

# Sónia Matos

1978, Azores Islands

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## ACADEMIC TRAINING

Year	Academic Degree	Institution
2015	Postgraduate Certificate in Academic Practice	University of Edinburgh, UK
2011	PhD in Cultural Studies	Goldsmiths College, University of London, UK
2004	Postgraduate Degree in Experience Design	Design Academy Eindhoven, NL
2002	Licentiate Degree in Product Design	Faculty of Fine Arts, University of Lisbon, PT

## ACADEMIC ACTIVITY

### *Positions*

- 2011-09-01 to present date: Lecturer, School of Design, Edinburgh College of Art, University of Edinburgh, UK
- 2016-09-01 to 2020-12-31: Researcher, Interactive Technologies Institute (ITI), The Associate Laboratory of Robotics and Engineering Systems (LARSyS), PT
- 2010 (Spring Semester) - Postgraduate seminar tutor, course in Media Art & Culture Industries, Centre for Cultural Studies, Goldsmiths College, University of London, UK

### *Invited Positions*

- 2020 - to present: Research Affiliate, Interactive Technologies Institute (ITI), The Associate Laboratory of Robotics and Engineering Systems (LARSyS), PT
- 2012 - 2013: Research Affiliate, MIT Program in Art, Culture and Technology, Massachusetts Institute of Technology, Cambridge, Massachusetts, USA

## SCIENTIFIC ACTIVITY

### Coordination of Research Projects

- Sense and Sensibility in Interactivity: Connecting children and teenagers to nature through the design of sensory, experiential and aesthetic experiences

Date: 2022 - 2023

Funding: The Foundation for Science and Technology Portugal, FCT

Co-PI: Ana Moura Arroz (University of the Azores)

Link: tbc

- Field Guide: Designing Mobile Interactive Application for Place-Based Learning

Date: 2018 - 2022

Funding: The Foundation for Science and Technology Portugal, FCT

Co-PI: Rosalina Gabriel (University of the Azores)

Link: <https://field-guide.info>

- Design and the Environmental Humanities

Date: 2016

Funding: Challenge Investment Fund, The University of Edinburgh

Co-PI: Michelle Bastian (University of Edinburgh)

Link: <http://www.environmentalhumanities.ed.ac.uk/lecture-series-design/>

- Designing Food Cultures

Date: 2013

Funding: Carnegie Trust for the Universities of Scotland

Link: <http://www.b4fn.org/case-studies/case-studies/seaweed-in-the-azores/>

### Publications in Proceedings of Scientific Meetings

1. **Matos, S.** & Sousa, D. (accepted) Tree Box: Designing Embedded and Embodied Interaction for Contemplative Experiences in Nature-Rich Environments. Proceedings of the Design Research Society Conference (DRS2022), Bilbao, Spain.
2. Sousa, D, Silva, A. R., Amorim, I. R., Ashby, S. , Arroz, A. M., Piasentin, F., Gabriel, R. and **Matos, S.** (2021) The Field Guide App: Connecting Island Communities to Local Conservation through Mobile Interaction. Supplementary Proceedings of the 10th International Conference on Communities & Technologies (C&T'21), Seattle, WA, 20-25 June. <https://dl.eusset.eu/handle/20.500.12015/4200>

