

## Curriculum Vitae (selection of works)

Johnny Friberg 601117-0054

Interior architect and designer SIR/MSA. Associate professor. Head of Child Culture Design.

### Research and Education

**2021+** Works with a research project supported by Formas, named "play in the city"

**2018+** Work as Head of the Child Culture Design programme at HDK.

**2015-2019** Deputy prefekt of HDK, Academy of Design and Crafts

**2012-2018** Work as Head of the Design Department at HDK

**2009-2012** Work as Head of the Child Culture Design programme at HDK.

**2008** Produces interactive applikations for "Universeum Science center" in Gothenburg

**2007-2009** Develops a new master programme at HDK, Child Culture Design

**2007-2009** Work as Head of the bachelor programme in design at HDK.

**2005+** Work as a lecturer at HDK

**1999-2005** I worked at the Royal Institute of Technology in Stockholm on SITREC (Stockholm International Toy Research Centre). SITREC is a multidisciplinary research center that focuses on children's culture.

Examples of projects I worked on during this time:

**TiM** (Tactile Interactive Multimedia for visually impaired children. IST-2000-25298). Developing computer games for visually impaired children.

**KIDSLAB** (Esprit, i3, WG 29314). Developing methods for co-design

**Sheltered workshops** (INNOVATION IN3010581). Developing toys for disabled children by co -design

**Elemental Game.** I was project manager for a development project for Mechatronics / Mech operated in collaboration with engineering students at KTH and Stanford University in the U.S.A.

**2015** – Working on a project "form follows fiction" that investigates deceiving and narrative practices in art

**2010** - Working on a project "Design history in 3D – Play as an engine for understanding technology as a tool for the experience." The project combines research and design, and is implemented in cooperation with Röhsska Museum in Gothenburg. (the project is done but will have its launch in april at Röhsska)

**2011** - Working on a project "Prototyping design and art" that examines contemporary methods for visualization of artistic work.

**2005-2006** Work at the Interactive Institute in Gothenburg. I'm was the initiator of a network project that brings together industry and research in computer games and toys.

In the summer of 2004 at a conference in Singapore (ACE 2004), I presented a paper about the design process when designing games for the visually impaired.

### Design and Architecture

I have worked at two different architectural companies, "Idea & Design AB" (**2002**) and "Theorin architects AB" (**2003**). At "Idea and Design AB", I worked variously with product design for companies such as Gant, Alloc and Nordsjö, and with exhibitions/Interior architecture. At "Theorin" I worked with architecture and design.

**1999 +** I have a business (Ponton Design) where I freelance with various work in design. My work include product design, furniture design but also graphic design. As customers include Swedese, Horreds furniture, Visenda, IHM and Ericsson. For Ericsson Research I have produced an animated film.

**2021 +** I have a company, Studio Mold AB, where we do exhibitions and public art.

### Film/Theatre, Art and Music

**2021** - Developed and curated 11 exhibitions/installations around Gothenburg belonging to the project "form follows fiction"

**2019** - Developed and curated the exhibition "the Face of God" at Gothenburg natural history museum..

**2018** – Developed and curated the exhibition "the Face of God" at Vandalorum art museum.

**2011** - Composed and produced music for Lars Norén's performance "**The night is the mother of the day**" at the Royal Dramatic Theatre, Stockholm

**2006** – "**Snow, forest, silence**", performance in collaboration with writer Lotta Lotass, supported by the Swedish Institute in Moscow in June 2006, and in Kazan.

**2004 +** I compose and produce music for film and theater. In spring 2005, I produced sound and music to Lars Norén's Performance "**War**", which was put on the National Stage in Oslo. In autumn 2005, I collaborated with the Stockholm City Theatre and made music and video projections to Edward Albee's performance "**Balancing**". In spring 2006, I composed music for a TV series, directed by Kristian Petri, which was broadcast on SVT winter 06/07. In the spring of 07, I made music for "**Richard III**", again for the Stockholm City Theatre, and the fall 07 music for "**Angels in America**", Borås City Theatre.

**2001-2012** I played music in a band (**Twice a Man**).

I have exhibited at the Art Museum in Gothenburg (**1995**) and "Röda sten" (**2002**)

I have also worked as an illustrator and art teacher.