

# Constantinos Miltiadis

Academic CV as of December 2024

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Design researcher  
Department of Design & Department of Architecture  
School of Arts, Design & Architecture  
Aalto University  
Helsinki, Finland



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Citizenship: Cyprus (EU)

Languages: English (professional proficiency); Greek (native); German (A2, basic)

Note: Preferred author surname 'Miltiadis'; legal surname 'Miltiades'.

## I. Education

*Doctorate of Arts* [expected in 2025]

School of Arts, Design & Architecture, Aalto University

09.2019-2025

*Computer music* [non-degree studies]

Institute of Electronic Music, University of Music and Performing Arts, Graz

09.2018-06.2019

*Master of Advanced Studies in Architecture and Information* (MAS AI ETH)

Chair for CAAD, ETH Zurich

09.2013-11.2014

*Architect engineer* (Dipl.-Ing Architect)

Faculty of Architecture, National Technical University of Athens

09.2006-10.2012

## 2. Employment history

*Design researcher* (full-time)

Department of Design & Department of Architecture  
School of Arts, Design & Architecture, Aalto University  
09.2019-02.2025

*University assistant* (full-time)

Institute of Architecture and Media, TU Graz  
10.2015-08.2019

*Teaching & research assistant*

Chair for CAAD, ETH Zurich  
02-06.2015

*Research assistant*

Chair for Information Architecture, ETH Zurich  
02-07.2015

Freelance design researcher & consultant  
2013-2015

## 3. Published work

### 3.1. Peer-reviewed publications

Miltiadis, Constantinos. 2023a. "An Open Living Archive for ACADIA." In *Habits of the Anthropocene: Scarcity and Abundance in a Post-Material Economy*, III (2):229–31. Denver, Colorado: ACADIA. [https://papers.cumincad.org/cgi-bin/works/paper/acadia23\\_v3\\_229](https://papers.cumincad.org/cgi-bin/works/paper/acadia23_v3_229).

El Baroni, Bassam, Constantinos Miltiadis, Georgios Cherouvim, and Gerriet K. Sharma. 2023. "Cybersyn 1973/2023." In *Proceedings of the 27th Edition of the International Symposium on Electronic Art*, 260–61. Barcelona: Universitat Oberta de Catalunya.

Miltiadis, Constantinos. 2023b. "Other than Text: Media Used in Game Studies Publications. A Computational Analysis into 20 Years of Publications of the Game Studies Journal, and an Appeal for Research Through Design." In *Conference Proceedings of DiGRA 2023 Conference: Limits and Margins of Games Settings*. Sevilla: DiGRA. <https://doi.org/10.5281/zenodo.7944673>.

Fricker, Pia, Friederike Landau-Donnelly, Constantinos Miltiadis, and Shubhangi Singh. 2023. "Interconnected Agencies for Sustainable Futures: A Discourse on the Notion of Adaptation and Space." *Journal of Problem Based Learning in Higher Education* 11 (2): 100–125. <https://doi.org/10.54337/ojs.jpblhe.v11i2.7780>.

Miltiadis, Constantinos, and Gerriet K. Sharma. 2021. "Beyond the Visual - A Research Curriculum for Explorations in Spatiotemporal Environments." *Journal for Artistic Research*, no. 24 (September). <https://doi.org/10.22501/jar.815001>.

Miltiadis, Constantinos. 2020. "Oblivious to Gravity: Virtual Architecture between Disciplinary Dead Ends and Complex Intersections." *Archidoc* 8 (1): 24–37. [http://www.archidoc.net/Issues/vol8\\_iss1/ArchiDoc\\_vol7\\_is3\\_Variability\\_3.Miltiadis.pdf](http://www.archidoc.net/Issues/vol8_iss1/ArchiDoc_vol7_is3_Variability_3.Miltiadis.pdf).

