

## Jon Ardern

A London based artist and designer with a wide range of interdisciplinary experience, a critical eye and a passion for exploring new methods, materials and technologies.

Mobile +44 (0) 7779 340 115  
E-mail [mail@jonardern.com](mailto:mail@jonardern.com)  
Portfolio [www.jonardern.com](http://www.jonardern.com)

### Education

2006 MA, Design Interactions (Distinction),  
Royal College of Art, London, UK.  
2000 BA (Hons) Fine Art Sculpture, (First)  
Bretton Hall University of Leeds, UK.

### Selected Awards, Exhibitions and Conferences

Project 'Ark Inc.' Selected Work in the Design and the Elastic Mind Exhibition, Museum of Modern Art, MoMA, New York, February 2008

Paper presented at the Changing the Change conference, Turin, Italy.

Performance and Installation at the Victoria and Albert Museum, London, November 2006.

Generation, Royal College of Art, project 'Ark-Inc.'

Powerpoint Second Prize, [Design21](#) Competition, UNSECO

'We know best' Dyslexia research and service proposal for a collaborative user focused software platform. Short-listed for the Design for our Future Selves Award, Royal College of Art.

### Selected Press

Ark Inc. Project Featured in the Design and the Elastic Mind Catalogue, edited by Paulo Antonelli, Museum of Modern Art, MoMA, New York, February 2008

[Core77.com](#): 'Ark Inc.' featured in the top 10 picks from the 138 papers presented at the Changing the Change conference.

Also featured on [we-make-money-not-art.com](http://we-make-money-not-art.com), [worldchanging.com](http://worldchanging.com) and [mobuzztv.com](http://mobuzztv.com)

'Power Point' Featured on may blogs including <http://infosthetics.com> and [designcouncil.org.uk](http://designcouncil.org.uk)

## Current Work

- Bit-Farm Co-founder of creative web and digital design company, 'Bit-Farm'.  
see: [www.bit-farm.com](http://www.bit-farm.com)
- Ark Inc. Ongoing self-initiated critical design project that seeks to explore the concept of sustainability and question current paradigms, by investigating both aspirational and polemic alternatives. See [www.ark-inc.info](http://www.ark-inc.info) to find out more.

## Work Experience

- 2005 – Ongoing Independent web designer and developer working with a variety of projects and clients including citizen journalism site Demotix.com, Content and Code, London, Manchester Metropolitan University and Cambridge County Council.
- 2007 - Ongoing Snibbe Interactive, San Francisco, European representative. Technology support and installation of interactive multimedia exhibits in a variety of galleries and museums in and around Europe.
- 2006 Creative Workshop and Event Planner, Royal Society of Arts and Ludic Group, London. Planning, designing and facilitating the 'Taking on the Design Challenges of the Stern Report' workshop at the RSA.
- 2005 Intern, Grizedale Arts, Grizedale, UK. Interaction designer and artist working on the project 'Thinking Space for the North', which involved developing a remote and previously derelict farmhouse site and its imaginative future through hands-on renovation work, designs and new dialogues.

## Abilities

- Creative: People-centered design thinking and research methods. Sketching, experience prototyping and creating mockups from conceptual design ideas. Visualisations of future scenarios around sustainability and emerging technologies. Service design from blueprinting to design of user journeys and touchpoints. Good skills in graphic design, photography and communication.
- Project Developing, outlining and communicating concepts. Planning for and meeting deadlines. Combining functional, aesthetic, experimental and communicative aspects. Strong team working and interpersonal skills.
- Technical Adobe Creative Suite, Dreamweaver, Sound Studio, Final Cut Pro. HTML, CSS, Drupal and Wordpress configuration, working knowledge of Php and jQuery. Professional Photographic and Video experience, AV installation, Basic electronics. Physical and experiential prototyping.
- References Available on request.