TOMO KIHARA

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Born in 1994, Kyoto Japan

Lives in Tokyo, Japan

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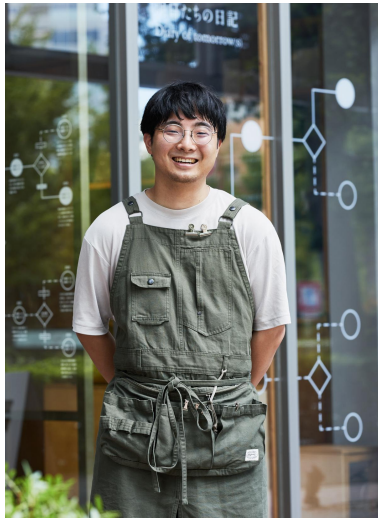

Tomo Kihara is an artist developing experimental games and public installations that draw out unexplored questions from people through play. He has worked on projects focusing on the social impact of AI with institutions such as Waag Futurelab in Amsterdam and the Mozilla Foundation in the USA. His recent works have been exhibited at the Victoria & Albert Museum (London, 2022) and the Asian Art Museum (San Francisco, 2024).

EDUCATION

2019 - 2020 : European School of Urban Game Design [Amsterdam,Netherlands & Athens, Greece]

2016 - 2018 : Delft University of Technology - MSc in Interaction Design [Delft, Netherlands]

2012 - 2016 : Keio University - BA in Environmental Informatics [Kanagawa, Japan]

GRANTS & FELLOWSHIPS

2023 : Watershed — Playable City Commission [Bristol, United Kingdom]

2022 : Civic Creative Base Tokyo — Artist Fellow [Tokyo, Japan]

2022 : Mozilla Technology Fund — Awardee [Global]

2021 : Artsformation EU [Europe]

2020 : Creative Industries Fund NL — Talent Development Fund [Amsterdam, Netherlands]

2018 - 2021 : Waag Future Lab — Research Fellow [Amsterdam, Netherlands]

2018 : Design Indaba - Global graduates [Capetown, South Africa]

SELECTED GROUP EXHIBITION

2024 - 🇺🇸 Asian Art Museum <web>

2023 - 🇯🇵 Arts Maebashi 10th Anniversary Exhibition <web>

2023 - 🇰🇷 Busan Sea Art Festival <web>

2023 - 🇯🇵 ICC Kids Program 2023 <web>

2023 - 🇬🇧 Now Play This - A Festival of Experimental Game Design <web>

2023 - 🇳🇱 Digital Shadows - Amsterdam Central Library <web>

2022 - 🇬🇧 V&A Digital Design Weekend <web>

2022 - 🇩🇪 EVERYTHING WILL BE FINE - Deutsches Technikmuseum <web>

2022 - 🇯🇵 21_21 DESIGN SIGHT - Future In-sight <web>

2021 - 🇯🇵 Matsudo International Science Art Festival <web>

2021 - 🇦🇹 ARS ELECTRONICA - STARTS PRIZE Exhibition <web>

2019 - 🇨🇳 Red Dot Design Museum Xiamen - Social Design Exhibition Asia <web>

2019 - 🇳🇱 Kunsthal KAdE - Balancing Acts <web>

2018 - 🇬🇧 Victoria & Albert Museum : Future Starts here <web>

2016 - 🇬🇧 London Design Museum : Designs of the Year <web>

AWARDS

2024 - 🇪🇺 STARTS PRIZE 2021 - Honorary Mention - How (not) to get hit by a self-driving car

2021 - 🇪🇺 STARTS PRIZE 2021 - Nomination - TheirTube

2019 - 🇺🇸 Mozilla Creative Media Awards 2020 - TheirTube

2019 - 🇺🇸 IxDA Interaction Awards : Finalist - Street Debater

2017 - 🇯🇵 WIRED Creative Hack Award : Grand Prix - Street Debater

2016 - 🇬🇧 London Design Museum Designs of the Year : phonvert

SELECTED VISITING ARTIST LECTURES / ARTIST TALKS

2023 [Guest Lecture] - Chicago University - Department of Computer Science [Chicago, USA]

2022 [Workshop] - Columbia University - MA in Global Thought [New York, USA]

2022 [Guest Lecture] - Haute école d'art et de design Genève - MA Media Design [Genève, Switzerland] <video>

2018 [Presentation] - Design Indaba Global Graduates [Capetown, South Africa] <video>

ACADEMIC PUBLICATION

2019 [DIS - San Diego] - Designing and Prototyping from the Perspective of AI in the Wild <paper>

2019 [CHI - Glasgow] - Designing an Escape Room in the City for Public Engagement with AI-enhanced Surveillance <paper>

2018 [CHI - Montreal] - Connected Resources: A Novel Approach in Designing Technologies for Older People <paper>

SELECTED BIBLIOGRAPHY

2023 [Interview] - Control, Refusal, Trust and Care: A toolkit for making change in the cultural field <web>

2022 [Featured] - Graphic - The Next Upcoming Designer <web>

2021 [Interview] - Goethe-Institut -“Fish discovers water last”: Designer Tomo Kihara in interview <web>

2020 [Article Contribution] - WIRED.jp - TheirTube to experience filter bubbles <web>

2019 [Co-author] - BNN SPECULATIONS Beyond Human Centered Design <web>

2018 [Article Contribution] - WIRED.jp -Street Debater creating alternative to begging <web>