

CURRICULUM VITAE

Name: Ágnes Karolina BAKK PhD

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Bio: <https://mome.hu/hu/emberek/bakk-agnes-karolina>

Researchgate (list of publications): <https://www.researchgate.net/profile/Agnes-Bakk>

Blog: <https://zip-scene.com/>

Employment history

1. **Position:** lead researcher and head of **Immersion and Interaction Hub at Moholy-Nagy University of Art and Design**. Managing a research team composed of 5 researchers, setting up strategical goals and mentoring their research.

Date: May, 2023 -

2. **Position:** researcher in immersive media at **Moholy-Nagy University of Art and Design**
Date: March, 2020 -

1.1. **The Role of Metaverse in Cultural and Educational Professionals' Practice**. Research project commissioned by Goethe Institute (Contributing researcher: Sebastian Gschanes)

1.2. **Mapping Social Behaviour in Social VR Spaces That Simulate Metaverse-like Environments** - lead researcher

1.3. **Zencuary // Prototyping natural environment representation in VR and measuring its relaxation effects** - lead researcher (contributing researcher: Borbála Tölgyesi)

Other responsibilities: **Research Excellence Work Group - Innovation Center-** program leader
2021 November- May 2023

www.mome.hu

3. **Position:** board member and STSM coordinator at **INDCOR - Interactive Digital Narratives for Complexity Representation** COST Action (no. 18230)

Date: December, 2019 - June 2024

www.indcor.eu

4. **Position:** co-founder & co-curator at **VEKTOR VR** section (together with András Szabó);
Date: March 2019 -

5. **Position:** international editor, **Játéktér** journal

Date: January, 2019 - June, 2023

www.jatekter.ro

6. **Position:** junior researcher; **Sapientia Hungarian University of Transylvania in the research project;** “Rethinking Intermediality in Contemporary Cinema: Changing Forms of In-Betweenness”, Code: PN-III-ID-PCE-2016-0418, funded by the UEFISCDI (Executive Unit for Financing Higher Education, Research, Development and Innovation). Research led by: Dr. Pethő Ágnes.
Date: September 2017 - December 2019.
7. **Job title:** co-founder at Random Error Studio, Budapest
Dates: December 2018 –
<https://randomerror.studio>
8. **Job title:** founder at ZIP-SCENE Conference and Magazine. The ZIP-SCENE conference is a yearly conference on immersive storytelling organized in Budapest since 2018. Since 2023 the conference is organized in Prague, CZ.
Dates: June, 2016 -
Magazine: <http://zip-scene.com>; Conference: <https://zip-scene.mome.hu>
9. **Job title:** journalist and editor at **Hungarian National Film Archive**
Dates: January 2012 - November 2019
www.mandarchiv.hu; www.filmarchiv.hu

Studies/Qualifications

PhD in Design Culture Studies at Moholy-Nagy University of Art and Design, Budapest

Research field: performing arts, new technologies, interactivity, co-creation.

September 2016 – August 2020

(More info: <http://doktori.mome.hu/author/bakkagnes/?lang=en>)

Defense date: 31 March, 2023.

Summa cum laude PhD in Design Culture Studies

MA in Theatre Studies, Károli Gáspár University, Budapest, Hungary

2008 September – 2010 June

MA in Theatre Studies, Babes-Bolyai University, Cluj-Napoca, Romania

2005 October – 2008 July

BA in Hungarian and Finnish Studies, Babes-Bolyai University, Cluj-Napoca, Romania

2004 September – 2008 July

BA in Buddhist and Religion Studies, The Dharma Gate Buddhist College, Budapest

2009 September – 2012 June

Professional Memberships/Accreditations:

ARDIN - Association for Research in Digital Interactive Narratives (board member)

Fellowships:

2018: National Excellency Program Fellowship (ÚNKP)

2019: National Excellency Program Fellowship (ÚNKP)

2023-2024: National Excellency Program Fellowship (ÚNKP)

International Conference Presentations (selected list):

