

Janna Ullrich
born 6th May 1990
in Neuss, Germany

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Janna Ullrich is an Amsterdam-based designer, developing tools to enable participants to engage in new social interactions through play, comprising the conception and design of festival installations, games and online experiences.

She has been a grantee of the Talent Development Stipend by the *Dutch Stimulerings Fonds*, was artist in residence at *Open A.I.R.*, Plzeň and a scholarship holder at the *Rosa Luxemburg Foundation* in Germany.

Ullrich holds a Master's degree in design and works as a self-employed designer since 2012. Ullrich works on self-initiated projects and in commission for NGO's, activists, cultural institutions, festivals and design studios, which have been shown at *Tate Modern London*, the *International Film Festival Rotterdam*, *Meefactory Prague*, *Graphic Design Festival Breda*, *Gwangju Biennale South Korea*, *Design Biennial Istanbul*, *Mumbai Art Room* and the *Dutch Design Week Eindhoven*.

She has lectured at *OTIS College of Art and Design Los Angeles*, *Blokovi Design Conference Belgrade* and *Checkpoints & Choekpoints Arnhem* and currently teaches interaction design and graphic design at *ArtEZ Academy of the Arts Arnhem*.

Commissioned and self-initiated projects

2021 Oct	Cinekid, Netherlands Institute for Vision and Sound, Playgrounds Carbon Roller Coaster, interactive chatbot experience conception, script, research, artistic direction, voice recordings, editing, interface design in collaboration with Daan Lucas (animation), Jonathan Reiter (music & sound), Sacha van Alfen (programming), Leon van Oord (audio edit)
2020 Jan 6-26	Self Initiated residency with product and game designer Jordan draper and community theatre maker & actor Freddie Watkins Surrealist Cooking Show I'd Eat That, storytelling artist residency on rails (Amsterdam - Istanbul) & multi-media exhibition at halka sanat projesi, Istanbul (TR) production, artistic direction and execution together with Jordan Draper & Freddie Watkins
2019 Jul – Sep	Self Initiated project with Jurian Vermoolen & Ghaith Qoutainy The Grand Boemklats Motel, festival installation conception, design, artistic direction and execution together with Jurian Vermoolen
2018 – ongoing	Board game publisher <i>Quality Beast</i> , Berlin (D) Quantified, board game game development + publication in collaboration with Quality Beast
2015 – ongoing	Self Initiated project, funded by <i>Stimuleringsfonds Creative Industrie</i> Quantified (formerly No Man's Land), board game research; game development; game design; recruitment of experts for evaluation and feedback; promotion; acquisition of funding; financial administration; artistic direction; project management;
2018 Apr – Jun	Lara Staal & Yoonis Osman Nuur Europe on Trial, Forum On European Culture visual identity
2018 Jan – Jun	Sandberg Instituut & Nederlands Instituut voor Beeld en Geluid Sandberg@Mediapark Masterclass 2018 participant of the masterclass of 2018 game development of 'Suck at First Date?' together with Jelle Klumpenaar and Heidi Higginbottom
2018 Jan	The One Minutes Foundation One Minute Series Biased Gods A One Minute Series for March 2018 curated by Janna Ullrich Every month, The One Minutes puts out a new series of one-minute films that investigate how we perceive and engage with moving image.
2016 – ongoing	<i>Maagdenhuis2015</i> project team, NL Alexander Nieuwenhuis, Tashina Blom, Molly Bouwer, Nardi Lam, Stanislaw Liguziński and Ruben Sibon Maagdenhuis2015 – A participatory online archive of student protests in Amsterdam conception and design of online multi-media editing software; multimedial commentary features; collection features; web architecture; user interface design; visual identity
2015 – ongoing	<i>Foundation Here To Support</i> , NL United Refugees Here, media platform for refugee collectives throughout Europe web architecture; user interface design; visual identity
2017 Aug	ACED, NL ACED Platform for Design and Journalism, animation identity video storyboard; illustration; animation; sound
2017 Aug	<i>The Common Affairs, Het Algemeen Dagblad</i> Homoerotic Love in Islam, animation short research; script; storyboard; illustration; animation; sound

