curriculum vitae

Terhi Marttila
http://www.terhimarttila.com/

* Education

PhD (Digital Media)
University of Porto, Porto Portugal, 2016 – 2022
Research area: voice interfaces, electronic literature, migration,
play.
PhD Thesis: Migration as movement – repurposing the voice /
interface to explore aspects of human migratory movement through
artistic research
Supervisor: Associate Professor Dr. Patrícia Gouveia (Faculty of
Fine Arts, University of Lisbon)
Supervisor: Associate Professor Dr. Diamantino Freitas (Faculty of
Engineering, University of Porto)
Research funded by NORTE2020 PhD Scholarship 2017 – 2021
Jury: Dr. Anne Karhio (Inland Norway University of Applied
Sciences), Dr. Manuel Portela (Universidade de Coimbra), Dr. Vitor
Santos (Universidade Nova de Lisboa), Dr. Miguel Carvalhais
(Universidade do Porto, Faculty of Fine Arts)

MA and BA (Art Education)
University of Lapland, Rovaniemi Finland, 2011 – 2016,
MA Thesis: Give Me a Reason – Three Cycles of Dialogical Art-based
Action Research to Support a Community of Volunteers Who Work With
Migrants
Supervisor: Professor Dr. Mirja Hiltunen (Faculty of Arts,
University of Lapland)
Major: Art Education, Other studies: ICT in education, photography.

Exchange Studies
Faculty of Fine Arts, Concordia University, Montreal Canada, 2015
Photography, Sound art, performance art

Other studies (no degree awarded)
Art School MAA (contemporary art), Helsinki Finland, 2010 – 2011
Aalto University, Department of Technical Mathematics and Physics,
2004 –
Major: International strategy and business. 142/300 ECTS

International Baccalaureate (IB)
Munich International School 1997–2004, Munich Germany

* Conferences, workshops etc.

LARSyS Annual meeting, 14.–15.7.2022 (Lisbon, Portugal)
Migration as movement
Poster + 3min poster pitch

Artists' Games – Critical and Creative Approaches in New Media Art
[SPARKS/CMSIGGRAPH Digital Arts Committee] 25.3.2022 (online)
Speak out – an artists' game about life in a world of shifting
border rules
5min oral presentation

Art of Research 3.–4.12.2020 (online / Helsinki, Finland)
Dimensions of authorship in the (co-)creation of interactive art:
some examples
Exploratory presentation

ReBOOT 11.–12.10.2019 (Lisbon, Portugal)
We-cannot-take-them-all: Preliminary findings in the design of a
voice interface
Oral presentation, Doctoral Symposium

EnIAD 2.–3.10.2019 (Lisbon, Portugal)
You don't sound like you're from here? – The foreign accent in
synthesised speech as a means to create thought provoking
interactive art about migration
Oral presentation, Doctoral Symposium

ELO 15.–17.7.2019 (Cork, Ireland)
Give Me a Reason – Artist Talk
"Tell me a story, Siri." The voice as an emerging medium for
interaction in digital art, case studies of selected artworks
Artist talk and short paper

Consciousness Reframed 6.–8.6.2019 (Porto, Portugal)
From osmosis to diffusion – migration as movement, digital art for
dismantling membranes
Short paper

Student workshop week: Playful interfaces and interaction strategies
to develop media literacy about migrations
ESAIG, École Estienne 18.3.2019 (Paris, France)
On Migration
Invited talk

UT Austin Digital Media Symposium 29.11.2018 (Lisbon, Portugal)
Speech interaction with computers as a medium for artistic
expression – Computational dialogues about migration
Oral presentation, Doctoral Symposium

Videojogos 14.–16.10.2018 (Porto, Portugal)
Chatting as interface in mobile gaming – Case example: Bury me, my
love
Full paper

ICLI 14.–16.6.2018 (Porto, Portugal)
Playful readings and deeper meanings.
Oral presentation, Doctoral Symposium

Future Places 17.10.2017 (Porto, Portugal)

Migration is my right, borders an unnecessary obstacle: developing persuasive text-based interactive art.
Oral presentation, Doctoral Symposium

InSEA Global Summit 6.–11.8.2017 (Daegu, South Korea)
Unable to attend, Conference Proceedings publication

ELO Conference 18.–22.7.2017 (Porto, Portugal)
Attendance

xCoAx Conference 6.–7.7.2017 (Lisbon, Portugal)
Attendance

InSEA Regional Conference 22. – 24.9.2016 (Wien, Austria)
International Society for Education in the Arts regional conference.
Attendance

OI-Net Open Innovation Seminar 15.6.2016 (Porto, Portugal)
Henry Chesbrough on Open Innovation
Attendance

MusicTechFest, 27. – 29.5.2016 (Berlin, Germany)
Participation at MTF. Final presentation of Manuphonia (#MusicBricks incubation project)

MusicTechFest Hack camp, 18. – 21.9.2015 (Ljubljana, Slovenia)
The MTF Hack camp brings together people around music and technology to come up with new creative ideas around music and technology. Our team won an incubation award to further develop an application in human music interaction.

