

PORT

FORMATS

FOLIO

ABOUT ME

ELE JANSEN PHD

Social Artist at the intersection of
research, culture change and art.

Forschende Künstlerin zwischen
Transformationskunst, Kulturwandel
und Gemeinschaftsbildung.

PERFORMANCES | LABS | FORMATS



ELE JANSEN, PHD

CONTACT



+491636274353



ele@deepcreation.co



www.deepcreation.co

EDUCATION

PhD Co-Design Anthropology

University of New South Wales,
Sydney, 2011-2015

MA Media Comms & English

Leipzig University
2000-2006

AWARDS



Internat. Postgrad Research Stipend
by Australian Government



Academic Teaching Award
by University of Technology Sydney



Magister Magna cum Laude
by University of Leipzig

PROJECTS

ARTIST RESIDENCIES AND PROJECTS

Manifesto for Tomorrow: 4 week community arts immersion.
We Are In.Tuition: retreat, workshop, network and fieldbook.
Be. Poietic. Punks: Speculative Design Lab. This is Not Art.
Dr Divine: Divining Performance Piece. Burning Man.

GAME DESIGN

The Conscious Cycle Kit teaches cyclical and creative practice.
PolyPoly teaches and questions traditional business mechanics.
The Wish helps groups prototype solutions to wicked problems.

PROGRAMS, LABS AND COURSES

InnoPort: Lead New Work and Inner Work. 2022 ongoing
Climate Living Lab: Lead Social Design for Change. 2022
DeepCreation: Coach Creative Life Design. Founded 2020
FutureScouts: Coach Creative Life Design. 2017-22
Wir Bauen Zukunft: Guide Systemic Design. 2016-19
LearnDoShare: Open Social Innovation. Cofounded 2011

TEACHING

University of Technology Sydney

Founder at Heart

Global Entrepreneurship

Complexity and Creativity

Innovation and Entrepreneurship

Design Thinking & Game Design

TRAININGS

4D Mapping: Constellation Leader

Dana Richter, Baltic, Sea, 2022

Mindcoach: Kriya Meditation Teacher

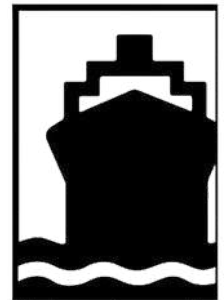
Mark Breadner, Bali, 2021

Braincare: Brains = Behaviour

Allison Davies, Tasmania, 2019

Permaculture Design

Arise Education, Portugal, 2017



CONSCIOUS CYCLE KIT

Card Deck
Self-commissioned
2019

The purpose of the kit is to help reclaim a natural flow of creation. Each of us has a unique rhythm, which we can tap, if we listen in and become attentive for our surrounding. The card deck gives playful prompts for contemplation and action. Like engaging with a non-linear book, individuals learn and train life skills and hacks for change.

www.deepcreation.co



CO-CREATIVE BUILDING

Living Lab
University of Applied Sciences Potsdam
Reallabor Gut Alaune
German language
2023

Over the course of a semester, students immersed in a living lab aimed at co-creating a sustainable community house in a collectively owned place called Gut Alaune. Architectural students learned ethnography and spent weeks at a time building with other volunteers, sleeping on location, experiencing community life and co-creation. The outcome are 6 term papers and a +100-pages documentation.

Reallabor GutAlaune Kooperativ-nachhaltig Bauen im Reallabor GutAlaune e.V.

Projektdokumentation

Fachhochschule Potsdam
Lehrforschungsprojekt gefördert vom
Bundesministerium für Bildung und Forschung
Fördermaßnahme *Gesellschaft der Ideen*
Förderkennzeichen 16GDI103C



PLANETARY HEALTH LAB

Living Lab
Havelhöhe Hospital
German language
2021-2022

This was the inaugural project of a decade long project to make a hospital carbon neutral. Our living lab was designed to involve employees and stakeholders in both researching problems and developing solutions to the fields of food, energy, waste, mobility, emissions and transformation. Among many results and outcomes we produced a +100-pages playbook for other institutions to freely use.