———. 2018. "Virtual Reality, Videogames, Architecture and Education. From Utopian Drawings to Inconstructible Navigable Environments." In *Computing for a Better Tomorrow - Proceedings of the 36th eCAADe Conference*, edited by A Kepczynska-Walczak and S Bialkowski, 2:815–24. Lodz, Poland: Lodz University of Technology. <https://doi.org/10.52842/conf.ecaade.2018.2.805>.

- . 2016. "Project Anywhere: An Interface for Virtual Architecture." *International Journal of Architectural Computing* 14 (4): 386–97. <https://doi.org/10.1177/1478077116670746>.
- . 2015. "Virtual Architecture in a Real-time, Interactive, Augmented Reality Environment - Project Anywhere and the Potential of Architecture in the Age of the Virtual." In *Real Time - Proceedings of the 33rd eCAADe Conference*, edited by Bob Martens, Gabriel Wurzer, T Grasl, WE Lorenz, and R Schaffranek, 1:61–68. Vienna: Vienna University of Technology. <https://doi.org/10.52842/conf.ecaade.2015.1.061>.
- . 2013. "From the Univocal to the Dissipative. Computation and Performance Methodology in Real-Time Architecture." In *Computation and Performance – Proceedings of the 31st eCAADe Conference*, 1:517–25. Delft: Delft University of Technology. [http://papers.cumincad.org/cgi-bin/works/paper/ecaade2013\\_206](http://papers.cumincad.org/cgi-bin/works/paper/ecaade2013_206).

### 3.2. Contributions to edited volumes

- Miltiadis, Constantinos, and Miro Roman. 2022. "Groundlessness." In *Chimeras: Inventory of Synthetic Cognition*, edited by Ilan Manuach and Anna Engelhardt, 310–12. Athens: Onassis Foundation. <https://www.onassis.org/culture/publications/chimeras-inventory-of-synthetic-cognition>.
- Gerber, David, Evangelos Pantazis, Biayna Bogosian, Alicia Nahmad, and Constantinos Miltiadis, eds. 2022. *Computer-Aided Architectural Design. Design Imperatives: The Future Is Now. 19th International Conference, CAAD Futures 2021, Los Angeles, CA, USA, July 16–18, 2021, Selected Papers*. Communications in Computer and Information Science. Springer. <https://doi.org/10.1007/978-981-19-1280-1>.
- Miltiadis, Constantinos. 2022. "Spacetime-Craft: An Archaeology of Visions and Explorations of Spatial Experience." In *Bildhafte Räume, Begehbare Bilder*, edited by Kassandra Nakas and Philipp Reinfeld, 149–65. Architektur Der Medien – Medien Der Architektur 2. Paderborn, Germany: Brill | Fink. [https://doi.org/10.30965/9783846767238\\_011](https://doi.org/10.30965/9783846767238_011).
- . 2019. "The Architectural Continuum: Choropoietic Media and Post-Physical-World Environments." In *Architectonics of Game Spaces. The Spatial Logic of the Virtual and Its Meaning for the Real*, edited by Andri Gerber and Ulrich Götz, 183–99. Architekturen 50. Bielefeld, Germany: Transcript. <https://doi.org/10.1515/9783839448021-013>.
- Artopoulos, Georgios, Constantinos Miltiadis, and Francesco Bagni. 2018. "Hybrid Heritagescapes as Urban Commons in Mediterranean Cities: Accessing the Deep-Rooted Spatial Interfaces of Cities." In *Neighbourhood & City - Analogue and Digital Perspectives*, edited by Marluce Menezes and Carlos Smaniotto Costa, 81–96. Lisbon: Edições Lusófona. <https://urenio.org/2019/02/01/neighbourhood-city-digital-analogue-perspectives/>.

## 4. Invited talks, presentations and exhibitions

2023

- *Space-Time-Craft: Notions of digital craft and design practice in contemporary research*  
Seminar *Thinking Practices in Art and Media*. Dept. of Art and Media, Aalto ARTS. October 3, 2023.
- *From player representation to enactive presence: The case of 'boomer shooters'.*  
*Representation in Games - Nordic Exploratory Workshops on the Philosophy of Games*. ITU Copenhagen, August 29, 2023.

