

Maria Konstantinova

Cultural Engagement & Participatory Experience Design

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Education

2021-2026

University of Art and Design Linz

MA Interface Cultures

Haute école des arts du Rhin,
Strasbourg

Erasmus, Didactique visuelle

2017-2020

Chonnam National University,
Gwangju

BA Visual Communication Design

Further Education

**BIP Interaction & Collaboration -
Best of Both Worlds, 2026**

HfS Ernst Busch, Berlin

**Digital Summer School in Music
Therapy & Dance and Movement
Therapy, 2023**

SRH Hochschule, Heidelberg

Key Skills

#Participatory Experience Design
#Cultural Engagement
#Event Design & Coordination
#Storytelling #Prototyping #Crafting
#Prop Production
#Audiovisual Production (Adobe
Creative Cloud)
#Presentation & Facilitation

I develop participatory formats that combine play, art, learning, and social interaction. From initial concepts and storytelling to experience design and the creation of props, materials, and environments, I contribute to projects throughout their development, production, and delivery. I enjoy working across creative, practical, and organisational tasks and adapting to the needs of each project.

Professional Experience

Jun. 2026 - Aug. 2026

BestOFF Sommerfrische, *What would Thomas Bernhard Do?*

Dramaturg / Curatorial Assistant

- Contributed to the development and coordination of the exhibition's public programme.
- Collaborated on the development of a participatory newspaper publication, supported exhibition organisation, and printed material production.

May 2024 - Present

Videographer & Video Editor (Freelance)

- Produced video content for an educational research project.
- Contributed to concept development and preproduction, including storyboarding.
- Managed audio and video equipment during filming.
- Edited video, audio, and motion graphics content in post-production.

Jan. 2020 - Jul. 2023

INNOU Media GmbH

Graphic Design & Visual Content Production (Freelance)

- Contributed to brand identity development as part of the graphic design team.
- Designed website layouts and visual communication materials for social media platforms.
- Developed visual storytelling content for digital channels.
- Contributed to character and environment design for a mobile game project.

Jan. 2021 - Feb. 2021

Gwangju Biennale,

Installation Team Assistant (Internship)

- Assisted with the installation of artworks and the production of exhibition display elements.
- Supported international artists in the realisation of their projects.
- Provided Korean-English interpretation between artists and production teams.
- Documented installation processes and exhibition setup.

Languages: RU-Native DE-B2 ENG-C1 KO-C1 FR-B2

Participatory Projects & Public Engagement

Participatory Role-Playing Design & Facilitation (2014–Present)

- Designed and facilitated collaborative role-playing experiences for small groups.
- Developed game mechanics, narratives, and scenarios.
- Created game materials, props, costumes, and audiovisual elements.
- Organised, prepared, and facilitated game sessions.

Kaffeetanten (2024–2026)

As part of my role as a student representative at the University of Art and Design Linz:

- Developed and organised a community programme promoting language exchange and networking among international students within the department.
- Designed and facilitated game-based events for German language practice and intercultural learning.
- Moderated group sessions and coordinated event organisation.
- Developed learning materials and interactive resources.

What We Like to Remember (2023)

Workshop Design & Facilitation

- Designed and facilitated a participatory workshop as part of an artistic project by Katherine Alejandra Romero Martinez.
- Developed an event format exploring family relationships, memories, and cultural traditions through shared cooking practices.
- Organised, moderated, and supported the workshop.

10 + 10 Brücken (2022–2023)

- Participated in a series of workshops in theatre, dance, and performance.
- Contributed to the development and performance of a community-based theatre production in Linz.

Language Tutoring (2019–2021)

- Designed teaching and learning materials for Russian and English language tuition.
- Delivered individual and group lessons for children and adults.

하늘 새 (Himmelsvogel) – Korean Traditional Dance Company, Moscow (2014–2017)

- Trained and performed as a member of a traditional Korean dance company.

Artistic Research & Projects

- *Between Interaction and Expression: Exploring the Potential of Media Art in the Context of Expressive Arts Therapy* (2026)

Master's Thesis

Supervised by Univ. Prof. Dr. Laurent Mignonneau, University of Art and Design Linz.

- *Création Nocturne* (2024) Ars Electronica Festival 2024, NOUS

Participatory Performance

Collaboration with Minju Jeong, with technical support from Gabriel Eckerstberger and additional support from Daniel Fischer, Hackerspace /dev/lo1, in cooperation with RedSapata and Sonnenstein Loft.

- *Soup Kitchen* (2022) Ars Electronica Festival 2022, *Crossing the Bridge*

Participatory Happening

With technical support from Vadim Konstantinov and production support from Fabricio Lamoncha Martinez.

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