2016 Jan	<i>Foundation Here To Support</i> , refugee collective <i>We Are Here</i> , NL Occupying The Borders Forum, political forum in Vaals (NL/D/B), Sep 2017 conception and design of critical physical and digital interventions into touristic infrastructure comprising hiking apps, tourist maps, restaurant menus and souvenirs in collaboration with refugees in limbo
2016 Apr – Jul	<i>Metahaven Design Studio</i> , NL Information Skies, film conception & design of animations; keyframe animation
2015 Sep – Nov	<i>Motel Spatie & Open A.I.R Plzen</i> , CZ Artist in Residence research & game design <i>The Dispossessed Monopolist</i>
2014 Jan – Mar	<i>Graphic Design Festival Breda</i> , NL A One Week Wonder, info graphic research, conception and design of an infographic on meat consumption
2013 Jan – Jun	<i>Mediafonds & Sandberg Institute</i> , NL in collaboration with graphic designer Mark-Jan van Tellingen & Lustlab Liquid Journalism Wiki, online archive documentation of a master class on 'liquid journalism'; development of an online archive; user interface design; visual identity
2012 Sep	Artist Lawrence Abu Hamdan; <i>Casco, Office for Art, Design and Theory; Foundation LOS & de Taalstudio</i> Conflicted Phonemes, info graphics and maps conception and design of an alternative set of maps revealing the questionable nature of language analysis used to identify asylum seekers' place of origin; conduction of a workshop with Somali refugees, preparation of print files
2011 Sep – Dec	<i>Design Studio Åbåke</i> , London, GB Internship editorial research at city archives, museums and libraries; conception and design of infographics; conception and conduction of workshops for children and elderly

Current occupations

2019 – ongoing	<i>Quality Beast</i> , Game Publisher Berlin (DE) <i>Game Designer & Graphic Designer</i>
2018 – ongoing	<i>ArtEZ Academy of the Arts</i> , Arnhem (NL) <i>Teacher at BA Fine Art and Design in Education</i> 1st year students: Graphic Design 2nd & 3d year students: Interaction Design & Performance Art with Caz Egelie 4th years: graduation tutoring
2012 – ongoing	Self-employed designer based in Amsterdam (NL)

Workshops & Teaching

2021 Mar	<i>Databootcamp Lost In Europe</i> , (NL) <i>Workshop Storytelling</i>
2018 – 2020	<i>Hogeschool Utrecht</i> , Utrecht (NL) <i>Teacher at School for Journalism Datavisualisation BA Minor</i>
2019 Mar-Jun	<i>Minerva Adademy</i> , Groningen (NL) <i>Off-Course Teacher 'The New Normal', BA Fine Art, Graphic Design, & Game Design</i>
2017 Oct	<i>The One Minutes & Sandberg Instituut</i> , Amsterdam (NL) <i>One Minute Film workshop MA Design</i>
2017 Oct – Dec	<i>Hogeschool Utrecht</i> , Utrecht (NL) <i>Guest teacher at School for Journalism Datavisualisation BA Minor</i>
2017 Oct	<i>Design Academy</i> , Eindhoven (NL) <i>Crits MA Contextual Design</i>
2017 May – Jun	<i>Sandberg Instituut</i> , Amsterdam (NL) <i>Crits MA Design</i>
2017 May 16	<i>Burg Giebichtenstein Art Academy</i> , Halle (DE) , Festival <i>Amsterdam Roots Festival – World Refugee Day</i> <i>Crits BA Communication Design</i>
2016 Jul 20 – 22	<i>OTIS College of Art and Design</i> , Los Angeles (US) <i>Developing new forms of storytelling with MFA Graphic Design</i>
2016 Feb 22	<i>Minerva Academie Groningen</i> , <i>Master Kunsteducatie Amsterdam</i> and <i>Stedelijk Museum</i> Amsterdam (NL) <i>Exploring the definition and framing of truth through media savvy-ness</i> with BA Graphic Design & Interaction Design
2016 Feb 12	<i>ArtEZ Studium Generale Chaos & Conflict</i> , Arnhem (NL) in collaboration with the <i>We Are Here</i> refugee collective, <i>Alternative Learning Tank</i> and <i>Motel Spatie</i>