2022

- *Virtual Infrastructures*  
Symposium *Open Up and Shape Helsinki*. PUBLICS. Helsinki, June 9, 2022.
- *Cybersyn 1973/2023* by Grupo Synco (Bassam El Baroni, Constantinos Miltiadis, Gerrieta K. Sharma and Georgios Cherouvim)  
Peer-reviewed participation at the screening section of the 27<sup>th</sup> International Symposium on Electronic Art ISEA 2022 *Possibles*. Barcelona. June 2022.

2021

- *Cybersyn 1973/2023* by *Grupo Synco* exhibited in *Infrahauntologies*  
Edith Russ Haus, Oldenburg. July 8 – October 3, 2021;  
Galerie La Box, Ecole Nationale Supérieure d'Art de Bourges. October 21 – November 20, 2021.
- *Manifestation of Radical Technology*  
Presentation with Gregoire Rousseau and Minerva Juolahti of Station of Commons at *DRIFTS Festival 2021: Unmapping Futures*. Museum of Impossible Forms. August 8, 2021.
- *Adaptation and Space*  
Invited speaker and co-moderator for the Aalto ARTS LASER Talks by Laura Beloff, Pia Fricker, Ksenia Kaverina, Kirsi Peltonen, Nitin Sawhney and Koray Tahiroğlu. Aalto ARTS, April 29, 2021.
- *Cybersyn in 2021: What can we make of it?*  
Invited lecture for the course *Curating in the Live* by Bassam El Baroni, Visual Cultures, Curating and Contemporary Art (ViCCA) Aalto, February 2, 2021.
- *On the matter and matters of space in novel media & some questions about being an architect today*  
Invited lecture. Institute of Architecture and Media, TU Graz. January 7, 2021.

2020

- *On the matter and matters of space in novel media*  
Invited seminar lectures at TU Berlin & HafenCity University Hamburg, December 11, 2020.
- *SpaceTimeCraft*  
Contribution to the symposium *Designing pictorial spaces and walk-in pictures. Virtual architecture in interdisciplinary perspective* by Kassandra Nakas and Philipp Reinfeld. Institute of Media and Design, TU Braunschweig. Xplanatorium Schloss Herrenhausen. Hanover, October 15, 2020.

2019

- *The situation of space in contemporary media environments*  
Presentation with Gerriet K. Sharma. New Media Seminar, Aalto ARTS, Helsinki. March 19, 2020.
- *The Inconstructible: space writing within architecture's expanded field*  
Invited talk at Kulturfolger. Zurich, November 16, 2019.
- *The Inconstructible: space writing within architecture's expanded field*  
Research talk at the Institute of Technology in Architecture (ITA), ETH Zurich. November 15, 2019.
- *Space as Ideology*  
Invited presentation for the *School of Images* workshop by James Bridle and Onassis Foundation. Athens, April 10, 2019.
- *The Architectural Continuum: Choropoietic media and post-physical-world spatial aesthetics*  
Presentation for the symposium *Architectonics of Game Worlds – On Aesthetics and Mechanics, Spaces and Places, Rhythms and Philosophies* by Marc Bonner. University of Cologne. March 18-19, 2019.
- *reset.discover*  
Installation for VR and ambisonics developed with Antonia Manhartsberger, exhibited in the Arts Programme of *Elevate Festival 2019*. Orpheum, Graz. March 2, 2019.
- *Decoded Language*  
Interactive sound installation for Kinect V2 & SuperCollider, presented at the Institute of Electronic Music. Graz, January 25, 2019.
- *Space as Ideology: Choropoietic media and new paradigms of spatiality*  
Presentation for the symposium *Spatial Turn* by FH Joanneum. Akademie Graz, January 24, 2019.

