

Curriculum Vitae

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EDUCATION

Year	Educational Institution	Degree	Course	ECTS
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Further Education

2010 (autmn) -	University of Iceland – PhD studies, School of Education (Research project on mobile learning)
1993-95	Wimbledon School of Art – MA, Site Specific Sculpture, Univ. Surrey
1990	Camberwell College of Art - Extended research in Metal Colouring, completed with an exhibition
1985-89	Camberwell College of Art – BA (Hons), 3D Design/Silversmithing-Metalwork
1982-83	Iceland University of Education – Dip in Art & Crafts Education
1979-82	Iceland University of Education – B.Ed., Crafts as special subject
1981-84	Hamrahlíð College (additional studies in Spanish)
1972-76	Hamrahlíð College (upper secondary certificate)

Courses / Academic

2013	University of Göthenburg – PhD course, Play and learning, 10 ECTS
2013	University of Göthenburg – PhD course, Analysing video in the learning sciences, 5 ECTS
2013	University of Oslo – PhD course, Methodologies of studying transforming literacies, 2 ECTS
2012	University of Iceland – PhD studies, Research design and applications, 2 ECTS
2012	Roskilde University – PhD course, The transformative museum, 5 ECTS
2012	University of Iceland – PhD studies, Reading course on Activity theory, 5 ECTS
2011	University of Iceland – PhD studies, Professional practice and the impact of policy, 6 ECTS
2011	University of Iceland – PhD studies, Historical analysis of discourse, 5 ECTS
2011	University of Iceland – PhD studies, Introduction to quantitative research, 10 ECTS
2011	University of Iceland – PhD studies, Transferable academic skills II, 5 ECTS
2011	University of Iceland – PhD studies, Qualitative research methods I, 10 ECTS
2010	University of Iceland – PhD studies, Research methods - qualitative, 5 ECTS
2010	University of Iceland – PhD studies, Research methods - quantative, 5 ECTS
2010	University of Iceland – PhD studies, Education, innovation and employment, 10 ECTS
2010	University of Iceland – PhD studies, Transferable academic skills I, 5 ECTS

Courses / Professional training

2015	MIT/FabAcademy: http://fabacademy.org/archives/2015/schedule/index.html , course organised by MIT og Nýsköpunarmiðstöð Islands/Innovation Center Iceland, January-June, resulting in Fab Diploma . Grant received from the American Embassy in Iceland.
2013	University of Iceland, Kanban in IT, 6 hours
2013	Q1 Productions, Quality assurance in device & diagnostic manufacturing, 2 days
2012	University of Iceland, Internal reviews for institutions and companies, 2 days
2012	University of Iceland, Leadership coaching workshop – Etienne and Beverly Wenger-Trayner, 2 days
2006	University of Iceland, Testing management, 5 days
2005	University of Iceland, Practical web management, 2 days

WORK EXPERIENCE

Year	Position	Company / Institution
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Research Experience

2013-2014	<i>Doctoral Research assistant</i> – University of Iceland / RANNUM – The Centre for Educational Research of ICT and Media (evaluation project on mobile learning and 1:1 pedagogy)
2011-2012	<i>Researcher</i> – The Icelandic Ministry of Education. OECD Project: VET in Iceland. Research on workplace learning, writing of an OECD national background report for Iceland: Skills beyond School .
2010-	University of Iceland – PhD research, School of Education (Research project on mobile learning)

Research Network Membership

- 2011-2014 [NordLAC](#) – Learning across Contexts
2010-2014 [CAVIC](#) - Contemporary Art and visual Culture in education