Developing new (artistic) forms of protest for refugees in limbo with BA Design & Art students

2016 Feb 4 – 6	<i>ISOC Internet Society NL, Refugee Hackathon, Amsterdam (NL)</i> in collaboration with the <i>We Are Here</i> refugee collective, <i>Alternative Learning Tank</i> <i>Developing new (artistic) forms of protest for refugees in limbo</i>
2015 Sep	<i>DEPO2015 and Koventinka Plzen (CZ)</i> <i>The Art of Hospitality for 7-11 years old children</i>
2013 Mar 27 – 30	<i>Blokovi Design Conference Belgrade Vojnik 4, Belgrade (SRB)</i> <i>New Educational Frameworks for Children, Students and the Elderly</i> with BA Graphic Design & Interaction Design
2011 Nov	<i>Serpentine Gallery and Skills Exchange Program, London (GB)</i> for and with design studio <i>Åbäke</i> <i>Self-portrait workshop</i>
2011 Oct	<i>Serpentine Gallery and Skills Exchange Program, London (GB)</i> for and with design studio <i>Åbäke</i> <i>Superpower Eyes workshop for children</i>
2011 Oct	Artist <i>Yuri Suzuki (JP)</i> and <i>Serpentine Gallery, London (GB)</i> assisting design studio <i>Åbäke</i> <i>Seeing Sounds workshop</i>

Lectures & Public Speaking

2017 Oct	<i>Design Academy, Eindhoven (NL)</i> <i>The Concept of Play as a Tool for Political Discourse</i>
2017 Jun 20	<i>Pakhuis de Zwijger, Amsterdam (NL), Festival Amsterdam Roots Festival – World Refugee Day</i> <i>Quantified and We Are Here – A Board Game As An Emancipatory Tool</i>
2017 May 16	<i>Burg Giebichtenstein Art Academy, Halle (DE), Festival Amsterdam Roots Festival – World Refugee Day</i> <i>Quantified and We Are Here – A Board Game As An Emancipatory Tool</i>
2017 Jan 16	<i>ArteZ Academy of the Arts, Arnhem (NL), Symposium Checkpoints & Chokepoints</i> <i>Surveillance Capitalism and the Rise of a New Society – a Board Game as a Tool for Political Discourse</i>
2016 Jul 20 – 22	<i>OTIS College of Art and Design, Los Angeles (US)</i> <i>Speculative Design</i>
2016 Feb 22	<i>Minerva Academie Groningen, Stedelijk Museum, Amsterdam (NL)</i> <i>On Media Savvy-ness, Visual identities & Authenticity</i>
2013 Oct	<i>Pecha Kucha Amsterdam, Trouw, Amsterdam (NL)</i> <i>Eudaimonia in Education</i>
2013 Oct	<i>Pecha Kucha Amsterdam, Mezz, Breda (NL)</i> <i>Eudaimonia in Education</i>
2013 Mar 27 – 30	<i>Blokovi Design Conference Belgrade Vojnik 4, Belgrade (SRB)</i> <i>Artificial Companions – Human Customization, Now and Beyond</i>
2012 Sep	<i>Graphic Design Festival Breda 2012, Breda (NL)</i> <i>Urban Food Agency</i>
2012 Sep	<i>Arnhemse Nieuwe 2012, Arnhem (NL)</i> <i>Urban Food Agency</i>

Exhibitions, Screenings and Performances

Others:

