

Mark Mushiba

HCI Researcher in Applied Games, Interaction designer,
Front-end web developer, Musician, Poet, IT entrepreneur

EXPERIENCE

Inclusive and Collaborative Technology Innovation Hub (ICTIH),

Namibia - Technology innovation coordinator

15 January 2019 - 31 May 2019

Growth strategy development, mentorship, business process modeling, business model innovation, IT strategy, research and development, prototyping, project management

University of Applied Sciences Berlin (HTW), Germany - Visiting Researcher with INKA group

May 2018 - 31 December 2018

Creative programming (Open frameworks, Processing, Unity, Supercollider, Computer Vision)

European Institute of Innovation and Technology (EIT), Italy — Entrepreneurial Doctoral student

March 2016 - PRESENT

IT Entrepreneurship student

Business model innovation, strategic growth management, lean startup methodology

University of Trento, Italy — Ph.D. candidate in HCI

February 2016 – October 2019

Researcher in Applied Games for health and well-being (DISI)

Teaching assistant in User-Centered Design

Creative programming with Supercollider, Unity, Three.js, JavaScript, Processing

Fablab Namibia, Namibia — Research & Special projects coordinator

January 2015 - December 2015

Fabrication machinery (CNC router, laser cutters), Prototyping (Raspberry Pi, 3D printers, Arduino, Smart Citizen, MS Kinect), maintenance of laboratory equipment, facilitating educational workshops, managing in-lab projects, academic research writing

Namibia University of Science & Technology, Namibia — Part-time lecturer

January 2015 - December 2015

Teaching undergraduate courses in Introduction to Databases and Internet Programming (Web apps, Semantic web), evaluating student projects, academic research writing in School of IT

The Techguys, Namibia — Front-end web developer

April 2014 - December 2014

User research and scientific writing, Interactive prototyping, user experience design, mobile application development (Java, Parse, Firebase, Android studio), Web design and development (CSS, HTML, PHP, JS, Angular JS, Git), motion graphics with After Effects for product promotion, project management, usability testing.

Syntex Technologies, Namibia — Software Engineer, Analyst

December 2009 - March 2014

Database management with SQL server 2008, business intelligence reports crystal reports 10, FRX and SQL reporting services, database programming in PL\SQL and SQL, requirements analysis, business process modeling, client support on Integrated Business Management System (Payroll, receivables, payables, asset management, cash management and bank reconciliation and human resources), VBA customization of ERP solutions (Microsoft Dynamics SL 7.0, MICROSOFT NAVISION 2008), User training and systems evaluation.

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EDUCATION

Ph.D. in Computer Science – Human

Computer Interaction, Thesis: Low-

threshold encounters for

intergenerational games

University of Trento, Italy,

<https://www.unitn.it/en>

Master of Information Technology -

(Namibia University of Science & Technology (NUST), Namibia, Aalto University, Finland),

<https://www.aalto.fi/fi>

Honors Business Computing - Namibia

University of Science & Technology (NUST), Namibia,

<https://www.nust.na>

Bachelor of Science - Computer

Science and Economics - University of Namibia (UNAM),

<http://www.unam.edu.na/>

Trainee at School of Machines, Making

& Make-Believe, Physical Computing, microelectronics, Berlin, Germany, (2019), <https://schoolofma.org/>

Trainee at Trust in Play: European

School of Urban Game Design, Athens, Greece (2019), <http://trustinplay.eu/>

AWARDS

EIT Digital (Italy) Entrepreneurial innovation scholarship recipient.

Microsoft certified IT professional -

Developer Microsoft Dynamics NAV Microsoft certified technology specialist - Microsoft dynamics C-side solution development

User-centered design for innovation

services and applications - Cape Peninsula University of Technology

Best overall Honors research- Namibia University of Science & Technology (NUST)

Scholarship Physical Computing for

Beginners - School of Machines, Making & Make-Believe (Berlin)

LIST OF PUBLICATIONS

Mushiba, M., Asino, T.A. (2015). Afrikan pedagogy and technology supported learning, in At the Intersections of traditional and Indigenous Knowledges and Technology Design", editors Bidwell, N. & Winschiers-Theophilus, H., publisher: Informing Science.