3. Hanna, J., Ashby, S., Nash, C., **Matos, S.** & Faria, A. (2021) Manifesto! Now: Game Design for Revolutionary Thinking. CUMULUS Conference Proceedings, Rome, June 8-11. ISBN: 9789526490045
4. Hanna, J. Ashby, S., **Matos, S.**, Faria, A. and Rodrigues, R. (2019) Dissent by Design: A Manifesto for CHI Manifestos. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). Association for Computing Machinery, New York, NY, USA, Paper alt11, 1–10. <https://doi.org/10.1145/3290607.3310423>
5. Ashby, S., Hanna, J., **Matos, S.**, Nash, C., & Faria, A. (2019) Fourth-wave HCI Meets the 21st Century Manifesto: Creative Subversion in the 'CHI-verse'. In Proceedings of the Halfway to the Future Symposium 2019, Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3363384.3363467>
6. **Matos, S.**, Ashby, S., Hanna, J. and Ricardo, R. (2019) Youth, Politics & Civic Participation: the 'Manifesto Machine'. In Proceedings of the 9th International Conference on Communities & Technologies - Transforming Communities. Vienna, Austria, 3/06/19. <https://doi.org/10.1145/3328320.3328374>
7. Ashby, S., Hanna, J., **Matos, S.**, & Ricardo, R. (2018) Collaborative Narrative Visions and the Manifesto Machine. In Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing. pp. 13-16, Jersey City, United States, 3/11/18. <https://doi.org/10.1145/3272973.3272999>
8. Ashby S., Hanna J., **Matos S.**, Rodrigues R. (2018) Words in Freedom: A Manifesto Machine as Critical Design. In Cheok A., Inami M., Romão T. (eds.) Advances in Computer Entertainment Technology. ACE 2017. Lecture Notes in Computer Science, vol 10714. Springer, Cham. [https://doi.org/10.1007/978-3-319-76270-8\\_38](https://doi.org/10.1007/978-3-319-76270-8_38)
9. **Matos, S.** and Gieben-Gamal, E. (2017) Social Design and Participatory Research: Transforming the Curriculum in Higher Education. In Proceedings of the 2017 NORDES Conference: DESIGN+POWER, Oslo, Norway, 15-17/06/17. <https://conference2017.nordes.org>
10. Cesário, V., Radeta, M., **Matos, S.** and Nisi, V. (2017) The Ocean Game: Assessing Children's Engagement and Learning in a Museum Setting Using a Treasure-Hunt Game. In Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '17 Extended Abstracts). Association for Computing Machinery, New York, NY, USA, 99–109. <https://doi.org/10.1145/3130859.3131435>
11. Cesário V., **Matos S.**, Radeta M., Nisi V. (2017) Designing Interactive Technologies for Interpretive Exhibitions: Enabling Teen Participation Through User-Driven Innovation. In Bernhaupt R., Dalvi G., Joshi A., K. Balkrishan D., O'Neill J., Winckler M. (eds.), Human-Computer Interaction - INTERACT 2017. Lecture Notes in Computer Science, vol 10513. Springer, Cham. [https://doi.org/10.1007/978-3-319-67744-6\\_16](https://doi.org/10.1007/978-3-319-67744-6_16)
12. Radeta M., Cesario V., **Matos S.**, Nisi V. (2017) Gaming Versus Storytelling: Understanding Children's Interactive Experiences in a Museum Setting. In Nunes N., Oakley I., Nisi V.

(eds.), *Interactive Storytelling*. ICIDS 2017. Lecture Notes in Computer Science, vol 10690. Springer, Cham. [https://doi.org/10.1007/978-3-319-71027-3\\_14](https://doi.org/10.1007/978-3-319-71027-3_14)

13. **Matos, S.** (2017) The Sound Labyrinth: Computers, Constructionism and Language Learning. In *Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17)*. Association for Computing Machinery, New York, NY, USA, 258–267. <https://doi.org/10.1145/3078072.3079726>
14. Gieben-Gamal, E. and **Matos, S.** (2015) Think Play. In *Cumulus Working Papers Dublin 31/13: More for Less - Design in an Age of Austerity*, pp.12–15, Aalto University School of Arts, ISBN: 978-952-60-0066-4
15. **Matos, S.** (2014) Here we don't speak, Here we whistle: Designing a Language Support System for the Silbo Gomero. In Farias, P., Braga, M. and Calvera, A. (eds.) *Design Frontiers - Territories, Concepts, Technologies*, Proceedings of ICDHS 2012 - 8th Conference of the International Committee for Design History & Design Studies, São Paulo, Brazil, Blucher, pp. 243-247, ISBN 978-85-212-0692-7
16. **Matos, S.** (2009) Indigenous Knowledge, Digital Media and Education. In Lira, S., Amoeda, S., Pinheiro, C., Pinheiro, J. and Oliveira, F., *Proceedings of the 2009 International Conference on Intangible Heritage: Sharing Cultures*. Pico Island, Azores, Portugal, 29/05/09 - 01/06/09, Green Lines Institute.

