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Janna Ullrich holds a Master's degree in design and works as a self-employed graphic designer and researcher since 2012. She directs and collaborates on projects that enable users to explore and experience dystopian as well as utopian scenarios evolving from social power structures.

Ullrich works on self-initiated projects and in commission for NGO's, activists, cultural institutions, festivals and design studios, which have been exhibited at *Tate Modern* London, the *International Film Festival Rotterdam*, *Meetfactory* Prague, *Graphic Design Festival Breda*, *Gwangju Biennale* South Korea, *Mumbai Art Room* and the *Dutch Design Week* Eindhoven.

She has been a grantee of the *Talent Development Grant* by the *Dutch Stimulerings Fonds* and developed a cooperative board game about algorithmic citizenship which will be published by Berlin-based publisher *Quality Beast* in November 2019. She has been artist in residence at *Open A.I.R.* Plzeň and a scholarship holder at the *Rosa Luxemburg Foundation* in Germany. Ullrich has lectured at *OTIS College of Art and Design Los Angeles*, *Blokovi Design Conference Belgrade* and *Checkpoints & Chokepoints Arnhem*.

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## Commissioned and self-initiated projects

2018 Apr – Jun	Lara Staal & Yoonis Osman Nuur <b>„Europe on Trial‘, part of Forum On European Culture</b> visual identity
2018 Jan – Jun	Sandberg Instituut & Nederlands Instituut voor Beeld en Geluid <b>„Sandberg@Mediapark Masterclass 2018‘</b> 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 <b>One Minute Series ‚Biased Gods‘</b> 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.
2017 – ongoing	Board game publisher <i>Quality Beast</i> , Berlin (D) <b>„Quantified (formerly No Man’s Land)‘, board game</b> game development, art direction, facilitated game sessions
2015 – ongoing	Self Initiated project, funded by <i>Stimuleringsfonds Creative Industrie</i> <b>„Quantified (formerly No Man’s Land)‘, board game</b> artistic direction; project management; research; game development; game design; recruitment of experts for evaluation and feedback; production of a making-off documentary; campaign conception; promotion; acquisition of funding; financial administration; game tour
2016 – ongoing	<i>Maagdenhuis2015</i> project team, NL Alexander Nieuwenhuis, Tashina Blom, Molly Bouwer, Nardi Lam, Stanisław Liguziński and Ruben Sibon <b>„Maagdenhuis2015.org‘ – A participatory online archive of student protests in Amsterdam</b> 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 <b>„United Refugees Here‘, media platform for refugee collectives throughout Europe</b> web architecture; user interface design; visual identity
2017 Aug	ACED, NL <b>„ACED Platform for Design and Journalism‘, animation identity video</b> screenplay; design; animation; sounds
2017 Aug	<i>The Common Affairs, Het Algemeen Dagblad</i> <b>„Homoerotic Love in Islam‘, animation short</b> research; script; screenplay; design; animation; commissioning of voice-over;
2016 Jan	<i>Foundation Here To Support</i> , refugee collective <i>We Are Here</i> , NL <b>„Occupying The Borders Forum‘, political forum in Vaals (NL/D/B), Sep 2017</b> 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</i> Design Studio, NL <b>„Information Skies‘, film</b> conception & design of animations; keyframe animation

2015 Sep – Nov	<i>Motel Spatie &amp; Open A.I.R</i> Plzen, CZ <b>Artist in Residence</b> research & game conception; game design; press interviews; administrative communication
2014 Jan – Mar	<i>Graphic Design Festival Breda</i> , NL <b>,A One Week Wonder', info graphic</b> research, conception and design of an info graphic on meat consumption; preparation of print files
2013 Jan – Jun	<i>Mediafonds &amp; Sandberg Institute</i> , NL in collaboration with graphic designer Mark-Jan van Tellingen & Lustlab <b>,Liquid Journalism Wiki', online archive</b> documentation of a master class on 'liquid journalism'; development of an online archive; user interface design; visual identity
2012 Sep	Artist Lawrence Abu Hamdan; Casco, <i>Office for Art, Design and Theory</i> ; <i>Foundation LOS &amp; de Taalstudio</i> <b>,Conflicted Phonemes', info graphics and maps</b> 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	Design Studio <i>Ábäke</i> , London, GB <b>Internship</b> editorial research at city archives, museums and libraries; conception and design of info graphics; conception and conduction of workshops for children and elderly

