

PERSONAL INFORMATION:

Max Willis

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Born: Ipswich, United Kingdom 03/02/1972 | *Nationality:* USA

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PERSONAL STATEMENT:

I am an interaction designer, design researcher and futurist. My work and interests are grounded in Human Computer Interaction (HCI), critical and speculative design that aims to challenge the status quo of social, technical and ecological configurations, and to probe the unfolding shape of the future through creative practices. In speculative design I am an avid proponent of participation and co-creation to engage people in the processes of shaping the future through new technologies and their uses. For critical design I believe the most important perspective is not the most common, that is commenting on the world at large, or the easiest, deriding the work of others. Rather, it is the critical reflection of our own design and research perspectives, as practitioners, and keeping in mind that it is not only our visions of the future that deserve to move forward. At the same time I believe that many contemporary attitudes and behaviors need to evolve if humanity has any hope of resolving the triple planetary crises of biodiversity loss, pollution and climate change. Therefore I lean towards Design Activism, prototyping hard and soft artifacts that engage, confront, and disrupt, to discover ways to protect the futures of humanity and our host planet. My research focus vacillates between megacities and remote islands, yet I have found that citizens of these seemingly disparate domains share the same matters of concern and people everywhere are eagerly anticipating change, so I have hope that working together we can create more wholesome, equitable and sustainable futures.

EDUCATION:

- 2015-2019 **PhD Information and Communication Technology**
University of Trento, Dept. of Information Sciences and Engineering, Italy
Telecom Italia Semantics & Knowledge Innovation Lab
Supervisor: Dr. Antonella De Angeli, Dr. Chiara Bassetti, Dr. Massimo Zancanaro
Thesis title: On agonism and design: dialogues between theory and practice
- 2006-2009 **MFA Masters of Fine Arts in Creative Media, Graduated with Distinction**
City University of Hong Kong, School of Creative Media, Hong Kong

PUBLICATIONS:

Adamo, G., & Willis, M. (2023). *The Omnipresent Role of Technology in Social-Ecological Systems: Ontological Discussion and Updated Integrated Framework*. In Research Challenges in Information Science: Information Science and the Connected World. Springer Nature Switzerland.

Adamo, G. & Willis, M. (2022). *Technologically mediated practices in sustainability transitions: environmental monitoring and the ocean data buoy*. Journal of Technological Forecasting and Social Change.

Adamo, G. & Willis, M. (2022). *Conceptual Integration for Social-Ecological Systems*. In the International Conference on Research Challenges in Information Science (pp. 321-337). Springer, Cham.

Willis, M., Adamo, G., Hanna, J. & Auger, J (2021) *Towards Sustainable Island Futures: Design for Ocean Wave Energy*. Journal of Futures Studies, 4/25.

Willis, M., Hanna, J., Encinas, E. & Auger, J. (2020) *Low Power Web: Legacy Design and the Path to Sustainable Net Futures*. CHI Conference on Human Factors in Computing Systems.

Adamo, G., Mushiva, M. & Willis, M. (2017) *Persuasion and Empathy in Computer Games, An Ontological Perspective*. 11th Philosophy of Computer Games Conference, Krakow PL.

Willis, M., De Angeli, A. & Zancanaro, M. (2017) *Experience Probes: Immersion and Reflection between Reality and Virtuality*. IFIP Conference on Human-Computer Interaction INTERACT2016.

Willis, M. & Christ, M.C. (2016) *Listening to the Walkable City*. 12th International Conference on the Design of Cooperative Systems

PROFESSIONAL EXPERIENCE:

- 01/2023-06/2023 **Researcher**, Basque Center for Climate Change BC3, Leioa, Bizkaia, Spain
Role: marine and coastal zone project development, training material development for ARIES, Artificial Intelligence for Environment and Sustainability
- 2020-2023 **Integrated Researcher**, Interactive Technologies Institute / Laboratory for Robotics and Engineering Systems (ITI/LARSyS), Lisbon, Portugal.
Role: Development of low-cost marine environmental monitoring technologies
www.islandfutures.net/databuoy
- 2019-2021 **Postdoctoral Researcher**, Interactive Technologies Institute Madeira, Portugal.
www.iti.larsys.pt
Project: Redesigning Madeira, Using Speculative Design to Rethink Energy Policy and Consumer Behaviour.
Role: AGILE Small Project Management, Speculative Design Research
Supervisor: James Auger
- 2014-2015 **Research Associate**, Co-Creation Initiative
Hong Kong Polytechnic University, School of Design, Hong Kong
Role: Participation and collaborative innovation workshops and interaction design
- 2012-2013 **Art Technology Consultant**
Penghao Theatre Beijing, China
Role: Events, performances, lectures, projections, lighting, stage technology sound design
- 2010 **Researcher**
Institute of Creative and Cultural Industries, Beijing Normal University, China,
Role: Research and project background development with Prof. Leon Xiao
- 2009-2010 **Senior Research Assistant**
City University of Hong Kong, Hong Kong
Role: GE Curriculum Development, Drawing and Modern Painting