Havelhöhe
Climate Friendly Hospital

PRIMA KLIMA IM HAUS EIN PRAXISLEITFADEN

Tipps, Ressourcen und Geschichten zur Klimatransformation in Krankenhäusern

- Transformationstheorie
- Soziale Prozesse
- Schulungen
- Treibhausgasbilanzierung
- Energie
- Ernährung
- Mobilität
- Abfall
- Reflexion
- Ressourcen

Erfahrungen vom Klima-Team des Gemeinschafts-krankenhauses Havelhöhe

Havelhöhe, Nov 2022

HANDLUNGSFELD MOBILITÄT

WELCHE BEDEUTUNG HAT MOBILITÄT FÜRS KLIMAT

MITARBEITENDE AUF'S RAD BRINGEN!

Felix Laurent Hoffmann

GOOD CLIMATE CARDS

Card Set

Living Lab Climate Friendly Hospital

German language

2021-2022



A set of postcards to help get climate conscious in everyday life. Each card shows a prompt to become climate wise. They're icebreaker, conversation starter, provocative agent for good.

The cards were initially used within the Living Lab Climate Friendly Hospital in Berlin. Later it was released in a creative common license,

For the love of our planet and the abundant nature it gifts us.

WE ARE IN.TUITION

Artist Residency
UTS' Creative Intelligence Unit
2018



We Are In.Tuition is a creative residency, dojo, retreat, open value network and fieldbook. It's the result of 15 months of dojos / gatherings jamming on a loosely defined field of shared practice: intuition and mutual care in leadership, and the future of work. In February 2018, we spent a weekend at Cowra's The Corridor Project, a rural Australian Woolshed to explore the question- what does it mean to be intuitive, trusting in flow, emergence and embodied wisdom when living in patriarchal structures?

The fieldbook has philosophical articles, musings, poems, game instructions and thought exercises, introductions to concepts, book recommendations, and there's a playlist, too!

MANIFESTO FOR TOMORROW

Community Arts Co-Creation
Commissioned by Art Gallery of NSW, Sydney
2017



Manifesto For Tomorrow was an experimental youth engagement program that made participants the authors of their own declarations of beliefs, intentions and motifs. The program ran in the spring of 2017. I.C.E., the Art Gallery of New South Wales and an alliance of education partners developed and delivered a youth program of artistic research and interpretation, production and presentation that asserted individual and collective identities through the development of a two manifestos; one made by students from Auburn Girls High School and one by Granville Boys. Thereby, Manifesto for Tomorrow provided vulnerable and disenfranchised youth from Western Sydney access to resources to both study and produce alternative narratives of representation and identity.



ANDROGYNY

Social Sculpture Lab
Self-commissioned
2016



A community and playshop series to start a conversation about the “in between” across many domains: sex (on being both masc/fem as male/female), politics (on binaries and unity), creativity (on being ambidextrous), mind (on reasoning and sensing), culture (on science and art), philosophy (on spirituality and logic). It’s about integration and remix and what it means when it gets jumbled in a body; how it (re)presents itself in the world; and about our agency.

TESTIMONIALS



“I can’t tell you enough how important your course has been to me (and I know my fellow students). Your heart, care, ethos, and passion should be a part of all education. You are on to something, as you must well know by the impact you’re having.”

SARAH MURDOCH, LOS ANGELES



“This course connected me to who I am and who I want to be. You showed me how to dig deep down to bring out the meaningful side of who we are and I thank you for that. I wanted to keep learning more from you!”