Mushiba, M, Winschiers-Theophilus, H., Du Preez, V., Molokwane, S. and Kolhi, J. (2015) Academia's responsibilities in community-based co-creation education –a critical review of two cases in South Africa and Botswana, 13th International Conference on Social Implications of Computers in Developing Countries, Openness in ICT4D: Critical Reflections on Future Directions

Mushiba, M., Gallert, P., & Winschiers-Theophilus, H. (2016). On Persuading an OvaHerero Community to Join the Wikipedia Community. In J. Abdelnour-Nocera, M. Strano, C. Ess, M. Van der Velden, & H. Hrachovec (Eds.), Culture, Technology, Communication. Common World, Different Futures: 10th IFIP WG 13.8 International Conference, CaTaC 2016, London, UK, June 15-17, 2016, Revised Selected Papers (pp. 1–18). Cham: Springer International Publishing. http://doi.org/10.1007/978-3-319-50109-3_1

Cozza, M., De Angeli, A., Jovanovic, M., Tonolli, L., Mushiba, M., McNeil, M., Coventry, L. Understanding Motivations in Designing for Older Adults. Proceedings of COOP2016, Trento, Italy. (2016)

Mushiba, M., D'Andrea, V., De Angeli, A. Persuasive Games for Intergenerational Social Interaction in Urban Areas. Proceedings of International Conference on Intelligent Technologies for Interactive Entertainment 2017, Madeira, Portugal. (2017)

Willis, M., Adamo, G., Mushiba, M. Persuasion and Empathy in Computer Games, An Ontological Perspective. 12th International Conference on the Philosophy of Computer Games (2017)

M. Mushiba and H.M. Heissmeyer. 2018. Dérive: An exploration of critical play for urban placemaking. In Proceedings of AFRICHI2018 conference, Windhoek, Namibia, December 2018 (AFRICHI'18), 3 pages. <https://doi.org/10.1145/3283458.3283525>

M. Mushiba. 2018. SoundPlay: An Interactive Installation for Playful Intergenerational Encounters in Public Areas. In Proceedings of AFRICHI2018 conference, Windhoek, Namibia, December 2018 (AFRICHI'18), 3 pages. <https://doi.org/10.1145/3283458.3283506>

M. Mushiba and H.M. Heissmeyer. 2018. Designing playful situations for strangers in urban areas. In Proceedings of AFRICHI2018 conference, Windhoek, Namibia, December 2018 (AFRICHI'18), 3 pages. <https://doi.org/10.1145/3283458.3283522>

REFERENCES

Prof. KASPER LOVBORG JENSEN

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Prof. MARKO NIEMINEN

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SCHOOL OF SCIENCE (ESPOO, FINLAND), DEPARTMENT OF COMPUTER SCIENCE AND
ENGINEERING
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Prof. ANTONELLA DE ANGELI

PROFESSOR OF HUMAN COMPUTER INTERACTION, FREE UNIVERSITY OF BOZEN-
BOLZANO, ITALY, DEPARTMENT OF INFORMATION ENGINEERING AND COMPUTER
SCIENCE
CELL: +390471016041
Email: antonella.deangeli@unibz.it

LANGUAGES

English, German, Italian,
Oshiwambo, Afrikaans

PROJECTS

Game design and development, Game theory, courses in Utrecht, Netherlands (2017)
<https://www.utrechtsummerschool.nl/courses/science/game-design-and-development>

Games for Cities Training School, Amsterdam, Netherlands (2016),
http://cyberparks-project.eu/sites/default/files/files/final_report_games_for_cities_training_school_0.pdf

Citizen Participation and City

Governance, EIT Digital, Berlin Summer School (2017)
<https://www.eitdigital.eu/newsroom/news/article/eit-digital-academy-summer-schools-a-deep-dive-into-innovation-entrepreneurship/>

Playful innovation workshop held for Lincoln City council at Frequency Festival, Lincoln, UK,
<http://frequency.org.uk/> (2017)

Community Engagement with Cape Peninsula University of Technology (CPUT)
https://www.researchgate.net/publication/307932323_Academia's_responsibilities_in_community-based_co-creation_education_-_A_critical_review_of_two_cases_in_South_Africa_and_Botswana

Development of mobile applications for Indigenous groups in Namibia and

Malaysia

<https://tariqzaman.iimdo.com/project/s/oroo/po-sms/>
<http://www.indiknowtech.nust.na/studentProject/completed-student-projects>