1. *"it makes my nose itchy." Phantom touch, wellbeing, ethical & design considerations.*
ACM IMX Conference - Stockholm, Sweden
12 June, 2024
2. *Current Challenges of Using Metaverse-like Environments for Educational Purposes.*
The Metaverse for the Good Conference, Barcelona, Spain.
9 April, 2024.
3. *Zenctuary VR: A High-Fidelity Virtual Reality Application.*
Pixelated Perspective Conference, Debno Poland. (Presenters: Dana Katz (ELTE), Ágnes Karolina Bakk)
22 March, 2024.
4. *Towards a Multisensorial Immersive Design: Simulating the Effects of Nature in Virtual Reality Environment?*
Senses and Sensibility Conference, 2023.
29 November, 2023. Malaga, Spain.
5. *Curatorial Challenges of Exhibiting VR IDN's in Film Festival Format.*
International Conference of Interactive Digital Storytelling - ICIDS
12 November, 2023. Kobe, Japan.
6. *IDN's as a Tool for Social Change.* Bologna, Italy.
ART ER - EIT KICK Conference,
12 October, 2023.
7. *Fact and Fiction in Video Games. How Much Fiction is Needed for a Historical Game.* 21 June,
2023 DIGRA - Digital Games Research Association Conference - Sevilla, Spain
8. *Zenctuary VR. Simulating Nature in VR Environment In Order to Create Restorative Experiences.*
ACM IMX - Interactive Media Conference, Nantes, France
13 June, 2023
9. *Hunting the Hunters:*
Keynote presentation Languages in Cultural Perspectives: Practices, Discourses, Cognition.
29 March, 2023, Konin, Poland.
10. *Panel discussion about the future of New Visual Narratives.*
New Visual Narratives Conference
2022.07.01-03. Lodz, Poland
11. *Archival Material in Environmental Storytelling: Representing 1980's Hungarian Society Through a Walking Simulator.*
Solingen Museum, Play! Conference (together with Bendegúz Szatmári)
12 March, 2022.
12. *Magic in Theatre and Video games* - presentation at Future Media Theatres cooperation project,
online, Skövde University, 2021.12.16
13. *The Ethics of Virtual Reality Interactive Digital Narratives in Digital Heritage* (together with Jonathan Barbara and Hartmut Koenitz) -
ICIDS- International Conference of Interactive Digital Storytelling.
Tallinn Estonia. Conference poster presentation, 2021.12.08-10.

14. *Would you denounce your neighbour? Representing 1980's Hungarian Society through Walking Simulator* (together with Bendegúz Szatmári)
GLOW Conference, Lusofona University,
22 October, 2021. Lisbon, Portugal
15. *VR theatrical forms*
Theatre&Technology Conference by ELTE
25 September, 2021. Budapest, Hungary
16. *Kara Agora project presentation*
Rector VRso online festival,
14 April, 2021. Laval Virtual Space
17. *The Machine Stops*
Pitching at 5th Wall Forum
8 March 2021. Online.
18. *Video games in museum*
Presentation at Petőfi Literature Museum
3 March, 2021. Budapest, Hungary.
19. Panel discussion about women's role in technology
TECH Conference Europe
8 March, 2021. online
20. *Types of Immersion*
Play in Life conference organized by the University of Public Service
25 February 2021
21. *Immersion and The Science of Magic*
Conference organized by the Committee of Academy of Science Cluj
25 January, 2021. online
22. *VR For Environmental Change* - keynote speaker
Environmental Sciences Department, Central European University
16 December, 2020. Budapest, Hungary.
23. *Is There Magic in VR?* - keynote speaker
DokNeuland - DOK LEIPZIG,
29 October, 2020. online
24. *ComplexityJam* - Case study (with Hartmut Koenitz)
ICGJ Conference on Games Jams
25 August 2020. Online
25. Opening debate presentation about ComplexityJam
INDIECADE International Game Jam
29 July, 2020. online
26. *Digital Intimacy and Societal Change*
Performimmersion Conference,
29-30 January, 2020. Berlin, Germany.
27. *Thrill or Magic in VR.*
Zip-Scene Conference
10-12 November, 2019. Budapest, Hungary
28. *Design Framework for VR – Using the Science of Magic*
The Picturesque: Visual Pleasure and Intermediality
Conference at Sapientia - The Hungarian University of Transylvania
25 October, 2019. Cluj/Kolozsvár, Romania
29. *Let's Get Scared. Magic in VR.*
CILECT Conference
6-12 October, 2019. Moscow, Russia.