MOHSEN J., SYDNEY

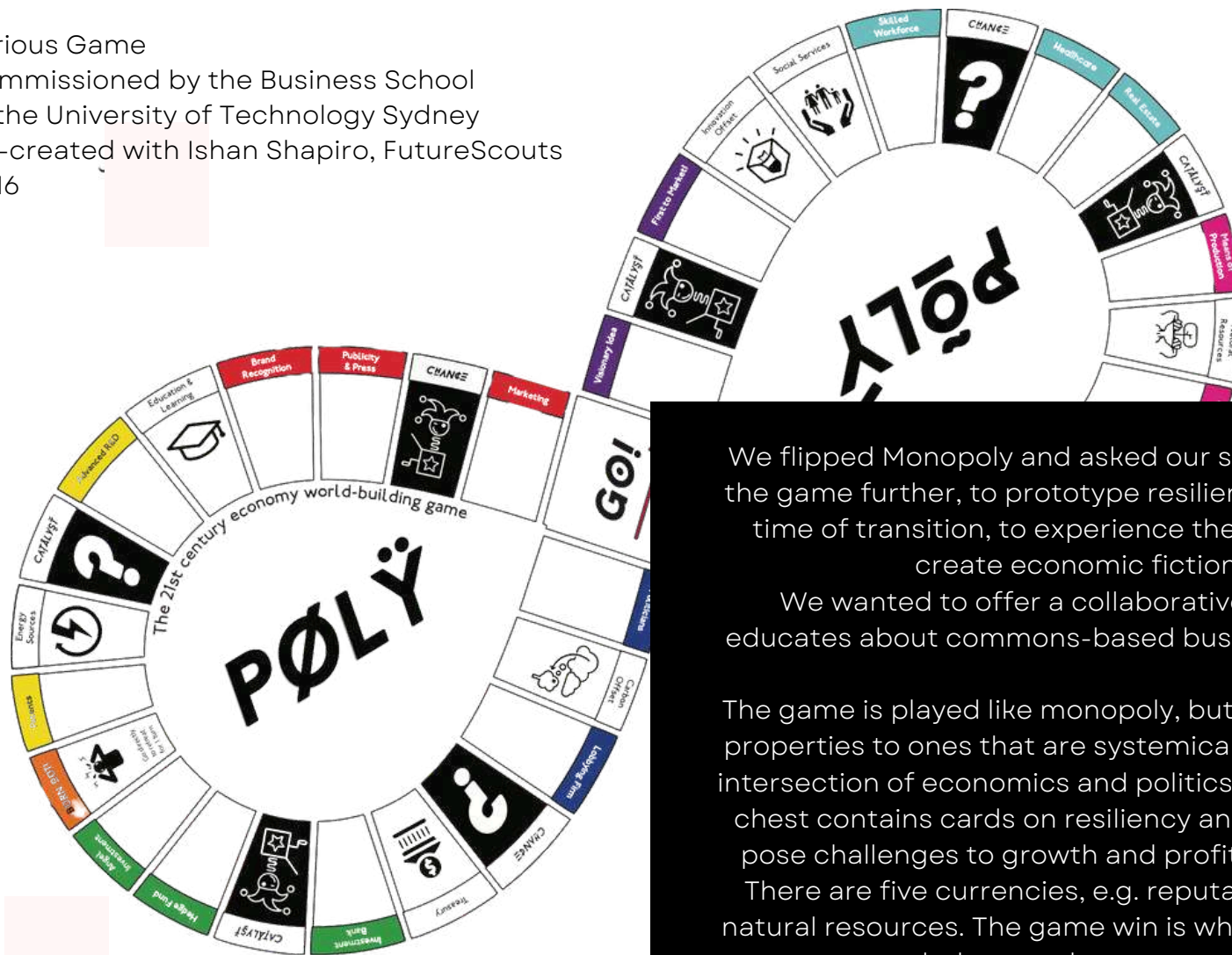
“I want to personally thank you for teaching me. The concepts you shared will play a central role in how I influence the world this decade. The class has actually been a humbling experience.”

OLUWASHINA I., CAPE TOWN

POLYPOLY

Serious Game

Commissioned by the Business School
at the University of Technology Sydney
Co-created with Ishan Shapiro, FutureScouts
2016



We flipped Monopoly and asked our students to hack the game further, to prototype resilient business for a time of transition, to experience the commons, to create economic fictions.

We wanted to offer a collaborative game that educates about commons-based business modelling.

The game is played like monopoly, but we changed the properties to ones that are systemically related to the intersection of economics and politics. The community chest contains cards on resiliency and chance cards pose challenges to growth and profit maximisation.

There are five currencies, e.g. reputation, time, and natural resources. The game win is when all properties belong to the commons.

The goal of Polypoly is to engage in a non-zero sum game to create “steady-state” economic systems.