DAMA art workshop, 19. – 24.5–2014 (1 week) (Reykjavik, Iceland)
Collaboration with seven artists. A performance integrating electronics, sound art and dance. Additionally: solo performance (Manifesto) as part of Raflost festival.

Service design seminar + workshop, 22. – 26.4.2013 (1 week) (Nida, Lithuania)
Seminar: Mikko Koria of Aalto University and Reima Rönnholm of Palmu Inc. among others. Interdisclipinary, cross-cultural team of three. Outcome: Mike, a GoPro camera disguised as a friendly alien – technology you can empathise and communicate with (collect customer feedback).

* Artworks

Transplanted (2021)
terhimarttila.com/transplanted
Exhibited at Galleria Hämärä, 5.–25.11.2021, Rovaniemi, Finland.
Published, with modifications, on nokturno.fi 06.04.2022:
https://nokturno.fi/en/digital-histories-of-literature/

Speak Out (2020)
Published at raum.pt following residency curated by Patrícia

Gouveia:
raum.pt/terhi-marttila
Exhibited at ELO 2022 conference exhibition.
Modified since, available at:
terhimarttila.com/speak-out

We-Cannot-Take-Them-All (2019)
Exhibited at AoR 2020 conference exhibition (online).
terhimarttila.com/we-cannot-take-them-all

Give Me a Reason (2016)
terhimarttila.com/give-me-a-reason
Published in the Electronic Literature Collection 4, 01.06.2022:
https://collection.eliterature.org/4/give-me-a-reason

* Publications

Give Me a Reason (2016) published in the Electronic Literature
Collection Volume 4
https://collection.eliterature.org/4/give-me-a-reason

Gouveia, P. and Marttila, T. (2020) Speak out — a playful
interactive artwork about migration with a radical openness to the
World. Text to accompany Speak Out on raum.pt. Available at:
https:// raum.pt/en/terhi-marttila

(Forthcoming) Marttila, Terhi (2019) Linguistic accents and
xenophobia in we-cannot-take-them- all: preliminary findings in the
design of a voice interface. Paper presented at EnIAD — Encontro de
Investigação em Arte e Design, Lisbon. Lisbon, Portugal:
Universidade de Lisboa, Faculdade das Belas Artes, 2. — 3.10.2019,
Lisbon, Portugal.

Marttila, Terhi (2018) Why are you here? — Four computational
dialogues about migration. Poster at UT Austin Digital Media
Symposium in Lisbon 29.11.2018. BEST POSTER AWARD.

Marttila, Terhi (2018) Chatting as interface in mobile gaming — Case
example: Bury me, my love. In Videojogos 2018 — Proceedings of the
10th Conference on Videogame Sciences and Arts edited by Miguel
Carvalhais, Pedro Amado and Pedro Cardoso. (121 — 134) https://
vj2018.fba.up.pt/files/VJ2018-Proceedings-full.pdf

Marttila, Terhi (2018) Playful readings and deeper meanings. In ICLI
2018, 4th International Conference on Live Interfaces. Inspiration,
Performance, Emancipation edited by José Alberto Gomes, Miguel
Carvalhais, Rui Penha. (234 — 236) http://liveinterfaces.org/2018/
pdf/ ICLI2018-Marttila.pdf

Marttila, Terhi (2017) Give Me a Reason — Encouraging Dialogue
Through Interactive Media. In Spirit ∞ Art ∞ Digital: Proceedings
from 2017 InSEA World Congress Daegu edited by Hyeri Ahn, Sunghee
Choi and Younglim Nam. (435 — 440)

Marttila, Terhi (2016). "Minä autan koska.." Taide, kasvatus, ääni, koodi ja altruismi. Stylus (print)
How art meets pedagogy meets volunteers who work with migrants. The role of an interactive button as part of the dialogue around migration.

Marttila, Terhi (2013). Smartphone filmmaking. COOL — Applied visual arts in the north. (print + digital) (peer-reviewed publication)
https://www.dropbox.com/s/ulypljdvynfs9ik/COOL_MasterFINALsmall.pdf

Marttila, Terhi (2013). Elokuvaopetusta matkapuhelimilla. Stylus (print)
Article encouraging art educators to try mobile phones in art class.

* Work Experience

Innovation Consultant (Porto, Portugal)
Inovamais, 01 — 03/2017 (2 months)
Worked on three EU-funded projects related to visual art and the creative industries including drafting the first version of the Vertigo co-creation methodology for art-science collaboration (led by IRCAM). Input to creativetracks.org. Discontinued work due to exclusivity requirements of the PhD scholarship.

