



Jean-Baptiste LABRUNE

born february 11th 1977, in Limoges, France.

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Current Position

Postdoctoral Associate at the Tangible Media Group, MIT Media Lab, Cambridge, MA. USA.

Postdoc supervisor: Hiroshi Ishii

Work Experience

2008

Consultant. Poltrona Frau, Paris, France.
Interactive furniture design.

Instructor. Mediamatic, Amsterdam, The Netherlands.
Hybrid Wearables. Fashion technology and softwear.

Instructor. Mediamatic, Amsterdam, The Netherlands.
Hybrid Toys Laboratory. <http://pingmag.jp/2008/03/17/how-to-make-hybrid-toys/>

Instructor. Ecole d'art d'Aix-en-provence, France.
Tangible and gestural interfaces for artists.

Instructor. ITIN Engineering school, Cergy, France.
Tangible interfaces for videogames.

2004 - 2007

Researcher. In-Situ lab, INRIA Futurs, CNRS, Orsay, France.
Tangible interfaces for children.

Instructor. Interaction Design Institute Ivrea (IDII), Milano, Italy.
Creativity and Play in interaction design.

Instructor. HyperWerk Hochschule für Gestaltung und Kunst.
Postindustrial wearables project for Ars Electronica 2007.

Teaching assistant:

Université Paris-Sud XI, Paris, France.
HCI, Participatory Design.

Université Paris 6 Jussieu, Paris, France.
Participatory Design and AI.

Université Paris 9, Paris, France.
Tangible interfaces for videogames.

Institut Pasteur, Paris, France.
Participatory Design for DNA biologists.

2002-2004

Institut National de l'Audiovisuel (INA)
Hypermedia tools.

1998-2002

Director and co-founder of two technology start-ups.
(Kabale S.A.R.L et Popular S.A.). Customization servers and objects.

1997-1998

Ecritel, Paris, France – Commercial Engineer.

Education

- 2004 – 2007 Phd in Computer Science. Inria Futurs, CNRS, Université Paris Sud, LRI, Orsay, France.
- 2003 – 2004 Research Masters (DEA) in Arts, Sciences and techniques at Conservatoire National des Arts et Métiers, Paris.
- 2002 – 2003 Hypermedia Masters at Institut National de l'Audiovisuel, Paris.
- 1996 – 1998 Montpellier Graduate School of Business & Management, Montpellier, France.

Languages

French: native
English: fluent, written and spoken

Publications

- Phd Dissertation J-B. Labrune. **Enfants et Technologies Créatives: Un Phénomène d'Exaptation**. INRIA, Université Paris Sud. dec 2007.
- International (peer-reviewed) *Long papers:*
- O. Chapuis, J.-B. Labrune, E. Pietriga, **DynaSpot: Speed-Dependent Area Cursor**, CHI '09: Proceedings of the SIGCHI conference on Human Factors in computing systems, 10 pages, April 2009, Boston, USA
- J-B. Labrune & W. Mackay. **Telebeads: Social Network Mnemonics for Teenagers**. In IDC 2006 (Interaction Design and Children), Tampere, Finland, 2006.
- J-B. Labrune & W. Mackay. **Tangicam: Exploring observation tools for children**. In IDC 2005 (Interaction Design and Children), Boulder, CO, USA, 2005.
- Short papers:*
- J-B. Labrune. **Creative Epistemology: Towards Creativity Research by Children**. In C&C 2007 (Creativity and Cognition), Washington DC, USA, 2007. Desform
- J-B. Labrune & W. Mackay. **Sketchcam: Creative photography for children**. In IDC 2007 (Interaction Design and Children), Aalborg, Denmark, 2007. Desform
- J-B. Labrune & W. Mackay. **Could HCI inspire dynamic design ?** In DeSForM 2006 (Design and Semantics of Form and Movement), Eindhoven, The Netherlands, 2006. Desform
- Book (chapter):*
- J-B. Labrune et Nicolas Nova. **Des jeux vidéo au LifeGames: Perspectives tangibles et sociales des nouvelles formes d'interactions ludiques**. In Franck Beau: "Culture d'Univers" june 2007.
- Other publications:*
- J-B. Labrune. **Family probes**. In Paradigmes, outils et méthodes pour l'interaction en environnement domestique. Atelier organisé dans le cadre de la conférence UbiMob'06 Ubiquity and Mobility, Paris, France, 2006.
- W. Mackay, Y. Riche and J-B. Labrune. **Communication Appliances: Shared Awareness for Intimate Social Networks**. In ACM CHI 2005 Workshop on Awareness Systems: Portland, OR, USA, 2005.
- J-B. Labrune. **Tangicam: Une communication appliance pour enfants**. Rapport de DEA. 2004.

