

# Brief Curriculum Vitae

## John C. Vines

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DoB: August 31<sup>st</sup> 1983

Nationality: British

I am a design practitioner, theorist and PhD Candidate based at *Transtechnology Research* at the University of Plymouth, UK. My research is focused around the role of the particular methods and processes designers apply in creating new technologically-mediated interactions for older people. In particular, the research is interested in understanding the contingencies designers implement to manage the cognitive and mental alterations that are observed in later life. My thesis aims to provide new knowledge to the design community through bringing together methodologies from the Arts and the Sciences into the design process in such a manner that they relate to the trajectory and language of product and interaction design. Along with this research, I work with the editorial team of *Leonardo Reviews*, the book review arm of Leonardo, the Journal for the International Society for the Arts, Sciences and Technology.

### QUALIFICATIONS

Oct 2007 – present	<b>PhD in Computing, Communications and Electronics.</b> University of Plymouth. Thesis (in-progress): <i>Ageing Futures: Towards Cognitively Inclusive Digital Media Products.</i>
Oct 2005 – Feb 2007	<b>MA Design (Distinction)</b> University of Wales.
Oct 2002 – June 2005	<b>BA (Hons) Three-dimensional Design (First Class Hons).</b> University of Wales.

### RESEARCH GRANTS

Oct 2007 – Sept 2010	<b>Arts and Humanities Research Council.</b> Doctoral Studentship competition winner.
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### LECTURING & SUPERVISION EXPERIENCE

Oct 2006 –	<b>Visiting Lecturer</b> , MA Design, University of Wales Newport.
May 2007 – July 2007	<b>Research Mentor</b> , MA Design, University of Wales Newport
Oct 2005 – Dec 2006	<b>Visiting Lecturer</b> , Design Studies, University of Wales Newport

### LECTURING & SUPERVISION SKILLS

Software Packages:	Skilled in; Adobe CS packages, specifically Photoshop, Illustrator, InDesign, Flash, Premiere, DreamWeaver and Fireworks; Macromedia Director MX; Various 3D packages including Carrara, 3D Studio Max, GMax and Solid Works; MS Office; EndNote; Freemind ; Basic HTML coding.
Practice:	Design and Creative Practice with experience related to Product Design, Interaction Design, Graphic Design, Illustration, Media Art, Interactive Media, and Web development.
Academic:	Undergraduate and Masters dissertation supervision; explaining processes used for literature synthesis; Integration of design and art practice, theory and research; interdisciplinary academic writing skills within art, design and creative industries.

### PROFESSIONAL EXPERIENCE

June 2003 – Sept 2007	<b>Freelance Graphic Designer and Web Developer.</b> Self-employed.
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