator of *Open4Citizens Rotterdam Hackathon* – Rotterdam, The Netherlands
- 2016 Organizer and facilitator of *Open4Citizens Rotterdam Hackathon* – Rotterdam, The Netherlands
- 2013 Participant of *UrbanIxD: Designing Human Interactions in the Networked City Summer School* – Split, Croatia

AFFILIATIONS

ACM – Association for Computer Machinery

DRS – Design Research Society

EUSSET – European Society for Socially Embedded Technologies

TEACHING

- 2018 **Design Inquiry Through Data workshop**, TU Delft
Workshop facilitator, course designer
- 2018 **Design Inquiry Through Data workshop**, TU Delft
Workshop facilitator, course designer
- 2018 **Prototyping with Machine Learning workshop**, Info.nl
Workshop at design agency - with Kars Alfrink (Leapfrog)
- 2018 **Prototyping with Machine Learning workshop**, Thingscon.nl
Workshop at industry conference with practitioners - with Kars Alfrink (Leapfrog)
- 2018 **Prototyping with Machine Learning workshop**, Rotterdam University of Applied Sciences
Workshop with media technology students - with Kars Alfrink (Leapfrog)
- 2018 **Designing with Data workshop**, Aalborg University Copenhagen
Workshop with service design students (invited by Nicola Morelli and Amalia De Götzen)
- 2017 **Designing Data-Driven Products and Services for the Internet of Things**, TU Delft
Design coach (30%), design project material development (50%)
- 2017 **Prototyping with Machine Learning workshop**, TU Delft
Workshop facilitator and course designer with Kars Alfrink (Leapfrog)
- 2017 **Design Inquiry Through Data workshop (2 times)**, TU Delft
Workshop facilitator, course designer
- 2017 **Designing with Data workshop**, Aalborg University Copenhagen
Workshop with service design students (invited by Nicola Morelli and Amalia De Götzen)
- 2016 **Design Inquiry Through Data workshop**, TU Delft
Workshop facilitator, course designer
- 2015 **Designing Reflective Experiences workshop**, Rotterdam University of Applied Sciences
Workshop facilitator, course designer based on MSc thesis project
- 2015 **Designing for Digital Experiences**, Rotterdam University of Applied Sciences
Design coach of 4x4 students for 20 weeks
- 2015 **Fablab Smart Objects (3 times)**, Rotterdam University of Applied Sciences
Lecturer of classes of ~10 students
- 2015 **Medialab (2 times)**, Rotterdam University of Applied Sciences
Lecturer of classes of ~15 students
- 2014 **Designing for Digital Experiences**, Rotterdam University of Applied Sciences
Design coach of 4x4 students for 20 weeks

SUPERVISION

- 2018 Mercedes Leipoldt. *“Story-finding of neighborhood problems using local perspectives with data”*
MSc in Integrated Product Design, TU Delft
- 2015 Stijn Eversdijk. *“Deckset”*
BSc in Communication and Media Design, Rotterdam University of Applied Sciences

SELECTION OF TRAINING ACTIVITIES

TU Delft Graduate School

Feb-Sep 2013 **PhD Startup**
 Training PhD candidates on basic soft skills (presentation skills, personal development and self-reflection).

NGO Training

Aug 2012 **Train-the-trainer for IT Developers (4 days)**
 Facilitation, training delivery, training preparations, learning styles
 Main learning designer and trainer (30%).

Feb 2012 **Human-centered Design for Trainers (1 day)**
 Workshop facilitation skills for trainers, based on Design Thinking material.

Oct 2011 **Teambuilding, Strategic Planning for Organization Board (1 day)**
 Workshop for six people to become a high performing team.

Aug 2011 **Personality Types Training-for-Trainers (4 days)**
 Train-the-trainer to teach experienced trainers how to use the Myers-Briggs
 Type Indicator in training.

Aug 2010 **Train-the-Trainer for Soft Skills Trainers (12 days)**
 Intense train-the-trainer; lead course designer and trainer on facilitation and
 interaction styles.

Jul 2009 **Train-the-Trainer for Soft Skills Trainers (12 days)**
 Intense train-the-trainer; lead course designer and trainer on facilitation and
 interaction styles.

Facilitator Experience

Oct 2012 **Deputy Chair of General Assembly**
 Co-chairing a 5 days long 150+ sized plenary setting on organizational matters.

Apr 2011 **Open Space Technology on General Assembly**
 Conduction and responsibility for a 1-day, 300+ people sized OST session to
 tackle organizational growth and impact.

Received Trainer Education

May 2010 **Transactional Analysis for Trainers (4 days)**
 Workshop on transactional analysis by certified TA professional / psychologist.

Apr 2008 **Personality Types workshop for Trainers (4 days)**
 Workshop on using the Myers-Briggs Type Indicator (MBTI) in training.

Feb 2008 **Train-the-Trainer for Soft Skills Trainers (10 days)**
 Train-the-trainer education on presentation skills, facilitation, training delivery,
 learning styles, education design.