#### Articles in International Journals with Scientific Arbitration

1. **Matos, S.**, Silva A. R., Sousa, D., Picanço, A., Amorim, I. R., Gabriel, R. & Arroz A. M. (2022). Cultural Probes for Environmental Education: Designing Learning Materials to Engage Children and Teenagers with Local Biodiversity. *Plos-One*. <https://doi.org/10.1371/journal.pone.0262853>
2. Picanço, A., Arroz, A., Amorim, I., **Matos, S.**, & Gabriel, R. (2020) Teachers' perspectives and practices on biodiversity web portals as an opportunity to reconnect education with nature. *Environmental Conservation*, 1-8. doi:10.1017/S0376892920000405
3. Gieben-Gamal, E. and **Matos, S.** (2017) Design and Disability: Developing New Opportunities for the Design Curriculum. In *The Design Journal*, Vol. 20, No. Sup1, pp. 2022-2032. <https://doi.org/10.1080/14606925.2017.1352721>
4. **Matos, S.** (2012) Designing Food Cultures: Propagating the Consumption of Seaweed in the Azores Islands Through Recipes, In *Iridescent*, 2:3, 24-33. doi: [10.1080/19235003.2012.11428512](https://doi.org/10.1080/19235003.2012.11428512)
5. Fuller, M. and **Matos, S.** (2011) Feral Computing: From Ubiquitous Calculation to Wild Interactions. In *Fibreculture Journal*, (19), 144-163. E-ISSN: 1449-1443

## Book Chapters

1. Auger, J., **Matos, S.**, Hanna, J. & Ashby, S. (2020) Common Good, Common Interests, Common World, in Tassinari, V. & Staszowski, E. (eds.) *Designing in Dark Times: An Arendtian Lexicon*. Bloomsbury Publishing, p. 85-89 (Designing in Dark Times). ISBN: 9781350070264
2. Fuller, M. and **Matos, S.** (2017) Feral Computing: From Ubiquitous Calculation to Wild Interactions, in Fuller, M. (ed.) *How To Be a Geek: Essays on the Culture of Software*, (Ed.) Cambridge, UK; Malden, MA, USA: Polity, Chapter 9. ISBN: 9781509517190
3. **Matos, S.** (2016) Can Languages be Saved? in: Lundemo, T., Røssaak, E. and Blom, I. (eds.) *Memory in Motion: Archives, Technology, and the Social*. Amsterdam University Press, pp. 61-84. ISBN: 9789048532063
4. Gieben-Gamal, E. and **Matos, S.** (2016) Designing Alternatives: Case Study in Resnick, E. (ed), *Developing Citizen Designers*. Bloomsbury, pp. 210-213. ISBN: 9780857856203
5. **Matos, S.** and Hecker, F. (2012) Psycho-Active-Acoustic Experiences. In: Intellectual Birdhouse: Artistic Practice as Research, Koenig Books, pp. 145 - 162. ISBN: 9783863351182
6. **Matos, S.** (2012) Wicked Problems. In: Depletion Design: A Glossary of Network Ecologies, S. Zehle and C. Wiedemann (Eds.), Institute of Network Cultures, pp. 177-184. ISBN: 978-90-818575-1-2
7. **Matos, S.** (2011) Immersion, a Constructivist Approach to Cognition and Culture, In Menrath, S. and Schwinghammer, A. (eds.) *What Does a Chameleon Look Like?: Topographies of Immersion*. Halem-Verlag. pp. 339–352. ISBN: 9783938258514

## Oral Communications in Scientific Conferences (without publication)

- 'Creating Hyperstories - Designing Interactive Virtual Acoustic Environments for New Educational Experiences'. Presentation for the Doctoral Consortium of the 23<sup>rd</sup> British Computer Society Conference on Human Computer Interaction. Cambridge, U.K. September 1 - 5, 2009.

## No-Academic Publications

- Matos, S. (2020) Being There: Design and Ethnographic Experience, *Design Austria* (4), pp. 58-61.

