



Paola Guimerans PhD

paolaguimerans.com



+ 34 696 34 26 04



pguimerans@gmail.com



linkedin.com/in/paola-guimerans



twitter.com/paolaguimerans

Education

- 2017** Complutense University of Madrid. Faculty of Fine Arts. Ph.D. Thesis, *Technology as a creative material: E-textiles and its derivations in the field of the visual arts*, Spain.
- 2008-2010** Parsons School of Design. MFA in Design + Technology, New School. New York.
- 2004** University of Vigo. Training Course in *Inter(media): Inestability, creation and digital culture*, Spain
- 2001** Postgraduate Certificate in Education, Spain
University of Santiago of Compostela. Postgraduate *Audiovisual Communication in the digital era*, Spain
- 1995-2000** Santa Isabel de Hungria. Bachelor of Fine Arts, majoring in Graphic Design. Seville, Spain

Curriculum Design and Teaching

- 2017** *Soft Circuits CAAD*. American University of Sharjah, Dubai.
- 2015** *Interactive shop windows*. Universidad de Deusto, Fab Lab, Bilbao, Basque country, Spain
- 2013** *Circuit électronique et couture*. isdaT-institut supérieur des arts de Toulouse, France
- 2012** *E-textiles, Wearables and New Materials*. ESDEMGA. Fashion School, University of Vigo, Spain
Art+ Electronics. MIA MA Illustration and animation. IPCA, Portugal.
- 2011** *Smart Materials. Procedimientos Pictóricos Interactivos*. Faculty of Fine Arts Sevilla, Spain
Future Cities: Hello Tsinghua, Parsons School of Design, New York
- 2010** *Soft Circuits*. Parsons School of Design, New York

Projects and Collaborations

- 2017** ProFuturo. Digital education project for innovating education. Destination Africa (Kenia and Angola). (Fundación Telefónica- Fundación La Caixa), Spain
- 2016** Moda y electrónica creativa. Cristóbal Balenciaga Museum. Getaria, Basque Country, Spain
- 2010-2017** Creative soft circuits. Making technology available to everyone. (*online*)
- 2015** CIRCOLAB. Experimental Laboratory of education-technology. BQ, Madrid, Spain
Bilbao Fashion Tech Lab. Fashion and Technology program for the City Hall of Bilbao, Spain
- 2014-2015** How-to-Make. Maker program for a citizen lab of Tabakalera-Donostia, Baque Country, Spain
- 2013** Think of Silicone. Conexiones Improbables, C2 +I, Artistic Intervention and Organizations, Spain
- 2011** Short Circuit Program. Institute of Play, Q2L, New York
- 2010** Reserch Assistant for Fashionable Tecnology Lab, Parsons School of Design, New York

Grants and art residencies

- 2013** International art residencia programme. MAC, Museum of Contemporary Art in Galicia, A Coruña, Spain
- 2010** Grant from the 'Barrié de la Maza' Foundation New York, USA
- 2006** ARTECH0 06 . International Programme Portugal-Galicia, Spain
- 2005** Artist in Residence Program "San Martiño Pinario". Xunta de Galicia, Spain

Publications

- 2013** *D.I.Y.: Interactive painting techniques + Electronics* . Seventh International Conference on Tangible, Embedded and Embodied Interaction February 10-13, 2013. TEI Barcelona, Spain, P. Guimeráns.
- 2012** *CREATIVE SOFT CIRCUITS: Introducing Soft Circuits kits as a tool to engage children into educational arts and craft*. 2nd International Conference Art, Illustration and Visual Culture in Infant and Primary Education: Creative processes and childhood-oriented cultural discourses. Aveiro, 2012. P. Guimeráns.

2012 *THE WORKSHOP MODEL: Artist teacher introducing emerging interdisciplinary practices and techniques to visual artists within an educational setting.* EDUCALEARN, Barcelona, 2012, P. Guimeráns, P. Tavares.

Thermochromic paints: Introducing Reactive Materials to Teach Visual Artist Electronics within a non Technical- Education Color Theory to Animate Painting and Illustrations. Pixel, The Future of Education, Florencia, 2012. P. Guimeráns, P. Tavares.

SCRAPYARD CHALLENGE AND SOFT CIRCUITS: Introducing Electronic Hardware design and electronics to artists and designers within an educational setting. IATED, Valencia, 2012. K. Moriwaki, P. Guimeráns, C. Elguero, J. Brucker-Cohen.

Articles and interviews

2016 'MAKER' kultura , Gaztezulo ARTEA.

2015 *STEAM: convertir las aulas en un makerspace facilitaría el aprendizaje.* Entrevista con Paola Guimerans por Inverycrea, comunidad de la creatividad educativa para profesores de Santillana.

2012 *La evolución de los HACKERSPACES hacia los nuevos espacios para la fabricación y creación digital.* Revista Asociación de Becarios, Fundación Barrie de la Maza en el número 43.

2008 *Interactivos? Workshop: Biophonitos.* We Make Money Not Art Interview a minima magazine issue N24

Exhibitions

2015 Excusa Argumental, MAC, Museum of Contemporary Art in Galicia, A Coruña, Spain

2013 Interventions artistiques & organisations, Context Gallery, Paris, Francia

2011 Huer-ban. Ventana244 Art Space, Brooklyn, New York

2010 Functional Aesthetics. EYEBEAM. Art and Technology Center, New York

2010 OnZero. Sheila C. Johnson Design Center Gallery, New York

2008 MACBA Museum of Contemporary Art. Barcelona / Sonar 08 Biophonitos. Interactivos?, Spain

2006 Diferentes. Lultur Im Landkreis Passau Museum, Germany

"Entrecruzar" Proxecto Edición. CGCAC/MARCO/ Fundación Granel, Galicia, Spain

2005 Residentes05. Caixa Galicia Arts and Cultural Center, Spain

Novos Artistas. IV Premio Auditorio de Galicia 2005. Galicia, Spain

XV Biennial of Cerveira Foundation, Portugal

Websites

openelectronicarts.com

Open Electronic arts is an online resource platform designed to offer designers, artists, students and teachers of all educational levels a creative approach to learn electronics and programming. Also, to promote access to new materials, digital tools, DIY techniques and tutorials derived from the field of study of e-textiles, wearable electronics and paper circuits.

creativesoftcircuits.com

Creative soft circuits (Making electronics available to everyone) is a web collection of hands-on workshops focused on creative engagement with electronics, which shows how the current opening of the wearables and e-textiles field would be allow non-technical audiences to approach fundamental concepts of design, circuitry and programming, through practices where design and the development of artistic creativity are fostered.