PROFESSIONAL EXPERIENCE (cont.):

- 2009 **Consultant**
World Wide Fund for Nature (WWF) Hong Kong
Role: Development of Mai Po Wetlands and RAMSAR bird sanctuary virtual tour
- 2009 **Senior Research Assistant**
City University of Hong Kong, School of Creative Media, Hong Kong
Role: Background research on Independent Documentary Filmmaking in Hong Kong

INVITED PRESENTATIONS / CONTRIBUTIONS / ATTENDANCE:

- 06/2023 MARE People and the Sea Conference XII. *Technological mediation of existential threats from the deep: a postphenomenological account of marine and coastal knowledge production and its potential impacts on ocean policy.* At Center for Maritime REsearch, University of Amsterdam. With Greta Adamo and Marta Pascual (presentation)
- 04/2023- EU Mediterranean Marine Spatial Planning Community of Practice (MED-MSP-CoP)
Pool of experts, member
- 2021 Guest Reviewer: International Association of Societies of Design Research Conference IASDR 2021
- 2021 Program Committee: 14th Italian SIGCHI Chapter CHItaly2021
- 02/2018 Program Committee: 11th Digital Games Research Association Conference DIGRA
- 05/2017 Seminar on Researching the Transgressive Aspects of Gaming and Play, Media Mutations Conference, University of Bologna, Italy
- 04/2017 Games for Cities Conference, Rotterdam, The Netherlands, PhD Consortium
- 10/2016 Charting the Digital: Play, Discourse, Disruption, Design. Venice, Italy, Presentation of Urban Location Based Games Education in Hong Kong
- 10/2016 Games For Cities COST Training School, Amsterdam University of Applied Sciences, The Netherlands, Play & Civic Media Lectorate
- 08/2016 Theatre in Design: Improvisational Theatre for Social Design, NORDES PhD Summer School, University of Southern Denmark, Denmark
- 2013-2014 Roboticist Intern
OpenCog Artificial General Intelligence (AGI) Research
Mechatronics maintenance programming, Robot Operating System (ROS)
- 04/2010 Panel Member
Creative Asia 2010, Jinning, China
Asian City Culture Creative and Design Alliance

TEACHING ACTIVITIES:

- 2014 **Guest Instructor**, General Education, Linocut Print Workshops
City University Hong Kong, School of Creative Media, Hong Kong
- 04/2014 **Guest Instructor**, Video Editing and Stop Motion Workshop
Chinese University of Hong Kong, Postgraduate Program in Visual Cultures
- 2013-2015 **Visiting Lecturer**
Hong Kong Polytechnic University, School of Design, Hong Kong
BA Interactive Media
Digital Aesthetics, Multiplatform Publishing, Design for Interactive Entertainment
MSc Multimedia Entertainment and Technology
Sound Design, Interactive Multimedia Environments
- 2009 **Lecturer**
Hong Kong Polytechnic University, School of Design, Hong Kong
Multimedia Fundamentals, Computing Technology, Design in the Post Digital Age
- 2007-2009 **Teaching Assistant**
City University of Hong Kong, School of Creative Media, Hong Kong
Courses co-taught: Society, Culture and New Technology, Art of Moving Image

LANGUAGES:

English (Mother Tongue)
German (Fluent)
Spanish (basic spoken, listening, written)
Mandarin Chinese (very basic, spoken, listening)

ADDITIONAL QUALIFICATIONS:

International Certificate of Competence (ICC) Sailing vessels in coastal waters
power boat operator <=10m
Day Skipper, Royal Yachting Association (RYA)
Restricted Radio Operator (USCG)
Marine radio operator (RYA)
Global Maritime Distress and Safety Systems (GMDSS)

Scientific Diver, Center for Marine Sciences (CCMAR, Faro, PT)
First Aid / CPR / Oxygen Provider, Diver Stress and Rescue, Scuba Schools International (SSI)
DIR Dive Fundamentals, Global Underwater Explorers (GUE)
Enriched Oxygen, Basic & Advanced Open Water Diver, Professional Association of Dive Instructors (PADI)