

Daniel SPIKOL, PHD

Designer and Researcher | Collaboration, Learning & Play

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

<http://spikol.io/> +45 72 76 04 96 @ spikol@me.com

📍 University of Copenhagen, DIKU, Universitetsparken 1, 2100 Copenhagen, Denmark



I am passionate about using photography and video to bridge the gap between research and society. Responsibilities include designing and coordinating research across scientific and industrial projects.

Currently Associate Professor at the Center for Digital Education and Department of Computer Science (DIKU), University of Copenhagen. Expertise in investigating and understanding technology-enhanced learning play, computer-supported collaborative learning, social signals and learning analytics.

COMPETENCIES

Research	Human-Computer Interaction, User Experience, Computer Science, Learning Analytics, Interaction Design, and Educational Science
Methods	Research Design, Qualitative, Quantitative, Mixed Methods, and Data Science
Design Management	Communication, Project Management, Agile Methods, Reporting, and Financial
Design and Software Development	Photography, Video, Adobe Creative, Figma, Python, Front-end Technologies,

EXPERIENCES

Current	Associate Professor University of Copenhagen, CENTER FOR DIGITAL EDUCATION AND DEPARTMENT OF COMPUTER SCIENCE, Denmark
February 2021	<ul style="list-style-type: none">> Researcher International, National, and Internal Projects on Digital Education and Learning Analytics> Principal Investigator for Data Expeditions> Principal Investigator for MAKE Project> Educator and Supervisor Co-Coordinator for PhD Students
January 2021	Associate Professor Malmö University, DEPARTMENT OF COMPUTER SCIENCE AND MEDIA TECHNOLOGY, Sweden
August 2011	<ul style="list-style-type: none">> Researcher International, National, and Internal Projects on technology-enhanced collaborative play and learning> Scientific Manger Internet of Things and People Research Lab> Group Leader for Smart Learning Research Group> Educator and Supervisor PhD Students, Program Responsible for Master and Bachelor Educations
July 2011	Senior Lecturer Linnæus University, SCHOOL OF COMPUTER SCIENCE, PHYSICS, AND MATHEMATICS, Sweden
September 2005	<ul style="list-style-type: none">> Researcher Center for Learning and Knowledge Technologies> Educator Development of Media Technology Masters and teaching
August 2005	Researcher Interactive Institute , RESEARCH INSTITUTE OF SWEDEN, Sweden
August 2003	<ul style="list-style-type: none">> Researcher Sense Studio, Young People and Action Sports Trends> Researcher 12-21 Studio, Young People, Technology, and Engagement
July 2003	Director and Co-founder Little Device ApS and Subsense ApS, DIGITAL DESIGN STUDIO, Denmark
May 1999	<ul style="list-style-type: none">> Management Creative Team> Digital Design Client Management> Clients City of Copenhagen, Bang & Olufsen, LEGO A/S
April 1999	Creative Director LEGO A/S , CREATIVE DIRECTOR, Denmark
November 1996	<ul style="list-style-type: none">> Creative Director For the commercial launch of LEGO.com> Senior Producer SPU-Darwin Projects> Concept Developer LEGO MINDSTORMS

EDUCATION

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

SELECTED PROJECTS

DATA EXPEDITIONS

2021 -

<https://dataekspeditioner.dk/>

The project aims to strengthen the informatics subject in the Danish upper secondary schools by actively supporting the informatics subject environment and developing new learning courses inspired by the University of Copenhagen's research into intersections between computer science and other subject areas.

Principal Investigator

MAKERSPACES FOR LIFELONG LEARNING – MAKE

2018 -

<https://iotap.mau.se/projects/make/>

Investigating how to integrate makerspaces into the Nordic education systems. Funded by the Nordic Research Foundation

Principal Investigator

INTERNET OF THINGS AND PEOPLE RESEARCH CENTER

2015 - 2021

<https://mau.se/iotap/>

Internet of Things and People (IoTaP) is a research centre that studies how people can get the most out of the Internet of Things. The work involves computer scientists, interaction designers, professionals and users. Funded by the Knowledge Foundation, Sweden

Principal Investigator Manager of the Design and Prototyping Lab

PRACTICE-BASED EXPERIENTIAL LEARNING ANALYTICS RESEARCH AND SUPPORT

2014 - 2017

<http://pelars.eu>

PELARS is a project about learning and making. We are studying how people learn about science, technology and mathematics when they use their hands as well as their heads. Funded by the European Union FP7 Framework

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. Funded by the 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. Funded by EC Erasmus Programme

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

Project Manager Researcher

LANGUAGES

English ● ● ● ● ●
Dansk ● ● ● ○ ○
Svenska ● ● ● ○ ○

SOFT SKILLS

- > Photography and Video
- > Designing Play, Learning, and Collaboration
- > Science Capital
- > Innovation