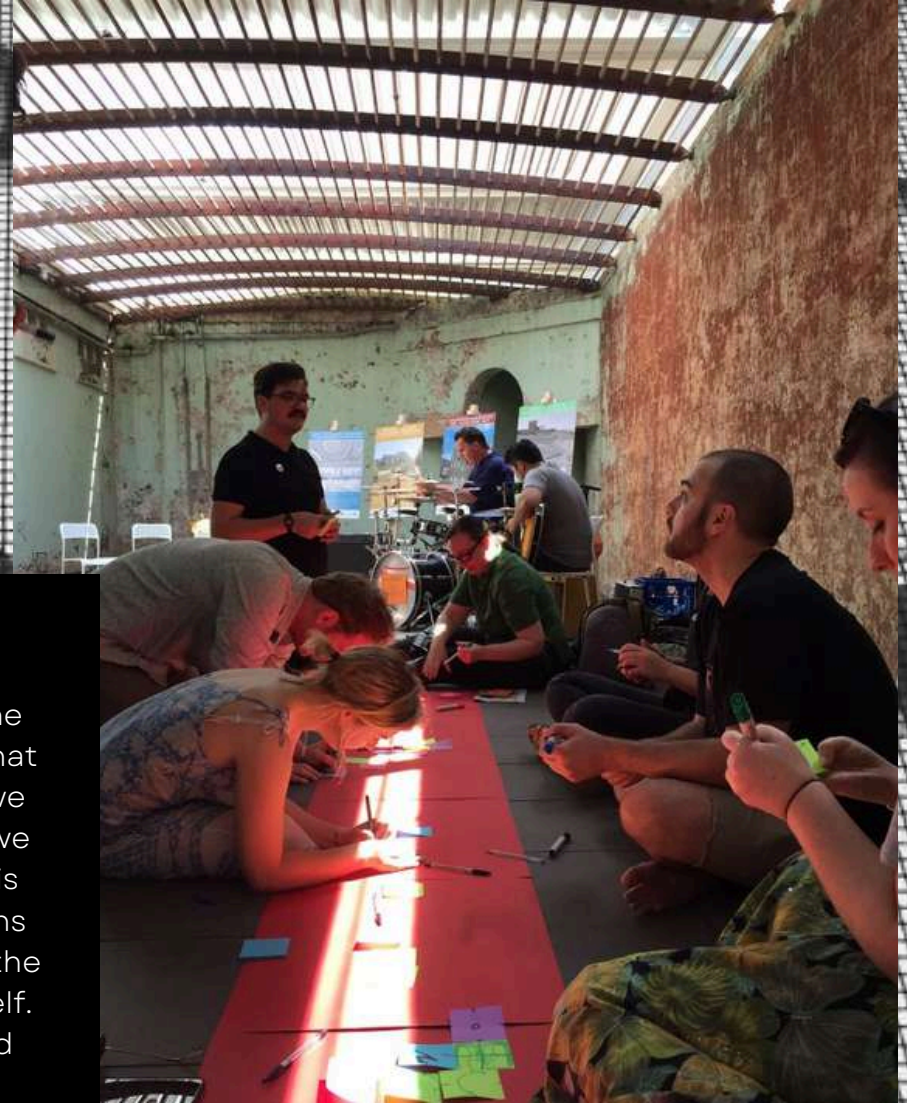
BE . POIETIC . PUNKS

Rapid Prototyping (involving story, live jam & design)
At This is Not Art, Newcastle
2015

WHAT IF YOUR REBEL HEART RAN FREE?

Do structures form us, or do we form structures? The Italian Operaismo movement of the 1960s believed that it's ultimately the people who change systems. So, we look at our own agency and may wonder – how can we shape the world around us? Understanding poiesis is key to influencing this global transition. Poiesis means “becoming” or “bringing forth.” It means to act from the heart – to contribute to something larger than oneself.

In philosophy, the concept describes the poetic and aesthetic realities that surface through human reflection and emotional expression. What comes about through poiesis are subjective truths that are ethical, humanistic, and spiritual. Being in poiesis can be a liberating, even ecstatic, sensation of congruence between body and mind. Imagine what the future of work would look like. A future in which you do what you love, with people you like, towards something meaningful that protects resources and ourselves.



PAN . PUCK . BEET . LOVE .

Installation (drawing, words, interactive clay station)

Self-commissioned

2015

This small hand drawn mystical creature is based on the Greek nymph God, Pan and the Midsummer Night's Dream elf, Puck. It's the center piece for an interactive bricolage. It's a work about lust and mischief; and about the suffering it involves. The temptation is represented by a beet, a melancholic vegetable in Tom Robbins' magical realism.



PAN . PUCK . BEET . LOVE .

Installation (drawing, words, interactive clay station)
Exhibited at Art Out Sydney
2015

This small hand drawn mystical creature is based on the Greek nymph God, Pan and the Midsummer Night's Dream elf, Puck. It's the center piece for an interactive bricolage. It's a work about lust and mischief; and about the suffering it involves. The temptation is represented by a beet, a melancholic vegetable in Tom Robbins' magical realism.



