digiPlaySpace 2016
ARTIST BIOS

digiPlaySpace Co-Curators

Matt Nish-Lapidus

Matt Nish-Lapidus is an independent designer and creative technologist in Toronto, a design instructor at The Copenhagen Institute of Interaction Design and Ryerson University, and a practicing musician and artist.

His work has included everything from a digital library catalog in use all over the world to enterprise software, video games, and large-scale public installations. He spent the first few years of his career assisting international new media artists including Stelarc and David Rokeby while developing his own art and design practice. He has since worked with organizations as big as GE and as small as early stage startups.

Over the past 10 years Matt has focused on developing a design practice that addresses the opportunities and challenges of living in a networked world, and how we can use beauty and expressiveness to make better products.

Elizabeth Muskala

As Director, Youth Learning and TIFF Kids, Elizabeth Muskala oversees all aspects behind the organization's extensive year-round programming for children, youth and families, namely as lead programmer and facilitator of the TIFF Kids International Film Festival, TIFF Kids selections at the Toronto International Film Festival® and co-curator of digiPlaySpace, an award-winning, interactive media exhibition for children.

A dedicated TIFF employee since 1996, Muskala has contributed to the organization in a number of capacities including as Managing Editor of Publications, Gala and Special Presentations Coordinator and Director of Programme Administration. She has supervised and programmed Special Presentations for the TIFF Kids International Film Festival since 2002, celebrating her 15th Festival this year, and has helped build the profile of the TIFF Kids Young People's Juries and of the Special Presentations programme at the Toronto International Film Festival.

Prior to joining TIFF, Muskala worked for a Toronto-based communications and investor relations marketing firm.

ROBOTICS & CIRCUITS

Mimic
Artist**:** Design I/O
Design I/O is a creative studio specializing in the design and development of cutting edge, immersive, interactive installations and experimental storytelling. They develop installations for events, galleries, museums, exhibitions, and public spaces to create interactive engagement with the public. Design I/O seeks to push the boundaries in the intersection between design and technology. design-io.com| @design_io

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New Dexterity Robot Hands

Artist**:** New Dexterity/ Minas Liarokapis

Minas Liarokapis is a postdoctoral research associate at Yale University, whose research focuses on robotics and bionics. He is the founder and research advisor of the OpenBionics initiative, and the technical coordinator of OpenRobotHardware and HandCorpus. newdexterity.org

Catapult LED Coding + Robot Crafting Table

Artist**:** STEAMLabs

STEAMLabs is a community makerspace based in Toronto where people of all ages and abilities come together to access high-tech tools, to learn, and to create. STEAMLabs serves as an entry point for kids and adults to learn about electronics, coding, 3D design and printing, digital fabrication and more.
steamlabs.ca | @STEAM_Labs

Squishy Circuits

Artist**:** Squishy Circuits

Squishy Circuits is a method for using homemade conductive and insulating dough to sculpt electrical circuits, and was developed at the University of St. Thomas'; Playful Learning Lab in St. Paul, Minnesota.
squishycircuits.com | @SquishyCircuits

CODING

Coding Characters with Little Robot Friends

Artist**:** Little Robot Friends

Little Robot Friends are created by Aesthetec Studio, an interaction design and technology studio based in Toronto. Co-founders Mark Argo and Ann Poochareon have created interactive installations for science centres and museums, and the majority of their design work revolves around taking complex, sometimes boring, subjects and making them fun to learn.
littlerobotfriends.com | @LilRobotFriends

Osmo Coding

Artist**:** Osmo

Osmo is an award-winning game system that encourages hands-on play to change the way your child interacts with the iPad.
playosmo.ca| @PlayOsmo

Swift Playgrounds

Artist**:** Apple

Apple revolutionized personal technology with the introduction of the Macintosh in 1984. Today, Apple leads the world in innovation with iPhone, iPad, Mac, Apple Watch and Apple TV. Apple's four software platforms — iOS, macOS, watchOS and tvOS — provide seamless experiences across all Apple devices and empower people with breakthrough services including the App Store, Apple Music, Apple Pay and iCloud.
apple.com | @apple

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INTERACTIVE INSTALLATIONS AND GAME

Alphabet
Artist: Adam Saltsman
Adam Saltsman runs a mom-and- pop indie game label in Grand Rapids, Michigan with his wife Bekah, and has been designing strange, new games since 2006.
@ADAMATOMIC

Artist: Keita Takahashi
Keita Takahashi is a Japanese game designer and artist. His works include Katamari Damacy (04), its sequel, We Love Katamari (05), and ALPHABET (13). Takahashi and his wife founded the game-design company uvula in 2010.
@KeitaTakahashi