30. *Look Around. It's All VR. International*
ELIA Academy
25-27 September, 2019. Stuttgart, Germany
31. *VR and Embodied Experience Via The Horror Sensorium*
NECS Conference
14 June, 2019, Gdansk, Poland.
32. *Performing the Anthropocene – Towards a New Intimacy*
Conference on Theatre and New Materiality by University of Montreal, Canada
28 May, 2019., Montreal, Canada
33. *SOMNAI – Horror Sensorium in VR-performance*
Theater und Technik Konferenz,
8-10 November, 2018, Düsseldorf, Germany.
34. *Embedded Liminal Experiences: VR-Experiences Framed by Performance Art.*
Intermediality Now: Remapping In-Betweenness
Conference at Sapientia- The Hungarian University of Transylvania
18-20 October, 2018. Cluj/Kolozsvár, Romania
35. *Hunting Guilt, Shame and Embarrassment. How Immersive Theatre Uses Video Game Mechanics In Order to Create Social Emotions.*
Central and Eastern European Game Studies Conference at FAMU
11-13 October, 2018., Prague, Czech Republic
36. *Video Application as an Intertwining Agent for Different Media.*
Symbiotic Cinema: Confluences between Film and Other Media co-organized by SERCIA
Linnaeus University
6-8 September, 2018, Växjö, Sweden,
Conference organized in collaboration with SERCIA
37. *Analogue and Digital Immersive Experiences. What should Digital Creators Learn from Live Theatre Makers?*
EVA London 2018: Electronic Visualisation and the Arts,
9-13 July, 2018. London, UK.
38. *Total Immersion with Human Interface: Hypermediacies of VR Productions.*
NECS Conference: Media Tactics and Engagement
27-29 June, 2018. Amsterdam, The Netherlands
39. *How Deep Is Your Immersion?*
Presentation at the The Power of Immersion. Theatre - Affect - Politics workshop
Freie Universität
9-13 April, 2018. Berlin, Germany
40. *How Interactivity Is Changing in Immersive Performances - An Approach to Understanding the Use of Interactive Technologies in Performance Art.*
International Conference of Interactive Digital Storytelling. ICIDS
14-17 November, 2017. Funchal, Madeira, Portugal.
41. *Narrative Environments Using Game Design Mechanism in Performance Installations & VR.*
Clash of Realities 2017 Conference on Art, Technology and Theory of Games.
5-7 November, 2017. Cologne, Germany.
42. *Vegetal Mediations*
Plant Agency Conference (organized by Translocal Institute) at Central European University
5 May, 2017. Budapest, Hungary.
43. *Digital Theatrical Formats and Their Comparison*
Play The City! Conference NIEUW
20-21 April, 2017. Rotterdam, The Netherlands

44. *Potential of Independent Sector in Theatre /*
Theatre Conference of Tehran at Centre for Dramatic Arts
5-7 March, 2017. Tehran, Iran
45. *Is There an Online Theatre with its Online Community? - Online Theatre Strategies for
Creating New Communities*
Open Fields Conference - RIXC Festival
27-29 September, 2016. Riga, Latvia
46. *Interactive Digital Theatre*
Media Archeology Conference, Organized by the University of Film, Television and Theatre
23-25 October, 2015. Beograd, Serbia.
47. *New Technologies for New Audience.*
Redefining Theatre Communities. Gozo University & New Tides Platform
15-18 September, 2015, Gozo, Malta

Conference chairing/board members:

Founder and showrunner of Zip-Scene Conference.
ICIDS - International Conference of Interactive Digital Storytelling (since 2019)
Cumulus Conference (2024)
EKSIG Conference (2025)

Publications:

See *List of Publications* on my [ResearchGate](#) profile

As editor, regular contributor and reviewer:

- Upcoming edited volume “Enchanting Spaces: Immersion in Analogue and Digital Environments” (Expected date: 2024 September by Palgrave Macmillan - Basingstoke, UK); co-edited with Péter Kristóf Makai.
- Regular article contribution to the journals *Helikon* (helikon.ro) and *Játéktér* (jatekter.ro).
- Conducting and publishing interviews on zip-scene.com.
- Guest editor at *Designo* special issue on Film and Design (2022/01).
- Regular reviewer for International Conference for Interactive Digital Storytelling, CSCW, CHI

Courses taught:

1. Immersive Storytelling / Transmedia Storytelling
2. Escape room design
3. VR narratives
4. Future Forecasting and Complexity

Interactive digital narratives and video games in which she collaborated as manager and narrative designer:

1. *Budapest-New York*, point-and-click game, 2020. <https://instituthongrois.itch.io/budapest-new-york>
2. *1986*, 3D historical detective game about the Kádár-era in Hungary (PC game), 2021. <https://89.edupro.osaarchivum.org/#szabadulj>
3. *Follow the Crown*, a historical game about the US-Hungarian diplomatic relationships (PC game). Release: November 2022 on Steam (supported by the US Embassy in Budapest). https://store.steampowered.com/app/2181830/Follow_The_Crown/

4. *Szöveg Világ*, mobile point-and-click game for Petőfi Literature Museum of Budapest. (commissioned by PIM), release: September 2022 available on iOS and Playstore.
5. *Mrs Houdini!*, Theatrical VR experience for Oculus Quest 2. Expected release: September 2024. <https://randomerror.studio/#do-not-you-dare>
6. *Panel Program*. VR experience developed by Random Error Studio. Contributing as dramaturg. Expected release autumn 2024.

Languages spoken:

Hungarian (native)
English (near-native)
Romanian (near-native)
German (advanced)
Finnish (advanced)