

LIZA STARK

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New York, NY



RESEARCH INTERESTS

Social, ethical, and privacy implications of eTextiles, wearable technology, and personal data.
Sustainable eTextiles (considering material awareness, labor implications, and interventions in current consumer behaviors).
Recrafting rituals, narratives, and traditions through computationally enhanced objects.
Soft interface design and the creation of open toolkits to facilitate their development.
Electronic craft as a tool and pathway to learning programming.

EDUCATION

Parsons The New School for Design, New York, NY, 2012
//MFA in Design + Technology with Honors
University of Virginia, Charlottesville, VA, 2006
//BA in Russian Studies, BA in History, Minor in Russian Literature

TEACHING

Physical Computing, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2018
Computational Craft, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2012-17
Fashioning Technology, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2012-2013
Creativity + Computation Lab, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2012

WORKSHOPS + EVENTS | Selected

eTextile Spring Break, Lead Organizer, The Wassaic Project, Wassaic, NY, April 2018
Systems + Design Thinking Training for Journalism + Design Faculty at The New School, Institute of Play, New York, NY, 2017
Crafting Resistance Workshop Series, Parsons The New School for Design, New York, NY, 2017
Coding with littleBits, Google Youth IO, Palo Alto, CA, 2017
Artist's Talk & ATtiny Workshop, Textile Bootcamp, Fab Lab Barcelona, Barcelona, Spain, 2017
BitCraft: littleBits + Minecraft, Mojang HQ, Stockholm, Sweden, 2016
Level Up Arduino, eTextile Summer Camp, Ponce sur le Loire, France, 2016
Family Maker Day Workshop, WNYC's Greene Space, New York, NY, 2015
TeacherQuest Collab, Institute of Play, New York, NY, 2015
STEMQuest, Institute of Play, New York, NY, 2014
Introduction to Soft Circuits, ITP EdCamp, NYU, New York, NY, 2014
TeacherQuest, Institute of Play, New York, NY, 2013-2014
Making Data-Driven Objects, Hack/Hackers NYC, The New School, New York, NY, 2014
gadg!ITERATION Workshop Series, Parsons The New School For Design, 2012

TALKS + PANELS

Unraveling eTextiles: Reveling in Storytelling, Sustainability, and Sharing, Brooklyn Fashion + Design Accelerator, Pratt Institute, 2018
Keynote Speaker, Virginia Children's Engineering Conference, Roanoke, VA, 2018

Computational Craft 101, GOALS for Girls, Intrepid Museum, New York, 2017
Wicked Fabrics Panel: Sustainability (Moderator), eTextile Summer Camp Exhibition, Ponce sur le Loir, France, 2017
Social eTextiles Panel (Moderator), eTextile Summer Fest, Ponce sur le Loir, France, 2017
How to Turn a Teacher into a Game Designer, Part of Teaching with Games 3: Another Six Exercises in Play, Game Developers Conference, San Francisco, CA. 2016
TeacherQuest Talks: Learning Happens By Doing, Educator Innovator, New York, NY, 2015
Cooking with Hardware at NICAR, National Institute for Computer Assisted Reporting Conference, Baltimore, MD, 2014
Scrapyard Challenge Jr., A Low-Cost, Reduced Feature-Set Platform Utilizing Open Hardware for Experimenting with Electricity and Materials Through Creating Sound (with Katherine Moriwaki, Jonah Brucker-Cohen, Louisa Campbell,

EXHIBITIONS + SHOWS

Sonic Quilt | Remember Me, The Wassaic Project, Wassaic, NY, 2018
Data Vows, International Symposium on Wearable Computers Design Exhibition, Maui, HI, 2017
Sonic Quilt | Fringes, eTextile Summercamp Exhibition, Ponce sur le Loir, France, 2017
WOOL PUNK, GroupHug Exhibition at NYCxDISIGN, New York, NY, 2017
Data Vows, eTextile Summercamp Exhibition, Ponce sur le Loir, France, 2016
POV Hand Fan, eTextile Summercamp Exhibition, Ponce sur le Loir, France, 2015
Opening Ed through Computational Craft: Designing Open Hardware for Educators with BOXES, Open Hardware Summit, Eyebeam, New York, NY, 2012
BOXES: Building Open eXpandable Electronic Systems, World Maker Faire, New York, NY, 2012
BOXES: Building Open eXpandable Electronic Systems, MFA Design + Technology Thesis Show, Parsons The New School For Design, New York, NY, 2012
Bridge Whispers (in collaboration with Caitlin Morris), CIANT enter5 Festival, Prague, Czech Republic, 2011

PUBLICATIONS

Liza Stark. 2017. Data Vows: Reimagining Ritual through eTextile Practice. In Proceedings of the 2017 ACM International Symposium on Wearable Computers (ISWC '17). ACM, New York, NY, USA, 244-248.
Moriwaki, K., Brucker-Cohen, J., Saavedra, J., Stark, L., Taylor, L., "Scrapyard Challenge Jr., Adapting an Art and Design Workshop to Support STEM to STEAM learning experiences" in proceedings of ISEC 2012: 2nd IEEE Integrated Stem Education Conference, Ewing, NJ, March 9, 2012.
Liza Stark. 2012. SnapToTrace: a new e-textile interface and component kit for learning computation. In Proceedings of the Sixth International Conference on Tangible, Embedded and Embodied Interaction (TEI '12), Stephen N. Spencer (Ed.). ACM, New York, NY, USA, 399-400.

FELLOWSHIPS + RESIDENCIES

Residency, The Laboratory, May 2018
eTextile Spring Break, The Wassaic Project, Wassaic, NY, 2018
t.Lab Fellow, Brooklyn Fashion + Design Accelerator, Pratt Institute, NY, 2017
eTextile Summer Camp, Ponce sur le Loire, France, 2015-2017

WORK EXPERIENCE | [Full resume here](#)

Wearable Tech + Fashion Design Curriculum Lead, Girls Who Code, New York, NY, 2018
Senior Manager of Learning + Engagement, littleBits, New York, NY, 2015-2017
Game Designer, Institute of Play, New York, NY, 2012-2015
Learning Designer + Founding Member, gadgITERATION, Parsons The New School for Design, New York, NY, 2012-2013
Digital Innovation Associate, EDesign Labs, New York, NY, 2012-2013
Research Assistant, ACTIVATE!, Abu Dhabi, UAE, 2011