Teaching / Education Experience

- 2014- *Tutor/Lecturer* – University of Iceland / [School of Education](#). Part-time lecturing and tutoring of MA-students for their research projects/MA-dissertation.
- 2009-2010 *Principal* – [Fjölbautaskóli Snæfellinga](#) / Snæfellsnes College, an upper secondary school. Overseeing daily activities of the college and work of 30+ employees, recruitment & training, leadership in curriculum development, business management and finances.
- 2007-2009 *Visiting lecturer* at [Myndlistaskólinn í Reykjavík](#) (Reykjavik Art College) – courses in CAD/CAM in [Mótun](#) (Forming) studies at a new course, ISCED4 level – part-time.
- 2005-2008 *Lecturer* at [Iðnskólinn í Reykjavík](#) (Reykjavik Technical College – upper secondary level) – teaching courses of art history at the department of gold- and silversmithing, digital media techniques, 1 course, marketing and web design, 1 course, CAD/CAM and 3-D design, 2 courses - at vocational education level. Part-time.
- 2002-2010 *Chair of The Occupational Council of Design & Crafts* – [The Icelandic Ministry of Education, Science & Culture](#). Policy making and contract management for research, evaluation and curriculum development projects, falling under the council's responsibilities. Project work.
- 2004-2007 *Curriculum developer* – The Icelandic Ministry of Education, Culture and Science, for vocational education and training in design and crafts. Writing of course descriptions in gold- and silversmithing. Project management and editing for new curriculum in technical design and tailoring. Project work.
- 2002-2003 *Visiting lecturer*, [Iceland Academy of Arts](#), lecturing on web design, use of computers and internet in art education. Part-time.
- 1994-98 *Visiting lecturer*; [DALI](#): The London Institute - Camberwell College of Art, London - developing and teaching specialized courses in metalwork/metal colouring. Part-time.
- 1986-88 *Writer, Designer, Illustrator* of learning materials (a handbook on leathercraft) in collaboration with G. Helgadóttir at [Námsháskólinn](#), The National Centre for Educational Materials, Reykjavík, Iceland - Contract Work - Research and development for the project, writing and illustration, design of leather projects to accompany the book. Part-time, while pursuing BA-course.
- 1983-85 *Craft, Design & Technology teacher* at [Fellaskóli](#), primary/ lower secondary school, Reykjavík, Iceland - teaching woodwork, metalwork and leathercraft to students, age 6-14.
Visiting lecturer at [The Iceland University of Education](#), Reykjavík, organizing and teaching craft courses. Also organization of seminars and supervision of in-set training for students. Part-time.

Other professional experience

- 2012-2014 *Quality Assurance Manager* – [Oxymap](#), Medical Device Manufacturer. Building and maintaining a quality system, procedures and processes in software development and mechanical production for quality certification and CE-marking of medical devices. Risk management.
- 2008-2009 *Director of Content Development* at [MIND Learning Systems](#) – managing content development for the [I-DO computer](#). Production and test management. Contact with sub-developers, contracts and licencing.
- 2006-2007 *Testing Manager* – [Síminn hf.](#) Setting up a testing department, developing procedures and work arrangements, activation of tools and standards for software testing of innovation products of the company. Testing and test reporting – communication with customers of the IT dept.
- 2005-2006 *Web editor* – [Ossur hf.](#) Development and maintenance of all websites of the prothetics-orthotics company Ossur hf. Financial, technical, editorial and design management of the main web - ossur.com – but also intranet and the icelandic, french and german web, in cooperation with staff on location. During the last months of my work for Ossur hf I designed and managed sub-contractors for a new introductory web on [Bionic Technology](#), to promote and market the company's vision and most recent products.
- 2004 - 2005 *Manager* – Tónminjasetur Íslands / Iceland Center of Ethnomusicology - management - collection, registration, preservation and communication of Icelandic musical heritage. Organization of educational events and concerts. Part-time.
- 2004 *Quality Assurance management* – with [Gagarín](#), educational software developer. Software testing, usability testing and design consultation on 15 multimedia presentations: Making of a Nation – Heritage and History in Iceland for The National Museum of Iceland. Project work.
- 2001-2003 *Quality Assurance Manager, CCP – Internet Games Developer*, Reykjavík, Iceland. Testing plans and consolidation of in-house testing procedures for the MMOG [EVE:Online](#), managing defect tracking systems, organizing and conducting live external alpha/beta tests (with 110.000 participants), including, bug reporting, data mining, surveying and data processing. Project management & planning, production management. Managed liasons with the Customer Service Company, training of staff and established work prodedures. Co-managed the volunteer organization, Polaris, and helped the organization of some of its workgroups.
- 2001 *Designer* with [YRKI](#) architects for the Icelandic Embassy in Japan – 3D computer modelling and presentation rendering of proposal. Project work.
- 1995 - 2001 *Game Designer – Art Lead*, – STUDIO 33 (UK) ltd, Liverpool. Games developing and design, research and collating of research data, 3D-Modelling and texture mapping, quality testing, production of video sequences and FMV's, preparation of presentations and marketing material. My work was constantly

1993-95	used to demonstrate the company's achievements at international trade fairs and exhibitions. The games were developed for SCEE – Sony Computer Entertainment Europe. <i>Administrator</i> - Centre of European Law , King's College London - PT - General office administration and assistance in organizing the Centre's projects, seminars and conferences. Student registration, course administration and production of course information, papers and documents. Production of reports on the Centre's events and activities. Part-time, while pursuing MA-studies.
1983-85	<i>Own workshop</i> - batch production of leather accessories, Reykjavik, Iceland – Part-time.

