

Curriculum Vitae

Emilie Bech Jespersen

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Essentials

Languages: Danish (native) & English (fluent)

Full Adobe CC capabilities

Microsoft Office capabilities

Work

Research Assistant, The Lab for Design & Play, Design School Kolding, 2021-

As research assistant within the Lab for Design & Play I have taken part in several different research- and development projects, largely centered around playful learning as well as teaching and supervision within the Masters & Bachelors education.

Student Assistant, The Lab for Design & Play, Design School Kolding, 2019-2021

As student assistant in the Lab for Design & Play I worked with practical- and design related ad hoc assignments. I worked in close collaboration with teaching- and research staff with various research and development projects.

Design consultant & Workshop facilitator, Play User Lab + CoC, 2019-21

As part of the Play User Lab project I facilitated design workshops, did design development and production of the materials used in Play User Lab. Play User Lab was a course in co-creation with children, design thinking, ideation and design methods. Play User Lab was a collaboration project between Design2Innovate, Capitol of Children and Design School Kolding.

Graphic designer, Leap Technology x DigiHub, 2020

During this development project I worked as a 2D animator, still- and motion graphics designer and concept developer for the LEAP Technologies collaboration with DigiHUB, an internal hub at Design School Kolding.

Design Consultant for PhD Fellow Hanne Hede Jørgensen, Can I Join in?, 2019

Practical- and design-consultancy work creating playful learning tools in collaboration with PhD Fellow Hanne Hede Jørgensen, for her PhD thesis as part of the project 'Can I Join in?'.

Graphic Designer, Au Maison, 2019

At Au Maison I worked as graphic designer where I created graphics, pattern designs, package design and developed product collections.

Pedagogue & substitute teacher, N. Kochs Skole, 2012-2021

Throughout almost 10 years I have worked sporadically as a substitute teacher and pedagogue at N. Kochs Skole. Through the years I have taught every class every grade, but predominantly in the first 3 years of school. I have taught in the Danish and International department of the school.

GamesCom 2019 & Pax East 2019, Conference rep. Kong Orange & Daedalic, 2019

At the International videogame tradeshows/conferences I did PR and communication work with the press and influencers. I also manned the conference floor for the videogame Felix the Reaper as a representative of Kong Orange studio.

Illustrator & Graphic Designer, Internship, Dagbladet Information, 2018

At the daily paper Dagbladet Information I created illustrations and graphics for the paper, in collaboration with the editors and journalists.

Illustrator & Graphic Designer, Internship, Kong Orange, 2018

At the indie game development studio Kong Orange, I did 2D animation work, illustration, coloring work, concept developing, and game testing. I worked primarily on the Interactive playful learning comic Pigen fra Shanghai and the videogame Felix the Reaper.

Education

Master's Degree in Design for Play, Design School Kolding, 2019-2021

I completed my Master's in Design for Play & Communication Design from Design School Kolding. During my studies I used my discipline as a communication designer to explore and expand how to create interactive and visual design, where play and playful processes merge with visual communication.

Bachelor's Degree in Communication Design, design School Kolding, 2015-2018

My Bachelor's Degree in Communication Design covered graphic design, service- and concept design. My focus is illustration, graphic design, illustration and collaborative design for development and learning.

Bachelor's Degree, Erasmus exchange at Willem de Kooning academy, 2018

During my Bachelor's education I did one semester at the WdKA Academy's illustration program. Here I developed my practical illustration skills and learning crafts such as bookbinding, letter-pressing, analogue printing techniques, etc.

Publications & Reviews

Jespersen, E. (2022). Emotional textures: Exploring children's emotional and haptic play. Proceedings of DRS. <https://doi.org/10.21606/drs.2022.614>

Feder, K., Jespersen, E., & Christiansen, L. (2024). Vi skal lege os til bedre kulturaktiviteter for børn – med play probes som børnecentreret designmetode. *Barn*, 42(2). <https://doi.org/10.23865/barn.v42.5623>

Reviewer for DRS 2024 Theme Track 27: Initiating Transformation through Imagination, 2024 Design Research Society (DRS2024).