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## Teaching

2018 Sep – 2019	<i>Minerva Academie, Groningen (NL)</i> Teacher OffCourse BA & MA studenten
2018 Sep – 2019	<i>Hogeschool Utrecht, Utrecht (NL)</i> Teacher Datavisualisation & Infographics BA Minor
2017 Oct	<i>The One Minutes &amp; Sandberg Instituut, Amsterdam (NL)</i> One Minute Film workshop MA Design
2017 Oct – Dec	<i>Hogeschool Utrecht, Utrecht (NL)</i> Teacher Datavisualisation & Infographics BA Minor
2017 Oct	<i>Design Academy, Eindhoven (NL)</i> Crits MA Contextual Design
2017 May – Jun	<i>Sandberg Instituut, Amsterdam (NL)</i> Crits MA Design
2017 May 16	<i>Burg Giebichtenstein Art Academy, Halle (DE)</i> , Festival <i>Amsterdam Roots Festival – World Refugee Day</i> Crits BA Communication Design
2016 Jul 20 – 22	<i>OTIS College of Art and Design, Los Angeles (US)</i> Developing new forms of storytelling with MFA Graphic Design
2016 Feb 22	<i>Minerva Academie Groningen, Master Kunsteducatie Amsterdam and Stedelijk Museum Amsterdam (NL)</i> Exploring the definition and framing of truth through media savvy-ness with BA Graphic Design & Interaction Design
2016 Feb 12	<i>ArtEZ Studium Generale Chaos &amp; Conflict, Arnhem (NL)</i> 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> Developing new (artistic) forms of protest for refugees in limbo
2015 Sep	<i>DEPO2015 and Koventinka Plzen (CZ)</i> <i>The Art of Hospitality</i> for 7-11 years old children
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> in collaboration with design studio <i>Ábäke</i> <i>Self-portrait workshop</i>
2011 Oct	<i>Serpentine Gallery and Skills Exchange Program, London (GB)</i> in collaboration with design studio <i>Ábäke</i> <i>Superpower Eyes</i> workshop for children
2011 Oct	Artist Yuri Suzuki (JP) and <i>Serpentine Gallery, London (GB)</i> assisting design studio <i>Ábäke</i> <i>Seeing Sounds</i> workshop

## 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 Quantified (formerly No Man's Land) 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 Quantified (formerly No Man's Land) 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 &amp; Chokepoints 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 &amp; Authenticity</i>
2015 Oct	<i>Minerva Academie Groningen, Groningen (NL)</i> <i>Quantified (formerly No Man's Land)</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 and Screenings

Screenings of the One Minute Series by *Biased Gods*:

2018 March	<i>FC Hyena, Amsterdam (NL)</i> <i>Bonnefantenmuseum, Maastricht (NL)</i> <i>Dortmunder U (DE)</i> <i>East China Normal University, Shanghai (CN)</i> <i>Lloyd Hotel &amp; Cultural Embassy, Amsterdam (NL)</i> <i>MU, Eindhoven (NL)</i> <i>Museum de Fundatie, Zwolle (NL)</i> <i>Museum Hilversum (NL)</i> <i>De School, Amsterdam (NL)</i> <i>WOW, Amsterdam (NL)</i>
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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, solo exhibition Lawrence Abu Hamdan – Kunst Halle Sankt Gallen (CH)</i>
2013 Sep – 2014 Feb	<i>Schizophrenia – Centre d'Art Contemporain La Synagogue de Delme (FR)</i>
2013 Jul – Nov	<i>Word. Sound. Power. – Tate Gallery, London (GB)</i>
2013 Aug 1 – 28	<i>The String and the Mirror – Lisa Cooley Gallery, New York (USA)</i>
2012 Oct 13 – Dec 16	<i>Aural Contract: The Whole Truth – Casco Office for Art, Design &amp; Theory, Utrecht (NL)</i>