PUBLICATIONS

Year	Title	Publisher	Location
Thesis			
1995	Public Art – Squares. MA-thesis. Wimbledon College of Art & Crafts. London.		
1989	Icelandic Metalwork 974-1950. BA-thesis. Camberwell School of Art & Crafts. London		
1982	Development and status of arts & crafts education in Icelandic compulsory schools. B.Ed-thesis. Iceland University of Education. Reykjavik.		

Peer reviewed publications

2015 (expected)	Skúlína Hlíf Kjartansdóttir, & Sólveig Jakobsdóttir. Interacting with the world: Learners developing identity and agency through boundary crossing in mobile learning. In O. Erstad, T. Jóhannsdóttir, K. Kumpulainen, Å. Mäkitalo, K. Schröder & P. Pruulmann-Vengerfeldt (Eds.), <i>Learning across contexts in the knowledge society</i> (pp. xx-xxx). Rotterdam: Sense Publishers.
2015 (expected)	Co-authored with Muukka-Marjovu, A., Kaihoviirta-Rosvik, H., Vitola, I., Bergaust, K., Tuovinen, T: <i>The Mehtod desktop – a boundary for collaborative creative activities</i> . Chapter in: <i>Contemporary Art and Visual Culture in Education – creative collaborations, politics and potentialities</i> . (In publication)
2013	Skúlína Hlíf Kjartansdóttir, & Sólveig Jakobsdóttir. (2013). Tablet computers on trial: A transformative force in education? In I. A. Sánchez & P. Isaias (Eds.), <i>Proceedings of the IADIS International Conference on Mobile Learning 2013</i> (pp. 83-90). Lisbon.

Research reports and curriculum writing

2014	Skúlína Hlíf Kjartansdóttir, & Sólveig Jakobsdóttir. LearnPad spjaldtölvur í Álftranesskóla – Þróunarverkefni 2013-2014. Matsskýrsla (LearnPad tablets in Alftanes-school – a development project 2013-2014 / Evaluation report). Háskóli Íslands, Menntavísindasvið, Menntavísindastofnun, Rannsóknarstofa í upplýsingatæni og miðlun (RANNUM)
2013	Sólveig Jakobsdóttir, Skúlína Hlíf Kjartansdóttir og Guðný Guðbjörnsdóttir. (2013). STAFN: School development and technology, students' agency with mobile learning towards innovative learning and school practices - Project grant proposal 2014.
2013	Skúlína Hlíf Kjartansdóttir. OECD Review: Skills beyond School. National background report for Iceland . Iceland Ministry of Education, Science and Culture, Reykjavík
2012	Sólveig Jakobsdóttir, Skúlína Hlíf Kjartansdóttir, Helga Ósk Snædal Þórormsdóttir og Ragnheiður Líney Pálsdóttir. Spjaldtölvur í Norðlingaskóla – þróunarverkefni 2012-2013 (Interim report on use of tablet computers at Nordlinga school – a development project 2012-2013). University of Iceland - RANNUM, Reykjavík
2005	Skúlína Hlíf Kjartansdóttir og Harpa Kristjánsdóttir. Curriculum for Icelandic upper secondary schools – Gold and silversmithing. Iceland Ministry of Education, Science and Culture, Reykjavík.

Paper presentations

Kjartansdóttir, S. H. & Jakobsdóttir, S. (2014). Spjaldtölvur í Norðlingaskóla: Lokamat á þróunarverkefni (Tablet at Nordlinga school: Final evaluation), at Menntakvika conference, 3 October 2014, Reykjavík

Kjartansdóttir, S.H. & Pétursdóttir, R. (2014) Starfsmenntun og starfsgengi í skapandi greinum (Vocational education and employment in creative industries). At the conference: Norðan við hrun, sunnan við siðbót, 15-16 May 2014, Hólar, Iceland.

Kjartansdóttir, S. H. & Jakobsdóttir, S. (2013). Að standa í öldufaldi nýsköpunar í skólasterfi – rannsóknir sem styðja við samstarf, starfsþróun og kennara og valdeflingu nemenda (To be at the crest of innovation in schools – research that support collaboration, professional development of teachers and empowerment of students), at Menntakvika conference, 27 September 2013, Reykjavík

Kjartansdóttir, S. H. (2013). Learning design & the future of media: Mobile technologies and new forms of learning. Nordic textbook conference 14-16 August, Reykjavík.

