

# Mark Mushiba

Computational researcher, Interaction designer, Spoken-Word Poet

## EXPERIENCE

### Forensis/Forensic Architecture

Berlin, Germany – *Computational Researcher*

Feb 2023 – August 2025

3D modeling (Blender, Rhino3D, Unreal), 3D rendering, Environmental 3D design and composing, Remote Sensing and Gis (Qgis, GEE, Python, JS), Desk Research, Archival research, Academic writing

### Oyoun

Berlin, Germany – *Creative technologist*

June 2022 – Feb 2023

Electronic fabrication and prototyping, Front-end web development, Research and development

### Mushiba Labs

Berlin, Germany – *Creative technologist (Freelance)*

February 2021 – July 2022

Electronic fabrication and prototyping, Front-end web development, Research and development

### Thoughtfish GmbH (REMOTE)

Berlin, Germany – *Game technologist*

August 2020 – 30 January 2021

Games research, mobile game development in Unity, business analytics in Power BI, game testing

### Inclusive and Collaborative Technology Innovation Hub (ICTIH),

Namibia - *Technology innovation coordinator*

January 2019 - May 2019

Growth strategy development, mentorship, business process modeling, business model innovation, IT strategy, research and development, prototyping, project management

### University of Applied Sciences Berlin (HTW), Germany - Visiting Researcher with INKA group

May 2018 - December 2018

Creative programming (Open frameworks, Processing, Unity, Supercollider, Computer Vision)

### European Institute of Innovation and Technology (EIT), Italy — Entrepreneurial Doctoral scholar

March 2016 – 30 January 2021

IT Entrepreneurship student

Business model innovation, strategic growth management, pitching, lean startup methodology

### University of Trento, Italy — Ph.D. in Computer Science

February 2016 – October 2019

Researcher in Applied Games for health and well-being (DISI)

Junior Lecturer in User-Centered Design master's course

Creative programming with Supercollider, Unity, Three.js, JavaScript, Processing

### Fablab Namibia, Namibia — Research & Special projects coordinator

January 2015 - December 2015

Fabrication machinery (CNC router, laser cutters), Prototyping (Raspberry Pi, 3D printers, Arduino, Smart Citizen, MS Kinect), maintenance of laboratory equipment, facilitating educational workshops, managing in-lab projects, academic research writing

### Namibia University of Science & Technology, Namibia — Part-time lecturer

January 2015 - December 2015

Berlin, Germany

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<https://markmushiva.com>

<https://www.linkedin.com/in/markmushiva/>

## EDUCATION

### Ph.D. in Computer Science – Human

Computer Interaction, Thesis: Low-

threshold encounters for

intergenerational games

University of Trento, Italy,

<https://www.unitn.it/en>

### Master of Information Technology -

(Namibia University of Science &

Technology (NUST), Namibia + Aalto

University, Finland),

<https://www.aalto.fi/fi>

### Bachelor of Science - Computer

Science and Economics - University

of Namibia (UNAM),

<http://www.unam.edu.na/>

### Trainee at School of Machines, Making

& Make-Believe, Physical Computing,

microelectronics, Berlin, Germany,

(2019), <https://schoolofma.org/>

### Trainee at Trust in Play: European

School of Urban Game Design, Athens,

Greece (2019), <http://trustinplay.eu/>

## AWARDS

### Music Board Berlin Scholarship

2023, Berlin

[https://www.musicboard-](https://www.musicboard-berlin.de/en/scholarships-residencies-2023/)

[berlin.de/en/scholarships-](https://www.musicboard-berlin.de/en/scholarships-residencies-2023/)

[residencies-2023/](https://www.musicboard-berlin.de/en/scholarships-residencies-2023/)

### IASPIS residency, Gothenburg,

Sweden

[https://www.konstnarsnamnden.se/](https://www.konstnarsnamnden.se/internationella-program-och-residens/iaspis-internationella-programmet-for-bild-och-form/iaspis-digitala-arkiv/mark-mushiba/)

[internationella-program-och-](https://www.konstnarsnamnden.se/internationella-program-och-residens/iaspis-internationella-programmet-for-bild-och-form/iaspis-digitala-arkiv/mark-mushiba/)

