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# VIEZZER MANUELA - CURRICULUM VITAE

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Born on April 22nd, 1969, in Italy. Lives and works in Wassenaar, The Netherlands.

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## About

With a background in philosophy and science, I am interested in the significant otherness of non-human living organisms and often work through the ethical implications of believing that humans and non-humans share an equal moral status. I am currently exploring how the combination of art and gaming techniques can encourage 'making kin' and create ground for the emergence of inclusive and sustainable multispecies societies, in which values such as openness, tolerance and empathy are enhanced. My art-game 'Promise Me' has been played during *Alienated*, 38CC, Delft, NL (2021) and at the Technische Universiteit Delft as a test-case to investigate how to increase players' responsibility towards a game topic (in collaboration with game researcher Annebeth Erdbrink).

I am a creative and resourceful person, enthusiastic and curious, able to work both in a team and autonomously. I am well organized and precise, but also empathic and flexible when the situation requires it, and I respond positively to change. I love sharing my knowledge, solving problems and being helpful. I am fluent in English, Italian and French. I am learning Dutch.

## Education

2019: MA in Fine Arts and Design, HKU - the University of the Arts in Utrecht, NL

Thesis title: *Seulement pour les Animots*

2006: PhD in Cognitive Science, University of Birmingham, UK

Thesis title: *Autonomous Concept Formation: An Architecture-based Analysis*

1996: MA in Philosophy, with distinction, Università degli Studi di Milano, Italy

Thesis title: *Hypothesis, Problems and Solutions of Artificial Intelligence: a Phenomenological Perspective*

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## **Experience**

- 2022 – ongoing responsible for the microscopy lab at at the Vogelasiel, Leiden, NL
- 2021 – alumni lecturer on game design and responsibility, Master of Fine Arts & Design, HKU, Utrecht, NL
- 2021 – workshop lecturer on art games for sustainability, American School of The Hague, Wassenaar, NL
- 2019 - 2021 collaboration with the Faculty of Technology, Policy and Management at the TUDelft on persuasive game design, Delft, NL
- 2019 – 2021 technical assistant in the plaster/ceramics workshop, HKU, Utrecht, NL
- 2019 – workshop lecturer in ceramics, Master of Fine Arts & Design, HKU, Utrecht, NL
- 2013 – 2018 substitute art teacher at the American School of The Hague, Wassenaar, NL
- 2008 – 2012 full-time mother, Delft, NL
- 2003 – 2007 researcher for Thales Research and Technology Netherlands, Delft, NL
- 2000 – 2003 part-time lecturer at the School of Computer Science, University of Birmingham, UK

## **Artistic residencies**

- 2022 School of Commons, Learning Environment And Research Nucleus, Zurich, Switzerland

## **Exhibitions**

### *Solo*

- 2021 Promise Me: game performance events hosted by 38CC and TU Delft, Delft, NL
- 2018 Ginkgo routes - The ways of the Ginkgo, Oude Hortus, Utrecht, NL

### *Group*

- 2022 IF IT IS A GARDEN, Toni Areal ZHdK, Kunstraum, Zurich, Switzerland
- 2022 Art. 1 Dutch Constitution, Academie Gallery, Utrecht, NL (in collaboration with the Law Faculty of the University of Utrecht)
- 2019 Futures Without, BAK, Utrecht, NL
- 2014 ART/converters!, Studio 1.1, London, UK
- 2011 Hoogtij #24, Gemak, The Hague, N;

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Groene Hart, Duurzaam Hart, Galerie Hoeve Rijlaarsdam, Nieuwkoop, NL

Hoogtij #27, Gemak, The Hague, NL

2009 Rapsodie in Groen, Galerie Hoeve Rijlaarsdam, Nieuwkoop, NL

### **Art fairs**

2018 Artex2018, European Patent Office, Rijswijk, NL

2015 ArtSquare, Amsterdam, NL

2014 Annual Dutch Art Fair (ADAF), Amsterdam, NL

2010 Artex2010, European Patent Office, Rijswijk, NL

2009 Artex09, European Patent Office, Rijswijk, NL

2008 Artex08, European Patent Office, Rijswijk, NL

### **Press**

Kit Kuksenok, "Stepping into a role & empathy as a power", an interview, in [Un-Seam-Less-Ness](#), School of Commons alumni update, November 2023

Lotte van Geijn, "Vingers en tenen", *KLEI keramiek magazine #4*, July - August 2021

### **Publications**

2024 – M. Viezzer, "Eat Me Eat Me Not – An art game for making kin". In: *Driving Design Volume II*, edited by Distributed Design Platform, forthcoming

2023 – A. Erdbrink, R. Kortmann, A. Verbraeck and M. Viezzer, "The Added Value of Promises as a Persuasive Game Design Element – an Explorative Case Study to Improve Games for Sustainability", *Simulation and gaming: An International Journal of Theory, Practice and Research*, forthcoming

2019 – *Futures Without\_\_\_*, catalogue, Utrecht. 201

2006 – Kempen, M., Viezzer, M., Wijngaards, N., Salden, A., "Humans and Agents Teaming for Ambient Cognition". Internal report for Thales Research and Technology Netherlands.

2006 – Viezzer, M., Wijngaards, N., and Kempen, M., "Processing-based concept kinds for actor-agent communities". In: *Proceedings of the Second International Workshop on Context Representation and Reasoning (CRR 2006) at ECAI 2006*, Riva del Garda, Italy.

2006 – M. Viezzer, “Autonomous concept formation: an architecture-based analysis”. PhD. Thesis, School of Computer Science, University of Birmingham, UK.

2005 – Viezzer, M., Nieuwenhuis, C. H. M., “Learning affordance concepts: some seminal ideas”. In: IJCAI05 Workshop on Modeling Natural Action Selection.

2003 – Viezzer, M., “The Autonomous Acquisition of Affordance Concepts: Exploring a Neighbourhood in Design Space”. Technical Report CSRP-03-3, School of Computer Science, University of Birmingham, UK.

### **Collections**

Private collections in Italy, Iceland and the Netherlands.