**CURRICULUM VITAE**

Born in Born: Lugoj, Romania on 08.04.1986   
Blog: <https://zip-scene.com/>

**EMPLOYMENT HISTORY**

**Job title:** co-founder Random Error Studio, Budapest

**Dates:** December 2018 –

**Job title:** PhD student at Moholy-Nagy University of Art and Design, Budapest. Research field: performing arts, new technologies, interactivity, collaboration types

**Dates:** September 2016 –

(More info: http://doktori.mome.hu/author/bakkagnes/?lang=en)

**Job title:** CEO at ZIP-SCENE,magazine and conference about the relationship between new&interactive technologies and performing arts. Techniques and funding models ([http://zip-scene.com](http://zip-scene.com/))

**Dates:** June, 2016 -

**Job title:** project coordinator at Photography Department - Moholy-Nagy Art and Design University, Budapest (foto.mome.hu). Related projects: Holding Cohesion; DeFence (funded by Advocate Europe); THIRTYTHREE (Exhibition and catalogue published by Hatje Cantz Verlag)

**Dates**: February, 2015 –

**Key achievements:** Coordinating the projects of the Photography Department (Inside project and programs funded by the Cultural Fund), fundraising and friendraising for DeFence multidisciplinary project

**Job title:** project coordinator at Rita Góbi Dance Company, Budapest ([www.gobirita.hu](http://www.gobirita.hu/))

**Dates** January, 2013 – October, 2018

**Key achievements:** Creative producing, fundraising, administration, organizing Coordinating the international dance film founded by Visegrad Fund, coordinating Rita Góbi performances, applying to the National Cultural Fund and to international fundings, as Unesco IVF etc. Organising homeland and international tours etc.

**Job title:** international project manager at Independently Together (FÜGE) Productions&Jurányi Art Incubator House, Budapest ([www.juranyihaz.hu](http://www.juranyihaz.hu/))

**Dates** January, 2012 - September 2014

**Key achievements:** The New Incubators of Creative Industries, international workshop (21-24 May, 2014) – main organizer. Applying for several international fundings (ECF, European Fund for Innovations, Visegrad Funds), participating on IETM meetings, managing, coordinating international meetings, Youth in Action program coordination

**Job title:** journalist at www.mandarchiv.hu Hungarian National Digital Archive and Film Institute, Budapest (currently Hungarian National Film Archive)

**Dates:** January 2012 -

**Qualifications**

**Course and grade achieved Buddhist and Religion Studies BA**

at The Dharma Gate Buddhist University, Budapest

Dates: 2009 September – 2012 June

**Course and grade achieved Theatre Studies MA**

at Károli Gáspár University, Budapest

Dates: 2008 September – 2010 June

**Course and grade achieved Theatre Studies, BA**

at Babes-Bolyai University, Cluj Romania

Dates: 2005 October – 2008 July

**Course and grade achieved Hungarian and Finnish Studies, BA**

at Babes-Bolyai University, Cluj Romania

Dates: 2004 September – 2008 July

**Professional Memberships/Accreditations**

IETM – Informal European Theatre Meeting (organizer of the Budapest meeting in 2015)

