



Remco Magielse

Design Vision & Curriculum Vitae

## things happen, when you make them

While reading a design magazine I encountered this quote. I was intrigued by it and it has been in my mind ever since. To a great extent this quote expresses my vision and approach towards design.

For me, this quote contains three important aspects I value in design and in a designer.

First, this quote addresses the responsibility of the designer: thing happen, when *you* make them. By saying this to a person you give him responsibility to *make things happen*. This also means that this person should be motivated for his work. This is shown in my dedication for my project work. When I work on a project I put in 100% of my effort.

Second, this quote addresses my approach to design: things happen, when you *make* them. I value the act of making in design. By making things one encounters design issues, creates design opportunities and through reflection learns from his design activities. Early on in my design projects I will explore the design space through creating working prototypes. Over the years I have developed a high skill level of designing working prototypes.

Third, this quote addresses the goal of my design efforts: *making things happen*. Design is about transforming the world for the users of products. I highly value user involvement in a design project. The user experience is the end goal. I always strive to interweave the knowledge surrounding the user at several occasions in a design project.

These few sentences express my approach to design. If you would like to acquire more information about me or my work, feel free to contact me or visit [www.remcomagielse.com](http://www.remcomagielse.com).

## **Remco Magielse, MSc.**

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Date of birth: 8 September 1986

Gender: Male

Nationality: Dutch

In possession of a drivers' license (B) since 2004

## **Education**

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### **Master Industrial Design at TU/e**

*September 2007 - July 2009*

3 projects, 12 modules (40 hour courses), 2 master classes.

### **Bachelor Industrial Design at TU/e**

*September 2004 - July 2007*

7 projects, 1 internship, 33 assignments (40 hour courses)

### **Gymnasium Juvenaat Bergen op Zoom**

*September 1998 - July 2004*

Main Course 'Natuur & Techniek': Mathematics, Physics, Chemistry, Dutch, English, German, French, Latin, History

## Work Experience

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### Hemel Audiovisuele diensten

*October 2006 - current*

Freelance activities concerning camera work during different events: concert, theater etc., video montage, (graphic) cover design.

### Internationaal Hulpverlenings Evenement

*May 2007 & May 2009*

Video registration for the event of 2007.

Design of introduction movie for the event of 2009.

### Ontwerpdag Juvenaat

*January 2008*

Organizer and instructor of design day (ontwerpdag) Juvenaat.

### Horizon Design & Development

*December 2006 - July 2007*

Freelance activities: 3D modelling (VectorWorks), Video Editing, Product Photography

### Horizon Design & Development

*July - December 2006*

Internship concerning several projects:

Exhibition Design, Product Design, Webdesign, Interior Design, 3D-modeling, Product Photography, Food Photography

## **Super de Boer Miegelsen**

*January 2003 - December 2008*

Responsible for store purchasing (inkoop),  
Team Leader (vulploegmedewerkers)

## **Polynorm Plastics BV**

*June 2002*

Quality control, Packaging.

## **Skills**

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### **Languages**

Dutch - Native Tongue

English - Fluent, spoken and written

German & French - Basic Understanding, spoken and written

### **Software**

Microsoft Office

Adobe Collection (CS4)

Solidworks, Vectorworks, Cinema4D

EAGLE (PCB-Design)

### **Programming**

PHP, mySQL, JAVA, HTML, C, Actionscript, Processing.

## Other

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### Publications

Magielse, R., Markopoulos P. (2009) *HeartBeat: An outdoor pervasive game for children*. Proceedings, CHI 2009, 2181-2184.

I. Soute, P. Markopoulos, R. Magielse (2009) *Head Up Games Combining best of both worlds by merging traditional and digital play*. Paper accepted for Special issue of Springer's Pervasive Ubiquitous Computing (PUC), on Design for Social Interaction through Physical Play.

### Awards

Project TreasureHunter (HeartBeat) won 2nd prize at the international Nokia Ubimedia Mindtrek Awards 2008.

### Other

Project TreasureHunter (HeartBeat) exhibited at the Design United Exhibition 2008 (part of Dutch Design Week 2008).

Project TreasureHunter demonstrated at the Fun and Games Conference 2008.