[residens/iaspis-internationella-](https://www.konstnarsnamnden.se/internationella-program-och-residens/iaspis-internationella-programmet-for-bild-och-form/iaspis-digitala-arkiv/mark-mushiba/)

[programmet-for-bild-och-](https://www.konstnarsnamnden.se/internationella-program-och-residens/iaspis-internationella-programmet-for-bild-och-form/iaspis-digitala-arkiv/mark-mushiba/)

[form/iaspis-digitala-arkiv/mark-](https://www.konstnarsnamnden.se/internationella-program-och-residens/iaspis-internationella-programmet-for-bild-och-form/iaspis-digitala-arkiv/mark-mushiba/)

[mushiba/](https://www.konstnarsnamnden.se/internationella-program-och-residens/iaspis-internationella-programmet-for-bild-och-form/iaspis-digitala-arkiv/mark-mushiba/)

### Ministry of Industrialisation, Trade and

SME Development – Namibian Youth

Innovator Award

### EIT Digital (Italy) Entrepreneurial

innovation scholarship recipient

Teaching undergraduate courses in Introduction to Databases and Internet Programming (Web apps, Semantic web), evaluating student projects, academic research writing in School of IT

**The Techguys, Namibia** — *Front-end web developer*

April 2014 - December 2014

User research and scientific writing, Interactive prototyping, user experience design, mobile application development (Java, Parse, Firebase, Android studio), Web design and development (CSS, HTML, PHP, JS, Angular JS, Git), motion graphics with After Effects for product promotion, project management, usability testing.

**Syntax Technologies, Namibia** — *Software Engineer, Analyst*

December 2009 - March 2014

Database management with SQL server 2008, business intelligence reports crystal reports 10, FRX and SQL reporting services, database programming in PL\SQL and SQL, requirements analysis, business process modeling, client support on Integrated Business Management System (Payroll, receivables, payables, asset management, cash management and bank reconciliation and human resources), VBA customization of ERP solutions (Microsoft Dynamics SL 7.0, MICROSOFT NAVISION 2008), User training and systems evaluation.

## FORENSIC RESEARCH INVESTIGATIONS

**The Environmental Continuum of Genocide in Namibia**

Role: Research, 3D modelling, Remote Sensing

<https://forensic-architecture.org/investigation/the-environmental-continuum-of-genocide-in-namibia>

**German Colonial Genocide in Namibia: The Hornkranz Massacre**

Role: Research, 3D modelling, Remote Sensing, Drone videography

<https://forensic-architecture.org/investigation/german-colonial-genocide-in-namibia-the-hornkranz-massacre>

**German Colonial Genocide in Namibia: Swakopmund**

Role: Research, 3D modelling, Remote Sensing

<https://forensic-architecture.org/investigation/swakopmund>

**German Colonial Genocide in Namibia: Shark Island**

Role: Research, Remote Sensing, Drone videography

<https://forensic-architecture.org/investigation/shark-island>

## LIST OF PUBLICATIONS

Mushiba, M., Heike Winschier-Theophilus, H. 2024. Decolonizing design thinking, Innovation Nation: A White Paper on Design Thinking in Namibia

Mushiba, M., Onwukeme, T. 2024. Prototyping a decolonial fighting style in video games, <https://containermagazine.co.uk/re-master-prototyping-decolonial-fighting-styles/>

Mushiba, M., (2020). Am I a real Skater? Soft Eis magazine <https://soft-eis.netlify.app/>

Mushiba, M., Heissmeyer, H.M. 2018. Designing playful situations for strangers in urban areas. In Proceedings of AFRICHI2018 conference, Windhoek, Namibia, December 2018 (AFRICHI'18), 3 pages. <https://doi.org/10.1145/3283458.3283522>

Mushiba, M.. 2018. SoundPlay: An Interactive Installation for Playful Intergenerational Encounters in Public Areas. In Proceedings of AFRICHI2018 conference, Windhoek, Namibia, December 2018 (AFRICHI'18), 3 pages. <https://doi.org/10.1145/3283458.3283506>

