

# Daniel SPIKOL, PHD

## Researcher | Play, Learning, & Collaborative Technology

**in** [linkedin.com/in/daniel-spikol-b4668](https://www.linkedin.com/in/daniel-spikol-b4668) Publications <https://goo.gl/DdYqVb/>

+46 70 530 5808 @ [spikol@me.com](mailto:spikol@me.com)

📍 Alliancevej 28,5Th, 2450 Copenhagen, Denmark

👤 Born March, 17, 1965, Swedish and American Citizen



Expert in investigating and understanding technology-enhanced learning play, computer-supported collaborative learning, social signals and learning analytics. Currently Associate Professor and team manager for Smart Learning Research Group at Malmö University. I have been a Principal Investigator and Coordinator for international research projects (EC and Swedish).

Currently the Scientific Manager the Internet of Things and People Research Lab (IoTaP) at Malmö University. Responsibilities include the coordination and research across scientific and industrial projects bringing together stakeholders from industry, society, and academia. Using my industrial and start-up experiences to bridge the gap between research and society for products, services, and communication.

## COMPETENCIES

**Research** Computer Science, Human-Computer Interaction, Learning Analytics Interaction Design, User Experience, Data Science, and Educational Science

**Methods** Research Design, Qualitative, Quantitative, Mixed Methods, Analytics, and Systematic Reviews

**Project Management** Agile Methods, Reporting, and Financial

## EXPERIENCES

<b>Current</b>	<b>Associate Professor   Malmö University, DEPTMARTENT OF COMPUTER SCIENCE AND MEDIA TECHNOLOGY, Sweden</b>
<b>August 2011</b>	<ul style="list-style-type: none"><li>&gt; Researcher   International, National, and Internal Projects on technology-enhanced collaborative play and learning</li><li>&gt; Scientific Manger   Internet of Things and People Research Lab</li><li>&gt; Group Leader for Smart Learning   Research Group</li><li>&gt; Educator and Supervisor   PhD Students, Program Responsible for Master and Bachelor Educations</li></ul>
<b>July 2011</b>	<b>Senior Lecturer   Linnæus University, SCHOOL OF COMPUTER SCIENCE, PHYSICS, AND MATHEMATICS, Sweden</b>
<b>September 2005</b>	<ul style="list-style-type: none"><li>&gt; Researcher   Center for Learning and Knowledge Technologies</li><li>&gt; Educator   Development of Media Technology Masters and teaching</li></ul>
<b>August 2005</b>	<b>Researcher   Interactive Institute , SWEDISH INSTITUTE OF COMPUTER SCIENCE, Sweden</b>
<b>August 2003</b>	<ul style="list-style-type: none"><li>&gt; Researcher   Sense Studio, Young People and Action Sports Trends</li><li>&gt; Researcher   12-21 Studio, Young People, Technology, and Engagement</li></ul>
<b>July 2003</b>	<b>Director and Co-founder   Litte Device ApS and Subsense ApS, DIGITAL DESIGN STUDIO, Denmark</b>
<b>May 1999</b>	<ul style="list-style-type: none"><li>&gt; Management   Creative Team</li><li>&gt; Digital Design   Client Management</li><li>&gt; Clients   City of Copenhagen, Bang &amp; Olufsen, LEGO A/S</li></ul>
<b>April 1999</b>	<b>Creative Director   LEGO A/S , SPU-DARWIN AND IT, Denmark</b>
<b>November 1996</b>	<ul style="list-style-type: none"><li>&gt; Creative Director   For the commercial launch of LEGO.com</li><li>&gt; Senior Producer   SPU-Darwin Projects</li><li>&gt; Concept Developmer   LEGO Mindstorms R.I.S.</li></ul>

## EDUCATION

---

- 2010 PhD, in Computer Science with a specialisation in Media Technology, Linnæus University, Växjö, Sweden  
1992 MSc in Visual Studies, M.I.T., Cambridge, Massachusetts  
1987 BFA in Design, Rhode Island School of Design, Providence, Rhode Island

## PROJECTS

---

### PRACTICE-BASED EXPERIENTIAL LEARNING ANALYTICS RESEARCH AND SUPPORT

2014 - 2017

<http://pelars.eu>

Work Package Leader and Principal Investigator for Practice-based Experiential Learning Analytics Research And Support (PELARS) European Framework Programme 7 Project

Principal Investigator Work Package Leader

### LIVING ARCHIVES

2011 - 2016

<http://livingarchives.mah.se/>

Researcher for *Living Archives* exploration into social cultural heritage for facilitating social change and awareness. Swedish Research Council

Researcher Technical Leader

### INTERCULTURAL COMMUNICATION CHALLENGES BETWEEN HEALTH PROFESSIONALS AND IMMIGRANTS

2010 - 2013

Project Coordinator and Principal Researcher for Intercultural communication challenges between health professionals and immigrants - and the potential of digital and mobile technology EU Erasmus Project

Coordinator Principal Investigator

### LETS GO : LEARNING ECOLOGY WITH TECHNOLOGIES FROM SCIENCE FOR GLOBAL OUTCOMES

2008 - 2011

<https://vimeo.com/channels/131207/14825332>

LETS GO : Learning Ecology with Technologies from Science for Global Outcomes Mobile co-laboratories for environmental science. Stanford University & Wallenberg Global Learning Network

Researcher

## LANGUAGES

---

English ●●●●●  
Danish ●●●○○

## SOFT SKILLS

---

- > Passion for Play and Learning
- > Motivation
- > Project Development and Management