**Languages**

Hungarian, English, Romanian, German, Finnish

**International conference presentations:**

1. SOMNAI – Horror Sensorium in VR-performance. Theater und Technik Konferenz, 8-10th of November, 2018, Düsseldorf, Germany
2. Embedded Liminal Experiences: VR-Experiences Framed by Performance Art. [INTERMEDIALITY NOW: REMAPPING IN-BETWEENNESS](http://film.sapientia.ro/en/conferences/intermediality-now-remapping-in-betweenness), 18-20 October 2018. Universitatea Sapientia, Cluj-Napoca, Romania
3. Hunting Guilt, Shame and Embarrassment. How Immersive Theatre Uses Video Game Mechanics In Order to Create Social Emotions. Central and Eastern European Game Studies Conference. 11-13 October 2018, FAMU, Prague, Czech Republic
4. Video Application as an Intertwining Agent for Different Media. [Symbiotic Cinema: Confluences between Film and Other Media](https://lnu.se/en/research/conferences/symbiotic-cinema-6-8-september-2018/), 6-8 September, 2018. Linnaeus University, Växjö, Sweden, Conference organized in collaboration with [SERCIA](http://www.sercia.net/index.php)- Société d'Études et de Recherches sur le Cinéma Anglophone.
5. Analogue and Digital Immersive Experiences. What should Digital Creators Learn from Live Theatre Makers? [EVA London 2018: Electronic Visualisation and the Arts](http://www.eva-london.org/eva-london-2018/programme/), 9-13 July. 2018.
6. Total Immersion with Human Interface: Hypermediacies of VR Productions. The NECS (European Network for Cinema and Media Studies) Conference: Media Tactics and Engagement, The Netherlands, 27-29 June 2018
7. How Deep Is Your Immersion? The Power of Immersion. Theatre - Affect - Politics, 9-13 April, 2018. Berlin, Freie Universität.Presentation
8. How Interactivity Is Changing in Immersive Performances - An Approach to Understanding the Use of Interactive Technologies in Performance Art. International Conference of Interactive Digital Storytelling. ICIDS 2017. Funchal, Madeira, Portugal, 2017, 14-17 November
9. Narrative Environments Using Game Design Mechanism in Performance Installations & VR. Clash of Realities 2017 Conference on Art, Technology and Theory of Games. Cologne, Germany. 2017, 5-7 November.
10. Vegetal Mediations: Plant Agency Conference, 5 May, 2017, Central European University, Budapest, Hungary (organized by Translocal Institute)
11. Play The City! Conference, 20-21 April, 2017 Rotterdam NIEUW, The Netherlands
12. Potential of Independent Sector in Theatre, 5-7 March, 2017, Centre for Dramatic Arts, Tehran, Iran
13. Open Fields Conference @RIXC Festival, 27-29 September, 2016, Riga, Latvia
14. Media Archeology Conference, 23-25 October, 2015 Beograd, Serbia, Organized by the University of Film, Television and Theatre, Beograd, Serbia
15. Redefining Theatre Communities. Malta, 15-18 September, 2015, Gozo University & New Tides Platform (article will be published in 2018 In Redefining Theatre Communities: International Perspectives in Community-Conscious Theatre-Making by Intellect Publisher)

**Events on transmedia storytelling:**

She is the local organizer of the international StoryCode (storycode.org) network since 2017.

She is also one of the main organizers of Zip-Scene Conference. Analogue and Digital Immersive Environments taking place at Moholy-Nagy University of Art and Design, Budapest between 8-10 November.

She was the main organizer and scientific coordinator of the international scientific conference ***Zip-Scene. On Analogue and Digital Immersive Environments***. The event took place between 8-10th of November, 2018 at Moholy-Nagy University of Art and Design Budapest. Further information: zip-scene.mome.hu

**Publications:**

Bakk Ágnes Karolina (2017) How Interactivity Is Changing in Immersive Performances. In: Nunes N., Oakley I., Nisi V. (eds) *Interactive Storytelling. ICIDS 2017.* Lecture Notes in Computer Science, vol 10690. Springer, Cham

[Ágnes Karolina Bakk: Analogue and Digital Immersive Experiences: What should Digital Creators Learn from live Theatre Makers?](https://ewic.bcs.org/upload/pdf/ewic_eva18_performance_paper2.pdf) In: Jonathan P. Bowen, Jon Weinel, Graham Diprose, Nick Lambert (eds.),Electronic Visualisation and the Arts. Proceedings of EVA London 2018, UK. Published by BCS Learning and Development Ltd: 293-297. Indexed in DBLP Computer Science Bibliography.

Regularly publishing English interviews on [*thetheatretimes.com*](https://thetheatretimes.com/) and [*zip-scene.com*](https://zip-scene.com/)*.* She is also regularly publishing film critics in Helikon (helicon.ro), Literary Journal published in Cluj, Romania. From 2019 she is the editor for international issues of Játéktér (jatekter.ro), the Hungarian Theatre Journal of Transylvania, Romania.