

# LIZA STARK

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New York, NY



## RESEARCH INTERESTS

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

## 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  
gadgITERATION 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

The Tell Tale Quilt, Laboratory, Spokane, WA, 2018  
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 NYCxDESIGN, 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

#### 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

Eyeo Artist Fellow, Eyeo Festival, June 2018  
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 available upon request

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