



## CV

### Maria Tsilogianni

PhD in Human-Computer Interaction  
architect, designer, researcher

#### email:

tsilogianm@gmail.com

#### website:

<https://maria-tsilogianni.webflow.io/>

## Education:

2020-2024

Coventry University, Centre for Postdigital Cultures  
'AI and Algorithmic Cultures' research path

practice-based PhD (awarded with NO CORRECTIONS)

title: *The 'Idiotic Prism': An HCI design methodology for exploring interactions between humans and Intelligent Personal Assistants in the home*  
UK

2016-2017

Goldsmiths University of London, Design Department

MA in Design Critical Practice (graduated with DISTINCTION)

MA Thesis title: *The 'idiot-tinkerer' persona: A model of thinking and working process applied to generating habitation spaces*  
UK

2008-2015

University of Thessaly, Department of Architecture

Diploma in Architectural Engineering (MArch equivalent) (graduated with EXCEPTIONAL DISTINCTION)

DipArch Thesis title: *Habitation of the genius*  
GR

## Experience:

2020-2024

PhD researcher in Human-Computer Interaction

Centre for Postdigital Cultures (Coventry University)  
UK

2019-2020

Architect

Greek Ministry of Culture  
GR

2018-2023

Co-founder

studio MIWI  
speculative architecture and design  
GR + US

2018-current

Freelance Architect and Designer

GR + UK

2018-2019

Teaching Assistant

Department of Architecture, University of Thessaly  
GR

2015

Teaching Assistant

Department of Architecture, University of Thessaly  
GR

## skills:

\_qualitative research & data analysis  
\_working with complex, qualitative, contextual data and sensitive research settings  
\_cross-disciplinary research and methods  
\_empirical research  
\_participatory research methods  
\_writing  
\_presentation and communication for different audiences  
\_critical thinking  
\_working in groups  
\_prototyping and production  
\_sketching/drawing  
\_2D and 3D modeling  
\_graphic design  
\_visualisation  
\_illustration  
\_image editing  
\_video editing  
\_mixed media installation

## technical skills:

\_Autocad  
\_Rhinoceros 3D  
\_V-Ray rendering  
\_Cinema4D  
\_Python (basics)  
\_Adobe Photoshop  
\_Adobe Illustrator  
\_Adobe InDesign  
\_Adobe Premiere  
\_Webflow

## language:

\_Greek (native)  
\_English (excellent)  
\_French (fluent)

## Group Exhibitions:

18-23/04/2023

### Innovation for Living

Isola, Milan Design Week  
Milan, IT

09-12/03/2023

### Collectible Design Fair, Curated Section

Brussels, BE

09/2019 - 10/2019

### Aesthetics of Prosthetics

Siegel Gallery, Pratt Institute  
NY, USA

06/2018 - 07/2018

### COOK 8

Benaki Museum  
Athens, GR

09/2017

### London Design Festival

Goldsmiths University Graduate Show  
London, UK

09/2015

### Mittelweg

Affect-Agora  
Berlin, DE

05/2015

### Default 5//Long time no sea

Museum of Tsalapata  
Volos, GR

01/2012 – 02/2012

### 1st Thessaloniki Biennale , “Architecture and the City in South-East Europe”

Macedonian Museum of Contemporary Art, Goethe Institute  
Thessaloniki, GR

## Conferences and Publications:

*‘Idiotic Agents’: Exploring more open-ended and creative interactions between humans and Intelligent Personal Assistants in the home*

EKSIG 2023: From Abstractness to Concreteness – experiential knowledge and the role of prototypes in design research”, organized by the Design Research Society (DRS) Special Interest Group on Experiential Knowledge (EKSIG), hosted by the Department of Design, Politecnico di Milano, Milan, Italy, 19-20 June, 2023

*‘Idiocy’ in expanding human-machine encounters within the everyday*

(Presented as part of the “Visions of the future of human-machine creative symbiosis” panel convened by DeepMind)

Anthropology, AI and the Future of Human Society., 6-10 June 2022, virtual conference, organized by The Royal Anthropological Institute, The British Science Fiction Association, and the Future Anthropologies Network (FAN)

*The ‘Idiot’ in reguring the human-machine entanglement*

2022 New Media Caucus Symposium. Future Bodies. 30 September - 2 October 2022, Virginia Tech, Blacksburg, VA, USA

*‘Idiotic Agents’ within home. Expanding interactions between humans and Intelligent Personal Assistants beyond automated functionality*

PDC 2022. Embracing Cosmologies: Expanding Worlds of Participatory Design., 19 August - 1 September 2022, Newcastle University, Newcastle, UK

*Refiguring the human-IPA relationship through a participatory ‘Idiotic Speculative Kit’*

The 10th European Conference on Arts and Humanities (ECAH 2022). Resilience., 21-24 July, UCL, London, UK

*Configuring ‘Idiotic Virtual Agents’ through a scenario-building kit (workshop)*

Design Research Society 2022 (DRS2022) Conference, 25 June - 1 July, Bilbao, ES

*‘Idiotic Agents’ within home. Expanding interactions between humans and Intelligent Personal Assistants (IPAs) beyond automated functionality*

The Association for Computing Machinery (ACM) Special Interest Group on Computer-Human Interaction (SIGCHI) Conference on Designing Interactive Systems (DIS 2022). Digital Wellbeing., 13-17 June, online

*‘Idiotic Agents’ within home. Expanding interactions between humans and Intelligent Personal Assistants (IPAs) beyond automated functionality*

Centre for Postdigital Cultures 2022 Conference. Technology Justice: The Theories and Practices of Freedom, 16 - 17 June, Coventry University, Coventry, UK

*‘Idiotic Agents’ within home. Expanding interactions between humans and Intelligent Personal Assistants (IPAs) beyond automated functionality*

Convergence: Creative Cultures Symposium 2022, 19 - 20 May, Coventry University, Coventry, UK

*‘Artificial Idiocy’: Including the absurd in human-nonhuman interactions*

DesAlign: The Impact of the Artificial Intelligence (AI) on Contemporary Design Conference, organised by the Institute of Interdisciplinary Studies of Art, Design and Advanced Technologies (IAT), Ladislav Sutnar Faculty of Design and Art, University of West Bohemia, Czech Republic, and the Design Faculty of the Holon Institute of Technology (HIT), Israel, 25 May, 2021, online

Tsilogianni, M., 2017. *Everness; The Art of Being Dead*. King’s Review. [online] Available at: <<http://kingsreview.co.uk/everness-art-dead/>>