2018

- *On the hypotheses which lie at the bases of - game - design: flat earths and post-physical-world navigable environments*  
Presentation at the Game Studies Seminar 14. Jagiellonian University, Krakow. November 24, 2018.
- *The visual imaginary of intangible cultural heritage: Accessing the palimpsest of Nicosia through audio-enabled routes*  
Presentation with Georgios Artopoulos, Congress of Visual Heritage, CHNT. Vienna, November 12-15, 2018.

- *Artificial Paradise? Immersion in Space and Time*

Round table for the exhibition at Kunstlerhaus Graz with artist Gerriet K. Sharma and curator Elisabeth Fiedler. Graz, November 8, 2018.

- *The Aesthetics of Presence in Inconstructible Spaces I/II*

Double lecture with Gerriet K. Sharma, OSSA 2018 *Vision*. Łódź, October 15, 2018.

- *Beyond the implied player: Transgression and contingency in digital games*

Paper presentation for the Central and Eastern European Game Studies conference (CEEGS) 2018 *Ludic Expressions*. FAMU, Prague. October 11-13, 2018.

- *The Architectural Continuum*

Presentation at the conference Digital Cultures: Knowledge / Culture / Technology. Leuphana University, Lüneburg. September 19-22, 2018.

- *The Architectural Continuum*

Presentation at the *Architectonics of Virtual Space* seminar organized by Andri Gerber, Zurich University of Applied Sciences ZHAW. Werner Oechslin Foundation, Einsiedeln. June 9, 2018.

- *reset.discover*

Installation for VR and ambisonics developed with Antonia Manhartsberger, presented at the Open CUBE, Institute of Electronic Music, University of Music and Performing Arts. Graz, January 31, 2018.

2017

- *Timescales of Architecture*

Lecture at the Signale soirée. Institute of Electronic Music, University of Music and Performing Arts Graz. May 29, 2017.

- *metadata punks*

Presentation with Marcell Mars & Dubracka Sekulic. Kork, Graz. March 21, 2017.

2016

- *Architecture as a Complex Number*

Lecture at the Bartlett Plexus Paris lecture series \#26 “Expanse“, with Frédéric Migayrou, Manuel Jimenez Garcia and Corneel Cannaerts. Paris, November 16, 2016.

- *The Incomputable: Understanding the Visual*

Panel discussion. Institute of Contemporary Art, TU Graz. June 29, 2016.

- *Virtual Space*

Guest lecture at i-Lab, University of South California. May 27, 2016.

## 5. Production and curatorial work

2021-2024 with *Station of Commons*

- *Waves: Radio as Collective Imagination*

Book launch event co-organizer with *Station of Commons*. Aanen Lumo, Helsinki. November 23 2024.

- *Miss Read 2024 pre-fair & festival*

Co-production with *Station of Commons* and *Lumbung Radio*. Miss Read, Wedding; Haus der Kulturen der Welt, Berlin. October 2023

- *Miss Read 2023 pre-fair & festival*

Co-production with *Station of Commons* and *Lumbung Radio*. Miss Read, Wedding; Haus der Kulturen der Welt, Berlin. September 2023.

- *Noise Traffic*

Experimental live electronics concert curated by Nicolina Stylianou, co-produced with *Station of Commons*. Vapaan Taiteen Tila – Free Arts Space, Helsinki. January 14 2023.

- *Lumbung Radio: Documenta fifteen*

Concert production for *Station of Commons* and *Lumbung Radio*. Traffohaus, Kassel. July 15-16 2022.

- *Digital Commoning Practices*

Co-curation of lecture series on commoning with *Station of Commons*. Marcell Mars, Martino Morandi, Jara Rocha, Gregoire Rousseau, Dubravka Sekulic, Femke Snelting, Cornelia Sollfrank, Stavros Stavrides, Nora Sternfeld. Oksasenkatu 11, Helsinki. March 2021.