2021, Oct	<i>Carbon Roller Coaster</i> interactive online work at <i>Cinekid Play, Cinekid Filmfestival (NL)</i>
2019, Oct	<i>The Grand Boemklats Motel</i> festival installation at <i>Circus Provocativo, De Lieveinge, Vuren (NL)</i>
2018, Jun	<i>Suck at First Date</i> demo at <i>De Nacht van De Liefde, Arminius, Rotterdam (NL)</i>
2015, Nov	<i>The Dispossessed Monopolist</i> , game sessions at <i>DEPO2015, Plzen (CZ)</i>
2014 Jan 10 – Feb 22	<i>She Will Love Me No Matter What</i> (film short, 17 min) at <i>N.Y.D.P., Designcenter De Winkelhaak, Antwerpen (B)</i>
2014 Apr 17 – 27	<i>A One Week Wonder</i> , infographic, 3,55 x 2,45 m, at <i>Graphic Design Festival Breda 2014</i>
2012 Oct	<i>Urban Food Agency, ITEMS Dutch Design Graduates 2012 at Dutch Design Week 2012, Eindhoven (NL)</i>
2012 Sep 18 – Okt 5	<i>Urban Food Agency, Arnhemse Nieuwe 2012 at Department Arnhems Design, Arnhem (NL)</i>
2012 May 17	Book launch <i>Tesco Is Not The Devil : A book launch in 3 courses: 3 course reading + 3 course concert + 3 course dinner, Arnhem (NL)</i> Design and production facilitated by <i>Studio Abäke, London (GB)</i>

Showcases of *Quantified*:

2019, Jun-Sep	as part of A School of Schools, Z33, Hasselt (BE)
2019, May	as part of A School of Schools, Atelier Luma, Arles (FR)
2019, Jun	as part of A School of Schools, Istanbul Design Biennial, Istanbul (TR)
2018, Nov	demo at Board Game Fair PAX Unplugged, Philadelphia (US)

2018, Jul	demo at Board Game Fair <i>Berlin Brettspiel Con</i> , The Hague (NL)
2018, Jun	demo at Techculture Festival <i>Bordersessions</i> , The Hague (NL)
2018 + 2019	demo at Board Game Fair <i>Spiel Essen</i> , Birmingham (UK)
2018 + 2019	demo at Board Game Fair <i>UK Games Expo</i> , Birmingham (UK)
2017, Oct	demo at Board Game Fair <i>Spellenbeurs</i> , Eindhoven (NL)
2017, Sep	demo at Board Game Fair <i>Ducosim Games Fair</i> , Amersfoort (NL)
2017 Jul	<i>Fairphone</i> , game session <i>Quantified</i> with Fairphone employees, Amsterdam (NL)
2015 Dec	<i>NOT/INVITED – Issues of mobility and movement in Europe</i> , <i>Meetfactory</i> , Praag (CZ)
2015 Oct	<i>DEPO2015</i> , Plzen (CZ)
2015 Oct	<i>GDFB Play</i> , <i>Graphic Design Festival Breda 2015</i> , Breda (NL)

Screenings of the One Minute Series *Biased Gods*:

2018 March	<i>FC Hyena</i> , Amsterdam (NL); <i>Bonnefantenmuseum</i> , Maastricht (NL); <i>Dortmunder U</i> (DE), <i>East China Normal University</i> , Shanghai (CN); <i>Lloyd Hotel & Cultural Embassy</i> , Amsterdam (NL); <i>MU</i> , Eindhoven (NL); <i>Museum de Fundatie</i> , Zwolle (NL); <i>Museum Hilversum</i> (NL); <i>De School</i> , Amsterdam (NL); <i>WOW</i> , Amsterdam (NL)
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Showcases of *Conflicted Phonemes* by artist Lawrence Abu Hamdan, graphic design by Janna Ullrich:

2015 Jul 11 – Sep 13	<i>(Taqiyya)–The Right to Duplicity</i> , solo exhibition Lawrence Abu Hamdan – <i>Kunst Halle Sankt Gallen (CH)</i>
2013 Sep – 2014 Feb	<i>Schizophrenia</i> – <i>Centre d'Art Contemporain La Synagogue de Delme (FR)</i>
2013 Jul – Nov	<i>Word. Sound. Power.</i> – <i>Tate Gallery, London (GB)</i>
2013 Aug 1 – 28	<i>The String and the Mirror</i> – <i>Lisa Cooley Gallery, New York (USA)</i>
2012 Oct 13 – Dec 16	<i>Aural Contract: The Whole Truth</i> – <i>Casco Office for Art, Design & Theory, Utrecht (NL)</i>