## Oral Communications by Invitation

- Schnittstelle Lecture Series

Title: Being There: Design and Ethnographic Experience

Venue: The University of Art and Design Linz, Austria

Location: Online

Date: 09/06/2020

URL: <https://www.ufg.at/Newsdetail.1899+M57f7659416e.0.html>

• The Current Superflex, Convening #1: Deep Sea Minding

Venue: Superflex

Location: Online

Date: 20/04/2018

URL: [https://superflex.net/tools/deep\\_sea\\_minding/image](https://superflex.net/tools/deep_sea_minding/image)

• Prototypes for Transmission

Venue: Constant: Association for Art and Media

Location: Online

Date: 04/12/2011

URL: <http://www.vj13.constantvzw.org/site/transmission/participants>

• 21st Century Event Series

Title: [ o ]

Venue: Chisenhale Gallery

Location: London, United Kingdom

Date: 24/03/2010

URL: <https://chisenhale.org.uk/programmes/21st-century/sonia-matos-o/>

• Art, Craft, Science Guest Lecture

Venue: Anthropology Department, Massachusetts Institute of Technology (MIT)

Location: Cambridge, USA

Date: 09/04/2013

**Scientific Conference Committees**

- 20-08-2018 to 24-08-2018, Participatory Design Conference, URL: <https://pdc2018.org/about-pdc/programme-committee/>

- 24-10-2017 to 27-10-2017, 9th International Conference Design Beyond Borders and Rhizomes Affiliated Conference: Senses & Sensibility 2017, URL: <https://www.unidcom-iade.pt/wp-content/uploads/2018/12/Senses17.pdf>
- 14-11-2017 to 17-11-2017, 10th International Conference on Interactive Digital Storytelling, URL: <https://icids2017.m-iti.org>
- 06-12-2017 to 07-12-2017, Conference: *5th IFIP Conference on Sustainable Internet and ICT for Sustainability*, URL: <https://sustainit2017.m-iti.org/program-committee/>

### **Review of Scientific Articles**

- Edinburgh Architecture Research Journal (2022)
- Sustainability Journal (2021)
- Revista Chilena de Diseño (2020)
- ACM Conference on Interaction Design and Children, IDC (2020)
- Computational Culture: A Journal of Software Studies (2019)
- Participatory Design Conference, PDC (2018)
- ACM Conference on Designing Interactive Systems, DIS (2017)
- ACM Conference on Human-Computer Interaction with Mobile Devices and Services, Mobile HCI (2017)
- 9th International Conference Design Beyond Borders and Rhizomes Affiliated Conference Senses & Sensibility (2017)

### **Scholarships**

- PhD Scholarship, *Here We Don't Speak, Here We Whistle: Mobilising a Cultural Reading of Cognition, Sound and Ecology in the Design of a Language Support System for the Silbo Gomero* (dissertation title), 2006 - 2010, funded by The Foundation for Science and Technology, FCT, Reference nº: SFRH/ BD/ 32144 /2006.

## **PEDAGOGICAL ACTIVITY**

### **Supervision Experience**

*Supervision of PhD Dissertations & Projects (Edinburgh College of Art)*

- Magdalena Cattán Lavin, School of Design, Edinburgh College of Art, University of Edinburgh, *Crafting Narratives: Artesanías and Design's Relationship in the Chilean Context* (provisional title), 2015/6 to present date.

- Pushpi Bagchi, School of Design, Edinburgh College of Art, University of Edinburgh, Doctor of Philosophy, Award Date: 27 October 2021.

Bagchi, P. (2021) Trading Design Education: A Critical Study of Transnational Academic Partnerships. PhD Thesis. University of Edinburgh. Available at: <https://era.ed.ac.uk/handle/1842/38375> (29 November 2021).

- Maria Ferrand Amoroso Lopes, School of Design, Edinburgh College of Art, Doctor of Philosophy, Award Date: 14 October 2019.

Lopes, M. (2019) Branding the Douro Territory: Wine labels - a missing dialogue. PhD Thesis. University of Edinburgh. Available at: <https://era.ed.ac.uk/handle/1842/36558> (27 November 2019).