2021

- *CAAD Futures Conference 2021: Design Imperatives*

Co-chair and co-organizer of the international biannual conference at University of Southern California (USC); with David Gerber, Evangelos Pantazis, Biayna Bogosian, and Alicia Nahmad. USC/Remote event. July 11-18, 2021.

2020

- *WADS*

Virtual exhibition. *Ars Electronica Festival 2020*. Co-curator with Demetris Shammas, Emiddio Vasquez and Myrto Aristidou. Nicosia/Linz, September 2020.

2019

- ○

Experimental music event series co-founder and co-producer. Graz. May-September 2019.

2018

- *Towards the Expanded Field*

Curator of a 3-day symposium with lectures, spatial audio concerts, and VR exhibition. Haus der Architektur, Graz. March 7-9, 2018.

2016

- *Tabletalks on Architecture*

Lecture series co-founder and co-producer. TU Graz, 2016.

2015-2019

- *IAM Open Lecture series*

Guest lecture series founder and curator of the first 30 session between November 2015 and June 2019. Institute of Architecture and Media, TU Graz.

## 6. Artworks, installations, and prototypes

2020-2024

- *SpaceTimeCraft*

Modular exploratory videogame prototype for procedurally generated non-Euclidean navigable environments. Department of Design. Aalto University, School of Art, Design & Architecture.

2020-2021

- *Cybersyn 1973/1923*

Video loop. Artistic research project developed with Bassam El Baroni, Gerriet K. Sharma, and Georgios Cherouvim. *Infrahauntologies* exhibition.

2019

- *Decoded Language*

Interactive sound installation for Kinect & Supercollider. Institute of Electronic Music, KU Graz.

2018

- *reset.Discover*

Interactive installation for VR and ambisonics, developed with Antonia Manhatsberger. Institute of Electronic Music, KU Graz.

2015

- *John, Paul, George & Me*

Smart interactive wearables project with Selina Reiterer. Chair for CAAD, ETH Zurich.

2014

- *Project Anywhere*

Framework prototype for full-body wireless VR. Chair for CAAD, ETH Zurich

- *Shifting Perspectives*

Kinetic audiovisual installation with Achilleas Xydis, Mariana Popescu, and Demetris Shammas. Seven Sins, Delft. November 2014.

## 7. Professional & university service

- Expert reviewer

CAAD Futures, ACADIA, eCAADe, Foundations of Digital Games, Sobre Journal, ISF.

- Guest studio reviewer

Chair for CAAD, ETH Zurich; Institute of Architecture and Media, TU Graz; mAD, Leibniz University Hanover; Studio3, University of Innsbruck; Dept. of Theory, University of Innsbruck.

- Member of *Game Design Praxiology* research group (since 2023). Department of Art and Media. Aalto University.

- Member of *ENCORE* research group (since 2019). Department of Design. Aalto University.

- Founding member of *Spatial Aesthetics and Artificial Environments*

Special interest group sponsored by the *Society for Artistic Research*. February 2020.

- Doctoral student representative (2020)

Doctoral Programme Committee of the School of Arts, Design & Architecture, Aalto University.

## 8. Awards & recognition

2023

- ACADIA Cultural History Fellowship, May 2023.

2015

- Ivan Petrovic prize for the best paper by a young researcher

eCAADe conference. TU Wien. Vienna, September 2015.

- Second prize in the YouReshape wearable technology competition for “John Paul George & Me” developed with Selina Reiterer. August 2015.

- Second prize in the Zeiss VR One competition for mobile VR apps for “project Anywhere.” March 2015.

2014

- Arthur C. Clarke prize for “the most creative and unorthodox approach” for the proposal “any-“ Museum of Science Fiction international architectural competition. August 2014.

2011

- Fourth prize for the architectural competition entry for the New Landmark for the Faliron Pier by SV Studio. Ministry of Environment, Energy and Climate Change of Greece, Athens.

