

CIRRICULUM VITAE

Name: Henrik Smed Nielsen
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EDUCATION

In the years **1998 – 2001** I earned a HHX (Higher Commercial Examination) at Vestjysk Handelsskole & Handelsgymnasium Skjern.

In **2002** I spent four months of informal education at The Danish Music and Theatre Folk High School studying and practicing different art forms.

From **2003** to **2006** I earned a BA in *Aesthetics, Culture, and Multimedia* at the University of Aarhus.

In **2006** I started as a graduate student at Audio Design at the University of Aarhus. Subsequently, I applied for a four-year PhD Scholarship, and in **2007** I enrolled as a PhD Student at the Department of Information and Media Studies and became affiliated with the Digital Aesthetics Research Center - <http://darc.imv.au.dk/>

Just now (**2009**), I have earned a MA with a thesis titled *The Computer Game as a Bodily Experience*. At the moment, I am continuing my research of computer games as technologically mediated bodily experiences within the field of digital aesthetics. I aim at finishing my dissertation in fall **2011**.

EXPERIENCE

Student assistant, fall 2006
University of Aarhus
Course: Multimedia Aesthetics

Student assistant, spring 2007
University of Aarhus
Course: Digital Aesthetics

Audio designer and composer, May 2007
Danish Academy of Digital Interactive Entertainment
The game: *Pollen Sonata*

Student assistant, fall 2007
University of Aarhus
Course: Multimedia aesthetics

Student assistant, spring 2008
University of Aarhus
Course: Digital Aesthetics

PRESENTATIONS

Nielsen, Henrik Smed (2008) - *The Computer Game as a Bodily Experience* - at Nordic Game Research Network: Theory and Methodology in Game Research, Dronninglund, 18.06.2008, Denmark

Nielsen, Henrik Smed (2008) - *Bodies in the First-Person-Shooter* - at Uncanny Media (University of Utrecht), 08.08.2008, Holland

Nielsen, Henrik Smed (2008) - *Computerspillet som en kropslig erfaring* - at Forskningsnetværket for Materiel kultur, kognition og natur, Aarhus, 26.11.2008, Denmark

PUBLICATIONS

Nielsen, Henrik Smed (2008) - *The Real Thing is Something Else* - in 16:9, vol. 6, no. 27

PERSONAL INTERESTS

I will characterise myself as a curious and perceptive individual. As indicated by my educational choices, a part of this 'openness' to the world is met through my occupation with media, aesthetics, and culture. In consequence, these interests also play a big part of my spare time. This means that I am an eager 'consumer' of cultural products and mediated experiences, mainly within: film, music, and computer games.

As I believe practice is an important aspect of understanding and appreciating such phenomena, I also engage in similar mediated expressions through music, my computer, and drawing/painting. Running, cooking, and fishing are other activities I enjoy to pursue in my spare time.