### Undergraduate Courses (Edinburgh College of Art)

Academic Year	Course	Curricular Unit	Year	Notes
2011-2012 to 2015-16, and 2020-21	Design Context 1	Design & Screen Cultures	1 <sup>o</sup>	Semester based introductory course for first year students co-taught with colleagues from the D&SC team. I was the coordinator for this course between 2013-2014.
2011-2012 to 2015-16	Visual Ecologies	Design & Screen Cultures	2 <sup>o</sup>	I designed and coordinated this course for its entire duration
2013-2014 to 2015-16	Design & Society	Design & Screen Cultures	2 <sup>o</sup>	Semester course co-designed and taught with colleague Emma Gieben-Gamal. The course is still currently taught by colleagues from the D&SC team.
2015-16	Design Ethnography	Design & Screen Cultures	2 <sup>o</sup> 3 <sup>o</sup>	I designed and coordinated this semester course for its entire duration
2013-2014 a 2015-16	Designing Alternatives	Design & Screen Cultures	3 <sup>o</sup>	Semester course co-deigned and taught with colleague Emma Gieben-Gamal. The course is still currently taught by colleagues from the D&SC team.
2014-15	Research Lab	Design & Screen Cultures	3 <sup>o</sup>	Semester course co-taught with colleagues from the D&SC team.



2011-2012 to 2015-16	Design Context 4	Design & Screen Cultures	4 <sup>o</sup>	Yearly undergraduate dissertation course co-taught with colleagues from the D&SC team. As part of this course, I supervised an average of 19 students each academic year.
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### Postgraduate Courses (Edinburgh College of Art)

Academic Year	Course	Curricular Unit	Year	Notes
2011-2012 to 2015-16	Research Methods	Design & Screen Cultures	MA, MFA	Semester course co-taught with colleagues from the D&SC team.
2011-2012 to 2015-16	Studio Documentation and Distribution	Design & Screen Cultures	MFA	Semester course co-taught with colleagues from the D&SC team.
2011-2012 to 2015	Studio Theories and Contexts	Design & Screen Cultures	MA, MFA	Semester course co-taught with colleagues from the D&SC team.
2011-2012 to 2015	Exposition Theories and Contexts	Design & Screen Cultures	MA	Semester course co-taught with colleagues from the D&SC team.

### Symposia and Lecture Series

- Design and the Environmental Humanities Lecture Series

Date: Academic year 2015-2016

Funding: Challenge Investment Fund, The University of Edinburgh

Co-organiser: Michelle Bastian

Link: <http://www.environmentalhumanities.ed.ac.uk/lecture-series-design/>

- Designing Alternatives: A Symposium of Contemporary Radical Design Practice

Date: 13th June 2012

Funding: Research and Knowledge Exchange Committee Fund, The University of Edinburgh

Co-organiser: Catherine Rossi

- Footprint

Date: 20th-24th February 2012

Co-organisers: Catherine Rossi, Emma Gieben-Gamal, Juliette MacDonald

Funding: Innovative Learning Week, The University of Edinburgh

## **UNIVERSITY ADMINISTRATIVE ROLES**

- 2014 to 2016: Coordination of the curricular unit Design & Screen Cultures, School of Design, Edinburgh College of Art, University of Edinburgh.
- 2012 to 2015: Ethics Sub-Committee, School of Design, Edinburgh College of Art, University of Edinburgh.

## **PRIZES & DISTINCTIONS**

- 2015: Nomination for a Teaching Award in the category of 'Best Feedback' Prize attributed by the Student Association of the University of Edinburgh.
- 2018: Nomination for a Teaching Award in the category of 'Best Supervision'. Prize attributed by the Student Association of the University of Edinburgh.

## **PROFESSIONAL MEMBERSHIP**

- Design Research Society (DRS)
- British Higher Education Academy (HEA)

## **LANGUAGE SKILLS**

- Portuguese: native language. Proficient oral and written communication.
- English: second language. Language skills acquired during a period of residence in the USA, as a child, between 1984 and 1987 and whilst completing an elementary school level American English curriculum. TOEFL English language exam completed in 2006 (253 points out of 300). Proficient oral and written communication.
- Academic English: proficient level. Language skill first acquired while attending the doctoral program at Goldsmiths College, University of London, and later refined through subsequent scholarly work and publication. Proficient written communication.

- Spanish: conversational level. Language used during doctoral fieldwork conducted on the island of La Gomera, Canary Archipelago, Spain.

## **ADDITIONAL TRAINING**

- Attendance of the course 'Cognitive Science and its Critics' whilst completing the PhD program in Cultural Studies, Goldsmiths College, University of London. Course offered by the MSc Program in Cognitive Computing, Computing Department, Goldsmiths College, University of London, coordinated by Professor Mark Bishop.