## 9. Funding procurement

2022

- *lumbung radio: inter-local online community radio originating from documenta fifteen*  
3-year working group grant (92,850 EUR) awarded by Kone Foundation to Station of Commons: Gregoire Rousseau, Juan Gomez, Eddie Choo We Yi, Constantinos Miltiades, Minerva Juolahti.

2018

- Cyberparks  
Short-term scientific mission grant by the Cyberparks COST Action in collaboration with The Cyprus Institute for implementation study for project “Daphne’s Diary.” February 2018.

2017

- “Scan to BIM” co-authored with Christoph Breser  
Seed funding (8,000 EUR) Institute of Architecture and Media; Institute of Urban and Architectural History; Institute of Computer Graphics and Vision, TU Graz.
- “Urban Soundscapes”, co-authored with Ismini Christakopoulou  
Seed funding (8,000 EUR) Institute of Architecture and Media of TU Graz.

## 10. Teaching

### 10.1. Original course curricula

2024

- *Virtual Acoustic Ecologies*  
Grammazio Kohler Research. DARCH. ETH Zurich. October 2024.  
Week-long intensive workshop on spatial acoustics & experimental game development; taught with Achilleas Xydis.

2018

- *Beyond the Visual*  
OSSA Architecture Festival 2018: Vision. Łódź October 2018.  
Week-long intensive workshop on a spatial acoustics & experimental game development; developed and taught with Gerriet K. Sharma.
- *Virtual Ecologies*  
Institute of Architecture and Media, TU Graz  
2 ECTS elective on experimental game development in Unity.

2017

- *Virtual Spaces Master Studio: 16m<sup>2</sup> labyrinths*  
Institute of Architecture and Media, TU Graz  
16 ECTS master studio module on experimental VR design. Summer semester 2017.

2016

- *Virtual Spaces Master Studio*  
Institute of Architecture and Media, TU Graz  
16 ECTS master studio module on experimental VR design. Summer Semester 2016.



- *Sound to Space*

Institute of Architecture and Media, TU Graz

Introduction to programming through interactive design in Processing.

- *Sound Spatialisation in Immersive VR Environments*

Mapping Festival 2016. Three-day workshop on VR design and spatial audio; taught with Achilleas Xydis and Demetris Shammass. Geneva. May 2016.

2015

- *VR & AR in Architectural Visualization*

eCAADe 2015, TU Vienna, September 2015

Two-day workshop taught with Achilleas Xydis

- *Creative coding workshop*

Chair for CAAD, ETH Zurich

Weekly workshop for postgraduate students. February-March 2015.

## IO.2. Additional teaching & advising

2024

- Teaching assistant. *AI & Design*

Department of Design. Aalto University, School of Art, Design & Architecture

2022

- Thesis advisor. *Design BA*

Department of Design. Aalto University, School of Art, Design & Architecture

- Teaching assistant. *Design Research*

Department of Design. Aalto University, School of Art, Design & Architecture

2019

- Coach. *ChamptAction.LabO 2019: Disobedience*

International Interdisciplinary Summer School. deSingel, Antwerp. August-September 2019

2015

- *Extensile*

Two-week robotic fabrication workshop; taught with Achilleas Xydis and Mariana Popescu.

Chair for CAAD, ETH Zurich. May-June 2015

## II. Skills

- Game design and development: Unity3D (expert); Unreal Engine (basic)
- Programming: C#, Java, Processing, Python, Arduino
- IDEs: Doom/EMACS, VS Code, Eclipse, Jupyter.
- Content creation: Adobe InDesign, Illustrator, Photoshop, Premiere Pro
- Office: Microsoft Office, Google suite
- CAD & 3D modeling: Rhino, Grasshopper, AutoCAD, Blender
- Librarianship and archiving: Calibre, Zotero, Obsidian, Pandoc, Sandpoints
- Music production: Ableton Live, Reaper, Super Collider
- Web design: Wordpress, Hugo