Incubatee (Munich, Germany)
Manuphonia, #MusicBricks MusicTechFest incubation program, 10/2015 — 05/2016 (8 months)
Final presentation at MusicTechFest Berlin 05/2016
Human music interaction, gesture recognition/control, (IRCAM RIoT sensor module)

Service Design Intern (Berlin, Germany)
Deutsche Telekom, T-labs, creation center, 09 — 12/2014 (3 months)
Multicultural team guiding internal Telekom projects through the design thinking process. Workshops, observation, analysis of participant feedback. Designed and implemented sound content for Soundian (mobile application).

Self employed (Rovaniemi, Finland/Berlin, Germany)
Sound(e)scape project, game/interaction designer, 06 — 10/2014 (5 months)
Gamifying music theory learning. Demo for iPad/iPhone. Funded by AVEK — The promotion centre for audiovisual culture.

Visual arts and music teacher (Rovaniemi, Finland)
City of Rovaniemi, part-time 03 — 04/2014 (7 weeks)
Substitute art teacher at several schools. 7 week music course for migrants (once per week).

University of Lapland, various tasks, part-time 05/2013 — 05/2014 (12 months) (Rovaniemi, Finland)
One of four student bloggers. Support for the X-Border art biennial team, translation of exhibition catalogue (fin-en, en-fin), proof-reading, exhibition pedagogue.

Self-employed, co-ordination, device sponsorship (Berlin, Germany)
Mobile Movie Finland -project, 11/2012 – 01/2013 (3 months)
Audio/visual media with mobile phones (12yrs. – seniors). Device
sponsorship: Microsoft Germany. Partners: Medienwerkstatt Potsdam,
MobileMovieHamburg /Klaus Küchmeister, CityZooms Hamburg,
Kulturagenten Programm Berlin. Worked with a local school, partner
institutions and youth center.
                    http//mobilemoviefinland.blogspot.com

Ticket Seller (Helsinki, Finland)
JT-Line Oy, Ticket Sales, 05 – 08 /2012 (3 months)
Speaking multiple languages, growing my patience by working in
customer service.

Marketing and Sales Assistant (Helsinki, Finland)
MarttilaConsulting + Marttila Ltd., 2007 onwards
Assisting in the family consulting, minor startup investments.
Dealflow ie. generating leads using own network.

Venture Cup Business Plan Competition, Campus Co-ordinator
(Helsinki, Finland)
Aalto University, Venture Cup, part-time 01/2008 – 06/2010 (2 years
6 months)
Marketing and communication work on the Aalto University campus.
Presentations, planning, co-ordination and organisation of events,
communication, evaluation of the business plans as a member of the
panel of experts (150+ business plans).

Business Incubator Assistant (Helsinki, Finland)
Technopolis Ventures incubator, part-time 12/2007 – 09/2008 (10
months)
Brochure presenting Technopolis Ventures, managing database of
customers (intranet), organising events, analysing event feedback.

Journalist, audiovisual media (Helsinki, Finland)
Aalto University student union, 09/2006 – 05/2007 (9 months)
Student union television channel. Planning, interviews, production,
filming, direction, editing, presenting.

Marketing Assistant (Werkstudent) (Munich, Germany)
Siemens AG Muenchen, Mobile Devices, Strategy & Marketing, 06 –
08/2005 (3 months)
Preparation of power point presentations, data analysis, layout of a
quick start guide for a new product of the mobile devices
department.

*Language skills

Finnish mother tongue, English excellent, German excellent,
Portuguese good, French good, Croatian basic, Swedish basic.

*Other skills

Microsoft (Word excellent, Excel excellent, Powerpoint excellent),
Adobe (Photoshop excellent, PremierePro excellent, InDesign good,
Illustrator good)
Ableton good
HTML, CSS good
Javascript good
Raspberry Pi basic

*Networks and Associations

Electronic Literature Organisation (ELO), member
(past) MLOVE, Ambassador, general hand (future of mobile) http://
www.mlove.com/
MusicTechFest, incubatee (music technology) http://
musictechfest.org/

* Hobbies

music: piano, choir (Grupo Vocal da FEUP, Coro Lira Porto,
Sängerrunde VDFG, Concordia University Chamber Choir, Lapin
Ylioppilaskuoro, Kamarikuoro Ave, Oxetti, MIS Middle School Choir)
Visual art: pinhãtas, cardboard toys, crochet, drawing, watercolors
body+soul: biking, swimming, hiking

* Referees

Patrícia Gouveia, Associate Professor
(p.gouveia@belasartes.ulisboa.pt)
Diamantino Freitas, Associate Professor (dfreitas@fe.up.pt)
António Coelho, Associate Professor, Director of PDMD
(acoleho@fe.up.pt)
Mirja Hiltunen, Professor (mirja.hiltunen@ulapland.fi)
Satu Miettinen, Professor, Dean of Art Faculty
(satu.miettinen@ulapland.fi)
Andreas Sommerwerk, Designer (andreas.sommerwerk@telekom.de)