

curriculum vitae

personalia

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profile

I am an interactor: I create interaction, I study interaction, and I interact between design and science. Integrating design, technology, user focus and business results in inspiring creations that elicit the user to interact with the system, other people, the environment and themselves. I am skilled in combining new (and old) technologies into novel interactive systems, using knowledge varying from electronics and software design to user-centred research and social psychology. I work best in fast iterations of design, implementation and evaluation, in order to create and share a justified proof of concept.

education

2004, September - 2008, April: Bachelor of Science in Industrial Design, Eindhoven University of Technology

1998, September - 2004, July: VWO, Christiaan Huygens College, Eindhoven

1990, September - 1998, July: Primary school, Zeelsterhof, Veldhoven

relevant employment history

2006 - : student assistant PR Industrial Design, Eindhoven University of Technology

During my study I have worked at the communication department, as a student co-responsible for the PR of the faculty. The planning and creation of a permanent exhibition and giving tours and presentations to press and business visitors were my most important tasks.

2009, October - December: internship at Mobile Life Centre in Stockholm

In this internship, I focused on a design-research exploration of end-user programming and robots: designing and evaluating new ways for users to program and control complex systems, such as robots. The actDresses principle was used: by changing the physical appearance of a robot (e.g. adding decoration to a hovering robot), the robot would change its behaviour.

2009, June - July: study on intergeneration play, Industrial Design department, Eindhoven University of Technology

In this study, I designed several concepts for stimulating intergenerational play between elderly and their grand-children. An evaluation on design, user and business level resulted in a first foundation for projects on physical and social play.

2008, September - 2009, September: chairman board of Stichting Activiteiten Lucid, organisation of SIDeR09 conference

As chairman of the board, I organised the fifth Student Interaction Design and Research conference. With 80+ participants from across the world, this student conference on design research was a great success. Managing all the business relations, planning the entire organisation of the event and leading our enthusiastic team were my main tasks in this position.

2006, September - December: internship at /d.search-labs, Eindhoven University of Technology

In this internship, I setup and ran a large study on motivating enjoyable meetings. Focusing on the setup and execution of this study, my tasks merely involved the selection and creation of applicable methods, solid

documenting and justification, and the writing of scientific papers for publishing. Alongside this, a product for the Lowlands festival was developed. Practical issues such as vandalism proofness and safety were covered, in addition to marketing and logistical tasks.

2007, January - August: freelance work for TNO

As a freelancer, I participated in several projects for TNO, a dutch innovation and research company. One of the projects involved the setup and execution of an observational study for an interactive playground in Eindhoven, and the creation of design recommendations based on the study's results.

languages

Fluent written and spoken dutch

Fluent written and spoken english

Basic written and spoken german

Basic written and spoken french

skills

Proficient with Adobe Photoshop, Flash, Dreamweaver

Basic experience with Illustrator, Indesign, MAX MSP, Solidworks

Proficient in HTML, CSS, PHP, MySQL, JAVA

Proficient in microcontroller programming & debugging (PIC, Arduino, ATmega) in C

Proficient with analog and digital electronics

Proficient with sensors and actuators, wireless technologies

Basic experience with PCB design in Eagle

Proficient with 'hands-on' electronics: soldering, debugging, etc

Proficient with modeling techniques and tools (e.g. foam, wood, paper modeling)

Basic knowledge of manufacturing technologies

Proficient with user-centred design, in all phases of the design process

Proficient with setting up and executing user evaluation studies

Proficient in the setup and execution of iterative, user-centred design-research processes

exhibitions (selection)

DesignUnited 2006

Sport & Technology congress 2006

Nederland Innovatief 2006

DeSForM conference 2006

Opening /d.search-labs, 2006

DesignUnited 2007

Lowlands festival, 2007

publications

Various short articles about projects in press and television

Boerdonk, K. van, Tieben, R., Klooster, S., Hoven, E.A.W.H. van den (2009). Contact through canvas : an entertaining encounter. *Personal and Ubiquitous Computing*, 13(8), 551-567.

Tieben, R., Boerdonk, K. van, Klooster, S., Hoven, E.A.W.H. van den (2007). Meeting by moving, mediated through music. *IEEE Pervasive Computing*, 6(3), 55-56.

Boerdonk, K., Deckers, E., Nagtzaam, H., Schwachöfer, J., Tieben, R. and Klooster, S. (2006). Meeting Duet: challenging people into a body language of meeting, in *Proceedings of DeSForM 2006*.