Showcases of self-initiated projects

2018, Jun	<i>Quantified (formerly No Man's Land), demo at Techculture Festival Bordersessions, The Hague (NL)</i>
2018, Jun	<i>Quantified, demo at UK Games Expo, Birmingham (UK)</i>
2017, Oct	<i>Quantified, demo at Spellenbeurs, Eindhoven (NL)</i>
2017, Sep	<i>Quantified, demo at Ducosim Games Fair, Amersfoort (NL)</i>
2017 Jul 20	<i>Fairphone, Amsterdam (NL), game session Quantified with Fairphone employees</i>
2015 Dec	<i>NOT/INVITED – Issues of mobility and movement in Europe, Meetfactory, Praag (CZ)</i>
2015, Nov	<i>The Dispossessed Monopolist, game sessions at DEPO2015, Plzen (CZ)</i>
2015 Oct	<i>DEPO2015, Plzen (CZ)</i>
2015 Oct	<i>GDFB Play, Graphic Design Festival Breda 2015, Breda (NL)</i>
2015 Oct	<i>Minerva Academie Groningen, Groningen (NL)</i>
2015 Jun 18 – 21	<i>Somewhere Between Cat and Ruin, Sandberg Graduation Show 2015, Amsterdam (NL)</i>
2014 Jan 10 – Feb 22	<i>She Will Love Me No Matter What (film short, 17 min) at 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</i> , <i>ITEMS Dutch Design Graduates 2012</i> at <i>Dutch Design Week 2012</i> , <b>Eindhoven (NL)</b>
2012 Sep 18 – Okt 5	<i>Urban Food Agency</i> , <i>Arnhemse Nieuwe 2012</i> at <i>Department Arnhems Design</i> , <b>Arnhem (NL)</b>
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</i> , <b>Arnhem (NL)</b> Design and production facilitated by <i>Studio Abäke</i> , <b>London (GB)</b>

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## Media Coverage

2017 Aug	<b>Het Algemeen Dagblad</b> – <i>Homoerotic Love in Islam</i>
2017 Feb	<b>Glamcult</b> – Talent Feature – highlighting quickly rising artists
2016 Spring	<b>Cabinet Magazine, MIT Press</b> – featuring <i>Conflicted Phonemes</i>
2015 Dec	<b>OPEN A.I.R.</b> (Czech artist in residence program)– Interview about my residency bij <i>OPEN A.I.R.</i> , video
2015 Nov	<b>Denik</b> (Czech newspaper) covering the board game prototype <i>The Dispossessed Monopolist</i>
2015 Nov	<b>Český rozhlas</b> (Czech newspaper) covering the board game prototypes <i>Quantified (formerly No Man's Land)</i> and <i>The Dispossessed Monopolist</i>
2015 Nov	<b>Plzeň</b> (Czech newspaper) covering the board game prototype <i>The Dispossessed Monopolist</i>
2015 Oct	<b>Radio Erft</b> (German radio station) – Interview about <i>Quantified (formerly No Man's Land)</i>
2015 Jun	<b>One World Magazine</b> <i>Waan Je Een Vluchteling</i> – Interview about <i>Quantified (formerly No Man's Land)</i>
2015 Jun	<b>Metropolis M</b> <i>Sandberg Institute Graduation Show 2015</i> featuring <i>Quantified (formerly No Man's Land)</i>
2015 Nov – Dec	<b>Étapes Magazine</b> <i>Écoles &amp; Diplômes étapes: 228</i> featuring <i>Quantified (formerly No Man's Land)</i> & <i>So You Think You Can Immigrate</i>
2015 Mar	<b>VICE Magazine</b> – featuring <i>Conflicted Phonemes</i>
2014 Spring	<b>Nero Magazine</b> ISSUE 34 – featuring <i>Conflicted Phonemes</i> by Mihnea Mircan & Lawrence Abu Hamdan
2013 Oct 3	<b>New York Times</b> <i>The Power Of Sound As An Art Form</i> – featuring <i>Conflicted Phonemes</i>
2013 Jan 10	<b>Meta Mute</b> Review on <i>The Whole Truth</i> – featuring <i>Conflicted Phonemes</i>

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## Education

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

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## 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> , <b>Plzen (CZ)</b>
2012 Aug – 2015 May	<i>Rosa Luxemburg Foundation Scholarship</i> holder
2012 Jul	<i>ITEMS Magazine Dutch Design Graduate 2012</i>
2012 Jul	<i>Arnhemse Nieuwe 2012</i>

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## Languages

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

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## Digital Media Skills

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