Workshop
organisation

Workshop on **Videogames and Education** at La Cité des Sciences et de l'Industrie de la Villette. 2006, Paris, France.

Tutorial on **Prototyping Tangible Interfaces at ECSCW** (European Computer Supported Cooperative Work) co-organized with Oren Zuckerman (MIT Medialab). 2005, Paris, France.

Atelier **Formations transdisciplinaires en interaction sensorielle pour la création artistique** at IHM 2005 (Interaction Homme-Machine). 2005, Toulouse, France.

Lectures

J-B Labrune. **Exploring Creativity with a Reflexive Lens** at MIT Media Lab Cambridge, USA, 2009.

J-B. Labrune. **Children and Creative Technologies: An Exaptive Phenomenon** Phd defense presentation at In|Situ| project. Orsay, France, december 18, 2007.

J-B. Labrune. **Creative play** at Lifelong Kindergarten group. MIT Media Lab, Cambridge, MA, USA, 2007.

J-B. Labrune. **Creative Epistemology** In Creativity and Cognition 2007 conference, Washington DC, USA, 2007.

J-B. Labrune. **Dorkbot Paris People doing strange things with electricity.** In Dorkbot Paris #1 (Art and technology meeting), Paris, France, 2007.

J-B. Labrune. **Chercheurs d'Art.** In Ecole d'art de Rueil-Malmaison (Art and Science meeting), Rueil, France, 2007.

J-B. Labrune. **A short history of Net Art.** In Ecole des Beaux Arts (Digital Art program), Paris, France, 2007.

J-B. Labrune. **Can HCI inspire dynamic design ?** Interaction and complexity for the design of shape-shifting objects. In DeSForM 2006 (Design and Semantics of Form and Movement), Eindhoven, The Netherlands, 2006.

J-B. Labrune. **Creative Epistemology.** How technology helps children explore their creative processes and artefacts ? Doctoral Consortium (by Mackay, Beaudouin-Lafon, Mynatt, McIntyre, Cockburn) presentation at INRIA Futurs, Paris, France, 2006.

J-B. Labrune. **From creativity to self-creativity.** Lecture for the Convivio Summer School 2006 in Edinburgh, Scotland. 2006.

J-B. Labrune. **Telebeads: Social Network Mnemonics for Teenagers.** In IDC 2006 (Interaction Design and Children), Tampere, Finland, 2006.

J-B. Labrune. **Play! Creativity and ludic design** at Interaction Design Institute Ivrea. Milano, Italy, 2006.

J-B. Labrune. **Le futur des jeux vidéos.** Cité des Sciences et de l'Industrie de la Villette. Paris, France. 2006.

J-B. Labrune. État des lieux des formations aux techniques d'**interaction avancées pour la création artistique** at IHM 2005 (Interaction Homme-Machine). Toulouse, France, 2005.

J-B. Labrune. **Vêtements et mobilier communicants** à l'université Paris 8. Paris, France, 2005.

J-B. Labrune. **Tangicam: Exploring observation tools for children** at IDC 2005 (Interaction Design and Children), Boulder, CO, US, 2005.

J-B. Labrune. **Complex and reflexive observation of children creativity.** Doctoral consortium presentation at IDC 2005 (Interaction Design and Children), Boulder, CO, US, 2005.

Committee	<p>Programme committee member for SIGCHI 2009. Computer Human Interaction, Boston, USA. 2009.</p> <p>Programme committee member for GET 2009 . International Game Conference Game and Technology 2009, Algarve, Portugal. 2009.</p> <p>Programme committee member for FNG 2008 International Conference on Fun and Games, Eindhoven, The Netherlands. 2008.</p>
Reviews	<p>Technical committee member for ACM SIGCHI ACE 2006 International Conference on Advances in Computer Entertainment, Hollywood, CA, US. 2006.</p>
Other activities	<p>Reviewer for CHI, CSCW, NIME, ACE, ECSCW, UIST, IDC, FNG and IJHCS (international journal of human-computer studies)</p> <p>Co-founder of Dorkbot Paris. Art & Science experimental workshops.</p> <p>Co-founder of the OMNSH. Human Sciences Observatory for Digital Worlds. (Observatoire des mondes numériques en sciences humaines).</p> <p>Co-founder of ArtSciEdu (Art, Science, Education) initiative that organises workshops and residency programs in Fine Arts schools and Scientific labs.</p>