DR DIVINE

Solo Performance

Exhibited at Burning Man, This.Is.Not.Art, Sydney Hackathon
2015-2018



Meet my belly box. We found all materials at the Bower in Marrickville, a junk yard, reverse garbage type of shop. The best place to find odd little things. And we were so lucky! Found the suitcase, a children's harness that I could easily fit and attach, a small drawer that fitted perfectly into the side, a candle holder, and all kinds of small items and curiosities that gave me first ideas for a love charm and some other games.

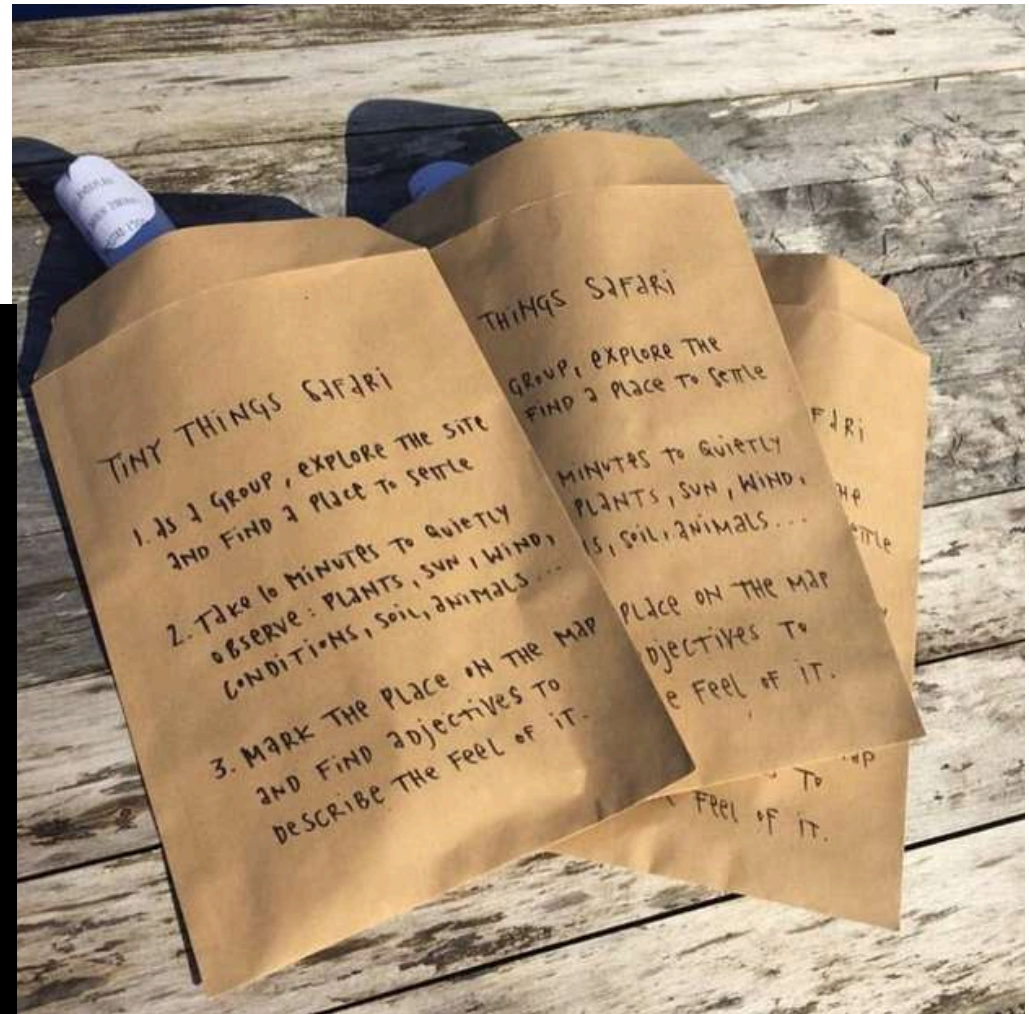
Then I added velvet curtains behind which I hid some special tools and the magic book.



TINY THINGS

Contemplative Safari
Played at Wir bauen Zukunft
2017

In a rural setting, this contemplative game invites one or more players to explore the natural environment through slow movement and attention to tender energies around them. Participants received a small bag with a map of a 10ha botanic garden, a pen, a sheet of paper and an even smaller bag to collect a specimen or seeds. The aim was to sensitize for nature's frequencies and find meaningful attributes of places by naming the qualities.

