LIZA STARK

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New York, NY

RESEARCH INTERESTS

Soft interface design and the creation of open tools and toolkits to facilitate their development.

Recrafting narratives, histories, and traditions through computationally-enhanced textiles and soft interfaces.

Social, ethical, and privacy implications of eTextiles, wearable technology, and personal data.

Electronic textiles and craft as a tool and pathway to learning programming.

Sustainable eTextiles (considering material awareness, labor implications, and interventions in current consumer behaviors).

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

Thesis 1, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2018-2019

Computational Craft, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2012-19

Core Studio: Collaboration, BFA Design + Technology, Parsons The New School for Design, New York, NY, 2019

Physical Computing, MFA Design + Technology, Parsons The New School for Design, New York, NY, 2018

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

eTextiles + Wearables Workshop I & II, Fabricademy, 2018-2019

eTextile Spring Break, Lead Organizer, The Wassaic Project, Wassaic, NY, April 2018-19

Sensor Knitting 101, New York Tech Zine Fair, School for Poetic Computation, 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 Atlo, 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

eTextile Spring Break: Crafting Community through Magic Circles, Creative Technology Symposium, Columbia University, 2018

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, Joseph Saavedra), Open Hardware Summit, New York, NY, 2012

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

Bridge Whispers (in collaboration with Caitlin Morris), CIANT enter5 Festival, Prague, Czech Republic, 2011

PUBLICATIONS | Selected

Irene Posch, Liza Stark, and Geraldine Fitzpatrick. 2019. eTextiles: Reviewing a Practice through its Tool/Kits. In *Proceedings of the 23rd International Symposium of Wearable Computers (ISWC '19)*. ACM, New York, NY, USA, 195-205.

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.

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

eTextile Spring Break, The Wassaic Project, Wassaic, NY, 2018-19

Designer in Residence, Journalism+Design Program, The New School, 2018

Eyeo Artist Fellow, Eyeo Festival, June 2018

Residency, The Laboratory, May 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, 2018-19

TEK TILES Team Leader, Brooklyn Fashion + Design Accelerator, Brooklyn, 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