

Kathia von Roth

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activating environments | artistic research

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jan2021

personal data

born 31/10/1985 in Hamburg

pronoun she

institutional education

2009-2013 B. o. A. theatre direction,
Hochschule für Musik und Theater, Hamburg

awards | residencies | funds

2010 *Start, Stadt, Staat!*
Audience award, 150% Theater Festival, Hamburg

2016 *Admission to a new reality*
Invited performance, Hauptsache Frei Festival, Hamburg
Invited performance, Performing Arts Festival, Berlin

2017/18 *tale:net*
Prototype Fund, Ministry of Education & Research and Open
Knowledge Foundation

2018 *Meme-Magic*, Die Spieleberatung & virtuelletheater
Artistic research residency, Schaubude, Berlin

2019 *Given That*, Die Spieleberatung
Invited performance, AUA Wir Leben Festival, Bern

2021 *cooarchi*
Prototype Fund, Ministry of Education & Research and Open
Knowledge Foundation

entities | memberships

Founding member of:

since 2009 *Sigmund-Lachs-Institut*
Social structure, local infrastructure, artist tech support
collective authorship, Hamburg

since 2015 *Die Spieleberatung*
Social structure, collective authorship

since 2017 *Social Hackspace Hamburg*
Local infrastructure w open membership

since 2018 *HXbase Leipzig*
Local infrastructure w open membership

2016 Curated member of *Lean Artist Cohort 1*
By Famous New Media Artist Jeremy Bailey, Hamburg

language skills

native German

proficient Engl

fluent Genderneutral language en/de

humxn skills

group moderation, consens

feedback/ mentoring

warm up/ workshop

conflict moderation/ transformative justice

user testing/ lean methods

participatory/ collective/ decentralized organisation

activating environments/ emancipatory Design

experience design

theatre | performance

2019 *Given That, Die Spieleberatung*
Performance/ game, AUA Wir Leben Festival, Bern

2017 *Das Narrenschiff*
Theatre/ game, MOM Gallery/ Play Creative Gaming Festival
Hamburg, Internet

2015 *Im am present*
Performance/ web-art, POOL Galery, Hamburg, Internet

2015 *Disco for One*, w Jimi Siebels
Performance, Pudel Art Basel, Hamburg

2013 *Mobile*
Theatre, Kampnagel Hamburg

2012 *Fauts eine Tragödie*
Theatre, Thalia Theater Hamburg & BAT Studio Theater Berlin

2011 *Antigone*
Theatre, Theaterakademie Hamburg

2011 *Wir*, Sigmund-Lachs-Institut Hamburg
Protest-performance, Plattformfestival Kultur, Wilhelmshaven

exhibitions | artistic research

- 2020 *Visuals on humxn Failure 4*, book
Group exhibition Bookstore, Galery XXX, Berlin
- 2019/20 *Authren.games*, artistic research & web environment
Polis - Spiel und Raum, Die Spieleberatung, HAW & HCU Hamburg
- 2019 *Persuasive Protest*, exhibition and methods
ZK/U Center for Art & Urbanistics, Berlin
- 2019 *Backstage for every1*, w Kalb Fiction & Torben Spieker
Temporary architecture, Rhizom Festival, Zürich
- 2018 *Theatre with digital media in public space*
Artistic research, mentoring, Drama Köln, Köln
- 2018 *Meme-Magic Pepe the frog*, Die Spieleberatung & virtuelletheater
Artistic research, Schaubude, Berlin
- 2018 *Entry Situation*, w Kalb Fiction & Torben Spieker
Temporary architecture, security concept, Rhizom Festival Zürich
- 2017 *Hope Lab*, w Jeremy Bailey, Lauren McCarthy, Felix Kosok,
Florian Eggerman
Festival re-design, Node Forum for Digital Arts, Frankfurt
- 2015-2019 *Die Spieleberatung*, w Sarah Klöfer, Torben Spieker, Miko Hucko
Performance, temp. architecture, alternate reality gaming lab

software & web

- 2021 *cooarchi*, community oriented archiving interface
prototype, concept & UX
- 2020 *authren.games*
web environment for artistic research, concept & construction
- 2017/18 *tale:net*, intergalactic idea & skill sharing platform
prototype, concept & UX

lecturing

- 2020 *Ethical Design for world-building minds*
Workshop, Game Design, Prof. Rehfeld, HAW Hamburg
- 2020 *Early user-testing*
Workshop, Game Design, Prof. Rehfeld, HAW Hamburg
- 2020 *Spiel & Raum*
Workshop, Architecture, Prof. Dr. Zinser-Junghanns, TH Köln
- 2016-2019 *Spiel- und Denkräume*, Lectureship, Game Design, HAW Hamburg
- 2019 *Making crises playful*
Workshop-week, Design, HFG Offenbach
- 2019 *Die Metaphysik von Tun*
Workshop, Multimedia & VR-Design, Burg Giebichenstein, Halle

2018 *Passivity, Participation and Time*
Talk, Public Interest Design, University of Wuppertal

talks | conferences

2020 *On Taking Action*, panel-moderation
Node Forum for Digital Arts, Frankfurt, Internet

2020 *Activating Environments & Community Spaces*
Workshop, Zine Camp, Lames Kulturverein, St Poelten

2020 *Understanding the creation of activating environments*
Workshop/ hands-on/ reflection, Friction Fiction, Offenbach

2019 *How do others*, panelist
Seanaps Festival, Radiolab, Leipzig, Internet

2019 *Utopias ahead - sustainable community environments for locals & travelers*
Talk, conf.space, Hamburg

2018 *Digital Shoppingmalls?*, panelist
Re/public, Politforum Käfigturm, Bern

2018 *Civic Game Proposal for EU Parliamentary Election Campaigning*
Talk, Re:publica, Berlin

2017 *The playful world of work*, creative coach
Game jam, Play Creative Gaming Festival, Hamburg

2017 *Future Theatre*
Panelist, Theater & Netz conference, Berlin

persisted

2018/10/12 Podcast The Local Gossip 6, *talenet & komona* (en)

2017/11/08 Podcast Metronaut 28, *AllesAllen* (de)

2017/02/27 Podcast ChaosRadio 232, *There is no game* (de)

2017/06/30 Interview *New Realities- new theatre*, Heinrich Böll Stiftung (de)

project management | operational skills

2009 Production manager (film), *Laura & Fred*, Hamburg

2006-2008 Directors assistant (theatre), Deutsches Schauspielhaus, Hamburg

2016 Project-management (alternate reality game), *there is no game*
Chaos Communication Congress, Hamburg

2017,18 Community organisation, head of space (temp architecture) *Komona*
Chaos Communication Congress, Leipzig

2019 Head of space (participatory conference), *conf.space*, Hamburg