Mushiba, M., Heissmeyer, H.M. 2018. Dérive: An exploration of critical play for urban placemaking. In Proceedings of AFRICHI2018 conference, Windhoek, Namibia, December 2018 (AFRICHI'18), 3 pages. <https://doi.org/10.1145/3283458.3283525>

Willis, M., Adamo, G., Mushiba, M. Persuasion and Empathy in Computer Games, An Ontological Perspective. 12th International Conference on the Philosophy of Computer Games (2017)

**Microsoft certified IT professional** - Developer Microsoft Dynamics NAV  
Microsoft certified technology specialist - Microsoft dynamics C-side solution development

**User-centered design for innovation services and applications** - Cape Peninsula University of Technology

**Best overall Honors research**- Namibia University of Science & Technology (NUST)

**Scholarship Physical Computing for Beginners** - School of Machines, Making & Make-Believe (Berlin)

## LANGUAGES

English, German, Italian, Oshiwambo, Afrikaans

## PROJECTS

**Flausen, Techno ritual**

Oldenburg, Germany – *Technicql Mentor*

<https://flausen.plus/residenz/techno-ritual/>

**Akademie für Theater und Digitalität**

Dortmund, Germany – *Technical fellow*

February 2022 – July 2022

Electronic fabrication and prototyping (robotics), Front-end web development, Research and development

<https://www.theaterdo.de/news-liste/detail/fellowship-06-startet-an-der-akademie-fuer-theater-und-digitalitaet/>

<https://www.manufaktor.eu/aktuelle-projekte/robotop/>

**The Namibian Newspaper**, Design and development of Investigative Unit website (2019)

<https://arikhas.namibian.online>

**NAMCOR**, modeling, design and development of geospatial database with SQL, ArcGIS (2019)

<https://www.namcor.com.na/>

**Trainee at School of Machines, Making & Make-Believe**

Physical Computing, microelectronics, Berlin, Germany, (2019), <https://schoolofma.org/>

**Game design and development**, Game theory, courses in Utrecht,

Netherlands (2017)

<https://www.utrechtsummerschool.nl/courses/science/game-design-and-development>

**Citizen Participation and City Governance**

EIT Digital, Berlin Summer School (2017)

Mushiba, M., D'Andrea, V., De Angeli, A. Persuasive Games for Intergenerational Social Interaction in Urban Areas. Proceedings of International Conference on Intelligent Technologies for Interactive Entertainment 2017, Madeira, Portugal. (2017)

Cozza, M., De Angeli, A., Jovanovic, M., Tonolli, L., Mushiba, M., McNeil, M., Coventry, L. Understanding Motivations in Designing for Older Adults. Proceedings of COOP2016, Trento, Italy. (2016)

Mushiba, M., Gallert, P., & Winschiers-Theophilus, H. (2016). On Persuading an OvaHerero Community to Join the Wikipedia Community. In J. Abdelnour-Nocera, M. Strano, C. Ess, M. Van der Velden, & H. Hrachovec (Eds.), Culture, Technology, Communication. Common World, Different Futures: 10th IFIP WG 13.8 International Conference, CaTaC 2016, London, UK, June 15-17, 2016, Revised Selected Papers (pp. 1–18). Cham: Springer International Publishing. [http://doi.org/10.1007/978-3-319-50109-3\\_1](http://doi.org/10.1007/978-3-319-50109-3_1)

Mushiba, M, Winschiers-Theophilus, H., Du Preez, V., Molokwane, S. and Kolhi, J. (2015) Academia's responsibilities in community-based co-creation education –a critical review of two cases in South Africa and Botswana, 13th International Conference on Social Implications of Computers in Developing Countries, Openness in ICT4D: Critical Reflections on Future Directions

Mushiba, M., Asino, T.A. (2015). Afrikan pedagogy and technology supported learning, in At the Intersections of traditional and Indigenous Knowledges and Technology Design", editors Bidwell, N. & Winschiers-Theophilus, H., publisher: Informing Science.

