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MAGNUS ERIKSSON

- appointments** Researcher at Interactive Institute Swedish ICT, Gothenburg Studio, 2009–Present.
- education** Ph.D Candidate, Sociology of Law,
Lund University and University of Macerata (Joint Degree). 2012–Present.
Thesis: *Machinic Normativity: Data-driven Regulation of Urban Space*.
On the role of software in the regulation of urban space.
M.A., Sociology, Lund University, 2011.
Thesis: *Labbet utan egenskaper (The lab Without Qualities)*.
On the material communities of the Hackerspaces movement
B.A., Culture Studies, Malmö University, 2007.
Thesis: *The Noise of War in the Sound of Music*.
On repurposed military technology in the history of electronic music.
- selected research projects** **Miljöväder.** 2015–Present.
Environmental weather: Real-time data on air pollution in the user’s immediate surroundings.
Electricity Innovation Challenge. 2015.
Open innovation challenge for innovations that can make tomorrow’s bus trips more attractive.
Funktek. 2014–Present.
Developing new museum experiences with an aim towards accessibility and sustainable cities.
Smart Cities: Innovativa eGovernance-system. 2014.
Innovative eGovernance systems for administration and citizen participation.
Hackerklubben. 2013–2014.
Experiential learning teaching children to program, solder and create digital innovations.
Experimedia. 2012–2014.
FP7 project exploring new forms of social interactions and experiences at live events made possible by future internet technologies.
Together Anywhere, Together Anytime (TA2). 2009–2012.
Integrated project within FP7 exploring internet-based technologies for supporting social relations through video-based group-to-group communication.

publications*Book Chapters*

Eriksson, Magnus. Palmås, Karl. 2016. *Laboratory Urbanism in Schladming*. In Deleuze and the City, edited by Frichot, Hélène, Catharina Gabrielsson, and Jonathan Metzger. Edinburgh: Edinburgh University Press.

Eriksson, Magnus. 2010. *Using Social Science in Design*. In User Centric Media, edited by Daras, Petros and Oscar Mayora Ibarra. Berlin Heidelberg: Springer.

Conference Papers

“Participatory Design for Accessibility: The Case of the Funktek Pilots.” Nordic Network of Disability Research 13th Research Conference, Bergen, 2015.

“Digital Fabrication by IDAC – Aims, Steps and Transferable Principles.” FabLearn Europe, Aarhus, 2014.

“Piracy, Code and Law.” On the Move: ACSIS conference, Norrköping, 2013.

“The Hot Line Riots as Media Archaeological Artifact.” RENEW 2013, Riga, 2013.

“Elite Sports Training as Model for Future Internet Practices.” European Sociological Association Conferences, Torino, 2013.

“A Community of Those Who Have Nothing in Common: Norms in Hackerspaces.” The Normative Anatomy of Society, Lund, 2012.

“Future Internet beyond Copyright.” Future Internet Assembly, Ghent, 2010.

“The Emergence and Disappearance of Online Groups.” AoIR 11, Gothenburg, 2010.

“Black Streets, White Buildings and the Digital Grey Zones.” SPLAB, Malmö, 2008.

Other Publications

Eriksson, Magnus. 2016. *Funktek Forskningsrapport 2.0*. Gothenburg: Funktek.

Eriksson, Magnus. 2014. *Acceleration, Piratbyrå och Manifesta 7*. Paletten, (295).

Eriksson, Magnus. 2012. *Political Participation Among Youth in the Edgeriders Project*. Strasbourg: Council of Europe.

**selected
academic
workshops**

Time, Regulation and Technoscience, University of York, 2016

Appropriating Technology for Societal Change, Nordic Summer University, 2015

Code and the City, Maynooth University, 2014

STS as an Engaged Program, Swedish STS Summer School, 2014

Whitewashing Piracy, Royal Institute of Art Stockholm, 2014.

Consuming the Illegal: Situating Digital Piracy in Everyday Experience, Katholieke Universiteit Leuven, 2011.

**selected
invited talks**

Eyebeam, New York, 2013

SHARE, Rijeka, 2013

Nordic Work Environment Meeting, Lund University, 2011.
 Postópolis, Mexico City, 2010.
 Peer to Peer Economies conference, Milan University, 2009.
 Festival Transito MX, Mexico City, 2009.
 Moscow Book Fest, Moscow, 2009.
 Berghs School of Communication, Stockholm, 2008.

teaching

Social Innovation in a Digital Context (MA Course), Lund University Internet Institute, 2015.
 Prototyping in Interaction Design (MA course), IT-University of Gothenburg, 2012-2015.
 To tell the Truth (MA course), Konstfack University College of Art, Stockholm, 2007.

exhibitions, art projects, group shows

F.A.T. GOLD: SF, Gray Area, San Francisco, 2015.
 Piratbyrå and Friends, Furtherfield, London, 2014
 GIF and the City, Píksel, Bergen, 2013.
 GIF and the City, Gwangju Media Festival, Gwangju, 2013.
 F.A.T. GOLD, Eyebeam, New York, 2013.
 SNEL HEST, Alingsås konsthall, Alingsås, 2012.
 Fuck Google, Transmediale, Berlin, 2011.
 Lecture Performance, Fotodokumenti 02, Belgrade, 2010.
 Object-oriented Therapy Center, Interactivos '10, Belo Horizonte, 2010.
 Embassy of Piracy, Venice Biennial, Venice, 2009.
 Award of Distinction, Ars Electronica, Linz, 2009.
 Shuffle == Terror, Transmediale, Berlin, 2009.
 S23M, Manifesta 7, Bolzano, 2008.
 S23X, HAIP 08, Ljubljana, 2008.
 Ownage, Who Makes and Owns Your Work, Stockholm, 2007.

associations

Cybernormer Research Group, 2012–Present.
 FATLAB, 2011–2015.
 Gothenburg Hackerspace, 2011–2014.
 Juliagruppen, 2011–2012.
 Telecomix, 2009–2012.
 Piratbyrå, 2003–2009.