Grants, Honors and Nominations

2016 Aug – 2017 Oct	<i>Talent Development Grant</i> by the <i>Dutch Stimuleringsfonds Creatieve Industrie</i>
2015 Aug – Nov	Artist in residence, <i>OPEN A.I.R.</i> , Plzen (CZ)
2012 Aug – 2015 May	<i>Rosa Luxemburg Foundation Scholarship holder</i>
2012 Jul	<i>ITEMS Magazine Dutch Design Graduate 2012</i>
2012 Jul	<i>Arnhemse Nieuwe 2012</i>

Media Coverage

2020 Jan	Surrealist ,Cooking' in Bratislava – RTV Slovakian International Radio featuring <i>I'd Eat That Tour</i>
2019 Jan	Blue Peg Pink Peg – boardgaming podcast featuring <i>Quantified (52:30 min – 01:01:55 min)</i>
2018 Dec	Sprites & Dice – boardgame blog featuring <i>Quantified</i>
2018 Jun	Shut Up and Sit Down Podcast – boardgame podcast featuring <i>Quantified (36:05 min – 47:29 min)</i>
2017 Aug	Het Algemeen Dagblad – <i>Homeroetic Love in Islam</i>
2017 Feb	Glamcult – Talent Feature
2016 Spring	Cabinet Magazine, MIT Press – featuring <i>Conflicted Phonemes</i>
2015 Dec	OPEN A.I.R. (Czech artist in residence program)– Interview about my residency bij <i>OPEN A.I.R.</i> , video
2015 Nov	Deník (Czech newspaper) covering the board game prototype <i>The Dispossessed Monopolist</i>
2015 Nov	Český rozhlas (Czech newspaper) covering the board game prototypes <i>Quantified</i> and <i>The Dispossessed Monopolist</i>
2015 Nov	Plzeň (Czech newspaper) covering the board game prototype <i>The Dispossessed Monopolist</i>
2015 Oct	Radio Erft (German radio station) – Interview about <i>Quantified</i>
2015 Jun	One World Magazine <i>Waan Je Een Vluchteling</i> – Interview about <i>Quantified</i>
2015 Jun	Metropolis M Sandberg Institute Graduation Show 2015 featuring <i>Quantified</i>
2015 Nov – Dec	Étapes Magazine <i>Écoles & Diplômes étapes: 228</i> featuring <i>Quantified (formerly No Man's Land)</i> & <i>So You Think You Can Immigrate</i>
2015 Mar	VICE Magazine – featuring <i>Conflicted Phonemes</i>
2014 Spring	Nero Magazine ISSUE 34 – featuring <i>Conflicted Phonemes</i> by Mihnea Mircan & Lawrence Abu Hamdan
2013 Oct 3	New York Times <i>The Power Of Sound As An Art Form</i> – featuring <i>Conflicted Phonemes</i>
2013 Jan 10	Meta Mute Review on <i>The Whole Truth</i> – featuring <i>Conflicted Phonemes</i>

Education

2012 – 2015	<i>Sandberg Instituut, Amsterdam (NL)</i> , Master of Design
2008 – 2012	<i>ArtEZ Academy for the Arts, Arnhem (NL)</i> , Bachelor of Design
2000 – 2008	<i>Geschwister Scholl Gymnasium, Pulheim (D)</i> , Abitur

Languages

German	native language
English	fluent in speaking and writing
Dutch	fluent in speaking and writing

Digital Media Skills

Adobe After Effects	Adobe Photoshop
Adobe Dreamweaver (HTML / CSS basics)	Audio Recording & Editing
Adobe Indesign	Final Cut Pro
Adobe Illustrator	