Kjartansdóttir, S. H. & Jakobsdóttir, S. (2013). Tablet computers – enabling construction of agency and participatory learning in mobile learning environments, at NERA (Nordic Educational Research Association) conference, 7-9 March, Reykjavík.

Kjartansdóttir, S.H. & Jakobsdóttir, S. (2012). Participatory learning: Introduction of tablet computers and 1:1 pedagogy in Norðlingaskóli, Reykjavík, at a NordLAC Nordic seminar (NordForsk). Helsinki.

Kjartansdóttir, S. H. & Jakobsdóttir, S. (2012). Spjaldtölvur í Norðlingaskóla – viðhorf kennara og hagsmunaaðila (Tablet computers in Nordlinga school – views of teachers and stakeholders). At Menntakvika conference, 28 September 2012, Reykjavík.

Kjartansdóttir, S. H. & Jakobsdóttir, S. (2012). Spjaldtölvur í Norðlingaskóla (Tablet computers at Nordlinga School), The National Centre of Learning Materials seminar on tablet computers, 16 August 2012, Reykjavík.

Kjartansdóttir, S.H. (2012). The discourse of stakeholders in VET – contradictions and possibilities. At the conference of Icelandic historians, 8-10 June 2012, Reykjavík.

Kjartansdóttir, S. H. (2012). Þróun starfsnáms í upptakti nýrrar aldar, á framhaldsskólastigi, viðbótarstigi og í háskólum (Development of VET at the turn of the new millennium – at the upper secondary, 4th level and in higher education). At the conference “Nýskipan starfsmenntunar” (Innovation in VET), 23 April 2014, Reykjavík.

Kjartansdóttir, S.H. (2009). Utdanningstilbud - små håndverksfag I Island. At the conference “Fælles Løft”, 3-4 March 2009. Lillehammer.

Kjartansdóttir, S. H. (2004). HTV – The Health Technology Forum - Iceland. Nordic Interactive Workshop, 29-30 January 2004, Lillehammer.

Computer games

- 2003 [EVE Online](#) – MMOG, [CCP Games](#), Reykjavík. Publisher: Simon & Schuster Interactive, New York.
- 2001 [Formula1-2001](#), computer game for Sony Playstation and PC, developed by Studio33 (UK)ltd, published by Sony Interactive Entertainment, Liverpool - London.
- 2000 [Formula1-2000](#), computer game for Sony Playstation and PC, developed by Studio33 (UK) ltd, published by Psygnosis, Liverpool.
- 1999 [Formula1-1999](#), computer game for Sony Playstation and PC, developed by Studio 33 (UK) Ltd, published by Psygnosis, Liverpool.
- 1997 [Newman-Haas Racing](#), computer game for Sony Playstation and PC. Published by Psygnosis, Liverpool.

Monograph

- 1990 Co-authored with Guðrún Helgadóttir: [Leather: Handbook for home and school](#) . Reykjavík

GRANTS

Year	Grant	Awarding body
2014	Research on the use of computer games in education Entrepreneurs	Atvinnumál kvenna / Grants for Women
2013	Project grant / Research	Vinnuálasjóður
2013	Research grant	Sprotasjóður
1987	Winner of RSA 1986/87 Design Bursary Award	Royal Society of Arts, UK
1985	ORS Award – study grant UK	ORSAS , UK

OTHER EXPERIENCE

Year	Position	Company / Institution
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Board Membership:

- 2013-2012- PhD student member of the board of RASK – The Centre for Research on Creativity in Education
PhD student member of the board of RANNUM – The Centre for Educational Research on ICT and Media at the University of Iceland – School of Education
- 2009-2010 [The Center for Continuing Education in West Iceland](#) – board member, representative of the Association of Communities in West Iceland.

Consultation and evaluation:

- 2014 Evaluation of LearnPad tablet use in Álfþanesskóli, Álfþanes, Iceland.
- 2012-2013 Evaluation of iPad tablet use in Nordlinga school, Reykjavík, Iceland
- 2012 Leonardo da Vinci Programme – Evaluator of final report: [Know How2](#) – transfer of innovation project.
- 2011-2012 Consultation and participation in an OECD committee work (Skills beyond School) and other vocational education (VET) projects, on behalf ofThe Icelandic ministry of education, science and culture, Paris, France and Torino, Italy.
- 2008-2010 [Nordic Game Program](#) – Suppleant member of an expert committee of the Nordic Council for computer games and on the advisory board for the [Nordic Game Conference](#), May 2009. The committee handles grant applications for financial support of the NC and convenes on the affairs of Scandinavian computer games industry.
- 2007 Leonardo da Vinci Programme – Evaluator of final report: [Know How1](#) – transfer of innovation project.