Animation Space Station
Artist: John Martz
John Martz is an artist and illustrator from Toronto. He studied graphic design at Conestoga College in Kitchener, Ontario. Martz's animated short film Monsters was an official selection at the 2013 TIFF Kids International Film Festival, and he previously exhibited his work Cumulo Nimblers at digiPlaySpace in 2012.
johnmartz.com | @johnmartz

DOBOTONE
Artist: Videogamo
Videogamo is an Argentina-based collective comprised of systems analyst Máximo Balestrini and filmmaker Hernán Sáez. Their current project, DOBOTONE, won Best Experimental Game at the 2016 Tokyo Game Show, and has been exhibited at the 2015 Video Games Exposition of Argentina and the 2016 IndieCade in Los Angeles.
videogamo.com | @Videogamo

Flight Painting
Artist: FROLIC Studio
FROLIC studio is a product design & development studio based in Amsterdam. Co-founders Andrew Spitz and Ruben van der Vleuten met while studying at the Copenhagen Institute of Interaction Design. Their projects revolve between design, art and engineering, and they have worked with clients such as Intel, Phillips, Bowers & Wilkins and KLM.
frolicstudio.com| @FROLICstudio

Canada on (Green) Screen
Artist: Parks Canada
Parks Canada is an agency of the Government of Canada whose mandate is to protect and present nationally significant natural and cultural heritage by fostering public understanding and appreciation.
pc.gc.ca| @ParksCanada

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HOKY

Artist: Kitty Calis, Jan Willem Nijman, Eirik Suhrke

Kitty Calis works in freelance marketing and public relations on the video game Action Henk. She sits on the GDC Europe advisory board and is also a producer at Guerilla. Calis contributed to the art and design on HOKY.

Jan Willem Nijman is a game designer and co-founder of Vlambeer, a Dutch independent game development studio. He has worked on games like Ridiculous Fishing, Nuclear Throne, and HOKY.

Eirik Suhrke is a video game developer who has worked on Pajjama, Skorpulac, Spelunky, Downwel, Ridiculous Fishing, Hotline Miami, and HOKY.

Last One Standing

Artist: Videogamo

Douglas Gregory is a game designer from Mississauga with a background in Industrial Design from OCAD University. He has worked in both indie and AAA games since 2006. Gregory's independent project Last One Standing was created for TOJam 2016, and he also helped develop the Toronto Nuit Blanche installations Go Poser Go (14) and Pixelate (15).
videogamo.com | @Videogamo

M/O

Artist: Logic & Form

Logic & Form is an artistic research and creative development studio that creates cutting-edge interactive installations. L&F director Travis Kirton is a media artist who explores the merging of hardware and software systems in the context of cultural and spatial experience, and has exhibited internationally at Santral Istanbul, Ars Electronica, and the Museums Quartier in Vienna.
Logicandform.com | @logicandform

Virtual Growth

Artist: Lieven van Velthoven

Lieven van Velthoven is a Dutch computer scientist/artist with a passion for new types of interaction. His work includes real-time 3D VJ visuals, an installation that traces buildings and people with light, and much more. His mixed-reality racing game, Room Racers, won a Jury Award at Cinekid Festival 2011, the 2012 TIFF Kids Audience Choice Award, and is on permanent display at the renowned ZKM Museum for Contemporary Art in Germany.
lievenvv.com

VIRTUAL REALITY

Buggy Nights + Rain or Shine

Artist: Google Spotlight Stories

Google Spotlight Stories means storytelling for VR. We are artists and technologists making immersive stories for mobile 360, mobile VR and room-scale VR headsets, and building the innovative tech that makes it possible. Enjoy the experience - look, listen, explore – and never worry that you'll miss anything.
@GoogleATAP

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APPCADE

Artist**:** Jeff Santos
Jeff Santos is a designer and producer in the video game and app industries. He has been passionate about digital interactive content for years and is currently focused on applying what he knows to make childhood education and entertainment more creative, innovative, and engaging. His past projects include Atlanta's Woodruff Park AtL playground, the EA Skate series, A Charlie Brown Christmas app, and TVO's new digital educational learning product, mPower.

Artist**:** Jason Krogh
Jason Krogh is the founder and CEO of Sago Mini, a team dedicating to creating great apps and toys for young children. Jason has designed and developed interactive media for 15 years working with clients such as the National Geographic, Sprout, Disney Jr, and the Vancouver Olympics.

Sago Mini World
Artist**:** Sago Mini
Sago Mini is an award-winning company devoted to play. We make apps and toys for preschoolers worldwide. Toys that seed imagination and grow wonder. We bring thoughtful design to life. For kids. For parents. For giggles.
Based in Toronto, Sago Mini is a subsidiary of Toca Boca. Both companies are part of Spin Master, a leading global children's entertainment company.
sagomini.com | @sagomini

TIFF is a charitable organization with a mission to transform the way people see the world, through film.

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