

Jayme Cochrane

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Profile

Jayme Cochrane is an interaction designer and new media artist. After receiving a B.Sc in Interactive Arts (focus Interaction Design) from Simon Fraser University in Canada, he moved to Linz to work in the Ars Electronica Futurelab. He is currently also pursuing a master's degree in Interface Culture at the Kunstuniversität Linz. His research interest lies in the intersection of real-time social data with architecture and urban environments, and his artwork seeks to embed online social data in physical environments to augment daily social experience.

Exhibitions

Social Bits , private exhibition at Kasa Galeri	Istanbul, Turkey	May 2010
Fluid Data , Amber 09 Festival	Istanbul, Turkey	November 2009
Punch-Out , Over the Game Festival	Seville, Spain	November 2009
Papermind Fanzine , magazine and exhibition	Vancouver, Canada	September 2009
Glific , Exhibition at Ars Electronica 2009	Linz, Austria	September 2009
Invisible AEC , Ars Electronica Facade Festival	Linz, Austria	September 2009
Glific , Uncharted at Santrallstanbul	Istanbul, Turkey	February - August 2009
Meatbook , Tangible and Embedded Interaction	Baton Rouge, Louisiana	February 2007

Education

Kunstuniversität Linz	MA, Interface Cultures	2008 - Present
Artistic focus: real-time social data in urban environments and architecture		
Simon Fraser University	B.Sc, Interactive Arts - Interaction Design	2002 - 2007
Member of the 2006 ItaliaDesign field school, a 7.5 week study of design, culture, and architecture in Italy. Traveled across Italy conducting research and interviewing designers and architects.		

Work Experience

Interaction Designer, Ars Electronica Futurelab	Linz, Austria	2008 - Present
Interaction Designer on the 3D team in the Ars Electronica Futurelab, responsible for physical and digital prototypes, 2D and 3D graphic design, industrial design and engineering for interactive art installations, specifically media art in architecture.		
Interaction Designer, SAP Business Objects	Vancouver, Canada	2007
Member of the User Experience team, creating wireframes, information architecture guidelines and design documents for improving usability of Business Objects software. Conducted in situ user testing, created interactive prototypes, planned contextual design strategies.		
Research Assistant, Simon Fraser University	Vancouver, Canada	2006 - 2007
Researched visceral human reaction and instinctive human behaviour in SFU Surrey's Feral Computing (now Biomedica) Lab. Physical computing, graphic design & academic writing were my main activities.		