2005-06 [Prix Möbius Nordica: Nordic multimedia Competition](#) – introduction in Iceland and member of jury, 29th January, Helsinki, Finland
2005 [World Summit Awards](#) – United Nations’ promotional event of eContent – Chair of jury in Iceland.
2004 [Icelandic Web Design Awards](#) – member of jury. October, Reykjavik

Study visits:

2006 Birmingham, UK – Leonardo mobility visit, CAD course at [BIAD School of Jewellery](#).
2004 Helsinki-Lahti-Copenhagen-Birmingham, Leonardo mobility visit of the Icelandic Vocational Council of Design – visiting educational institutions of art – design and crafts in Europe – to learn about their structure, R&D, curriculum and course management.
2004 Dublin-Kaupmannahöfn-Helsinki, Leonardo mobility visit of Lorna – visiting media labs í Europe to learn about their structure and management model, R&D, and financing. Visited [Media Lab Europe](#), [Digital Media Centre](#) – Dublin Institute of Technology in Dublin, [Centre of Computer Games Research](#) – IT University Copenhagen and [Media Lab UIAH](#) at the University of Art & Design, Helsinki, and [STAKES](#) – the Finnish National Research and Development Centre for Welfare and Health.
1996 [Barcelona - Spain](#), 2 weeks - studies in Public Art / Urban Regeneration
1990-91 [Bolivia](#), research assistance & own research project on arts & crafts, 13 months
1987-88 [South-America](#) (Argentine, Paraguay, Bolivia, Peru, Ecuador, Columbia) 8 months – cultural studies.
1987 [Japan](#) (RSA award), 1 month research trip - visiting artists, craftsmen and companies

Art work:

In collections of individuals in Iceland and the U.K.

Public Art/Design:

“The Retreat”: site specific artwork in the playground of Morden First School, Surrey.
”Homage to the Sea”, patinated metal sculpture, Kawaguchi Metal Industries, Saitama, Japan.
Interior design and 3D model for the Icelandic Embassy in Japan, in collaboration with YRKI architects, Reykjavik, Iceland

Language skills:

First language: Icelandic. Fluent in English. Reasonable control of Norwegian, Danish and Spanish. College exams in French and German - some knowledge of Italian. I was resident the U.K. for 15 years and have been living in Spanish speaking countries for nearly 2 years.

Computing Knowledge:

Silicon Graphics: Softimage. Unix system – some knowledge.

PC: Windows, Word, Outlook, Excel, Powerpoint, M.Project. Web management systems: LiSA, Eplica. Service system: Right Now, general use and surveys. CRM: Salesforce – general use. Issue Tracking / Project Management Systems: JIRA, Kanban. Content Management Systems: SharePoint, Confluence. Lotus Notes – GoPro, some experience. Google enterprise – documentation platform management.

Art & design: Dreamweaver, Flash, some HTMLexperience. Adobe Photoshop, InDesign, Illustrator, Premiere, After Effects.

3D design & modelling: Softimage – extensive experience. Rhinocerus – good knowledge.

Database: Sarpur – cultural history database of The National Museum of Iceland and various Icelandic museums.

Financial management: Oracle, Navision.

Research: SPSS statistical programme – basic experience. nVivo 9.0 qualitative research programme – basic experience.

Inqscribe – transcription software. Transana, qualitative data analysis – some experience.

Macintosh: User experience, MacBook Pro, iPad, iPhone. Various software packages.

Game platforms and related technology: PC/Internet game engine environment and 3rd party applications – considerable experience, Playstation game development environment – considerable experience. PC game environment – some experience. MMOG development environments.

Interests:

New media & innovation, computer games & educational software. Art, architecture & design. Travel, gardening and world cuisine. Horse riding and diving.

Recommendations:

Sólveig Jakobsdóttir, associate professor distance education – University of Iceland / School of education.

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Kristrún Ísaksdóttir, Expert – Icelandic Ministry of Education, Science and Culture. erlkrist@simnet.is. Telephone: +354 551 1698 / +354 862 1698.



“The Retreat”: sculpture, created in 1995, for Morden Primary School, Surrey, U.K.