Jim Bollansée

Bio

Initially started higher education with the intent of ending up as an engineer, building either video games or rockets. Reworked some of that plan and quickly ended up in art school. Created a thesis that involved (among other things) mildly electrocuting people.

Contact

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Eduction

1999-2005: High School
Latin – Mathematics
at the Royal Atheneum Oostmalle

2005- 2007: University
Master In The Arts
Communication & Multimedia-Design
at the Media & Design Academy Genk
Bachelor Level

2007- 2008: Exchange Studies
Master In The Arts
Interaction Design at K3, Malmö University Sweden
Research In Interaction Design
Body And Technology Course

2008- 2009: University
Master In The Arts
Communication & Multimedia-Design
at the Media & Design Academy Genk
Master Level & Thesis (Graduated Magna Cum Laude)

Thinking And Tinkering

After I worked through the basics of "Communication and Multimedia-Design", stuff like graphical design, communication & perception theory, marketing, camera handling and so on and so forth, I went to Sweden for a couple of months.
I joined other students there and we thought up and built things like chatting coffee-mugs and interactive disco-lights that follow everybody on the dancefloor automatically.
After this I joined CREW, a theater company "operating on the border between art and science".
All of this lead to me building an immersive-instalation-for-one-room that explored "the boundaries and possibilities of the term 'immersion'" as a final thesis project.
Now I'm part of "Bricolage Sauvage", multimedia-installation-guns-for-hire ànd I work as an academic researcher, exploring controllers, interfaces, gameplay mechanics and more for serious and seriously fun games.

Work

2010 - 2013: Media & Design Academy Genk
Academic Research and Teaching
Play And Game Research Group

Since 2010: Bricolage Sauvage
Freelance Multimedia Installations
Co-operated with Olmo Claessens

Since 2008: CREW
Multimedia Theater
Intern (2008)
Website Redesign & Maintenance (Ongoing)

Skills

Photoshop	XHTML
Lightroom	CSS
Premiere	PHP
Ableton Live	Javascript
After Effects	Actionscript
Flash	Arduino
Dreamweaver	Processing
Pure Data	And More!

Camera Handling
Basic Fabrication
Computer Hardware

References

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