Mushiba, M., Jensen, L. (2012). Designing Persuasive Mobile Applications to Encourage the Digital Recording of Indigenous Knowledge, DOI: 10.13140/RG.2.2.13798.11844

## LECTURES/TALKS

ARS Electronica, LOOPS (2024), <https://www.newpractice.net/post/mark-mushiva-tobechukwu-onwukeme>

HAU Berlin - Shark Island and Swakopmund: On Shared Memory between Namibia and Germany (2024 )

Inherited Testimonies, Haus Kultur Der Welt, <https://www.hkw.de/en/programme/events/inherited-testimonies> (2023)

Towards a Decolonial Technology, Namibian University of Science and Technology, [https://www.youtube.com/watch?v=y9C8yrslYKE&t=7s&ab\\_channel=KOOLIKEDOCUMENTARYHOUSE](https://www.youtube.com/watch?v=y9C8yrslYKE&t=7s&ab_channel=KOOLIKEDOCUMENTARYHOUSE), (2023)

HCI in African, AFRICHI 2018, [https://www.youtube.com/watch?v=Vsl8xotdnw8&ab\\_channel=31stCenturyBlacks](https://www.youtube.com/watch?v=Vsl8xotdnw8&ab_channel=31stCenturyBlacks)

## WORKSHOPS

African Accelerationism, Creative Industry Institute Africa, (2025)

African Accelerationism and Decolonial Visions for Sites of Remembrance, Memory in Motion 2, Stiftung Historische Museen Hamburg (2024)

Decolonial Ecology, Kunstsammlungen Chemnitz, <https://www.gegenwarten.info/en/kalender/decolonial-ecology/>, (2024)

## FILMS

Grootman  
Role: Write  
[https://www.imdb.com/title/tt25809704/?ref=mv\\_close](https://www.imdb.com/title/tt25809704/?ref=mv_close)

<https://www.eitdigital.eu/newsroom/news/article/eit-digital-academy-summer-schools-a-deep-dive-into-innovation-entrepreneurship/>

**Playful innovation workshop** held for Lincoln City council at Frequency Festival, Lincoln, UK, <http://frequency.org.uk/> (2017)

**Games for Cities Training School**, Amsterdam, Netherlands (2016), [http://cyberparks-project.eu/sites/default/files/files/final\\_report\\_games\\_for\\_cities\\_training\\_school\\_0.pdf](http://cyberparks-project.eu/sites/default/files/files/final_report_games_for_cities_training_school_0.pdf)

**Community Engagement** with Cape Peninsula University of Technology (CPUT) (2015) [https://www.researchgate.net/publication/307932323\\_Academia's\\_responsibilities\\_in\\_community-based\\_co-creation\\_education\\_-\\_A\\_critical\\_review\\_of\\_two\\_cases\\_in\\_South\\_Africa\\_and\\_Botswana](https://www.researchgate.net/publication/307932323_Academia's_responsibilities_in_community-based_co-creation_education_-_A_critical_review_of_two_cases_in_South_Africa_and_Botswana)

**Penan Oroo PO-SMS, Development of mobile applications for Indigenous groups in Namibia and Malaysia (2015)** <https://tariqzaman.jimdo.com/project/s/oroo/po-sms/> <http://www.indiknowtech.nust.na/studentProject/completed-student-projects>

## Turbo Summation

Role: Writer, Creative Producer, Protagonist

[https://www.youtube.com/watch?v=meBZdfJZA70&list=RDmeBZdfJZA70&start\\_radio=1](https://www.youtube.com/watch?v=meBZdfJZA70&list=RDmeBZdfJZA70&start_radio=1)

## REFERENCES

### **Prof. EYAL WEIZMAN**

FOUNDER AND DIRECTOR OF FORENSIC ARCHITECTURE

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### **Prof. ANTONELLA DE ANGELI**

PROFESSOR OF HUMAN COMPUTER INTERACTION, FREE UNIVERSITY OF BOZEN-BOLZANO, ITALY, DEPARTMENT OF INFORMATION ENGINEERING AND COMPUTER SCIENCE

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### **CHRISTINA BARLEBEN**

GESCHÄFTSFÜHRERIN/CEO & CO-FOUNDER OF THOUGHTFISH GMBH

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PROFESSOR OF ENGINEERING, AARHUS UNIVERSITY, DENMARK, CHIEF OFFICER (ORBIT LABS)

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