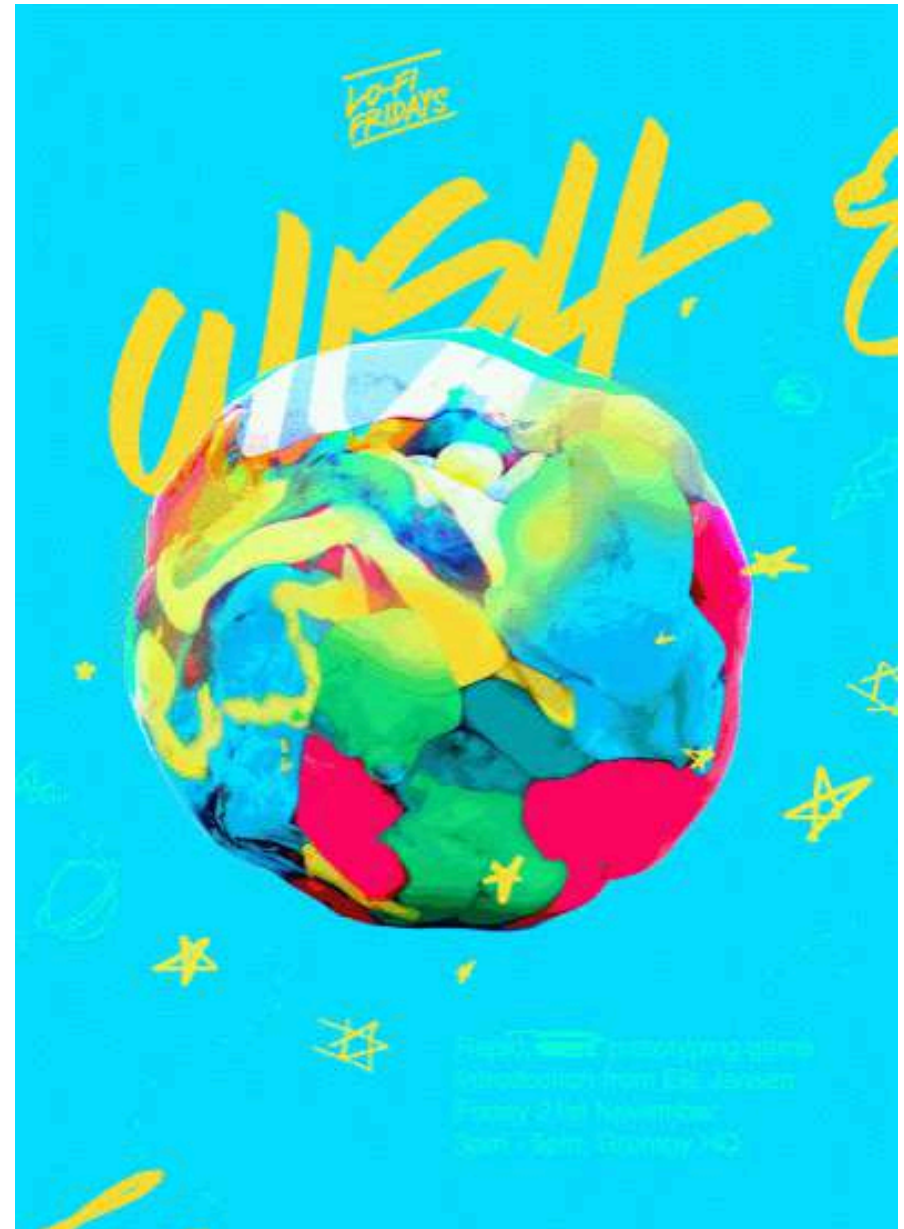


THE WISH

Rapid Prototyping Game

Played at UN, Google Labs, Columbia University
2013

Inspired by 1-hour prototyping workshops, the game itself works like a handbook that guides players and can be applied to any problem. Combining storytelling, collaboration and game mechanics, the concept uses absurdity to inspire divergent thinking, and applies design principles to ensure realistic outcomes. By also creating a collective narrative that explains the solution, it can be easily explained to outsiders, so the ideas can travel.



LEARN DO SHARE

Social Sculpture, Self-commissioned
2010-2016

how do we make the world work for 100%
of humanity in the shortest
possible time through
spontaneous cooperation
without ecological damage or disadvantage to anyone?

- Buckminster Fuller



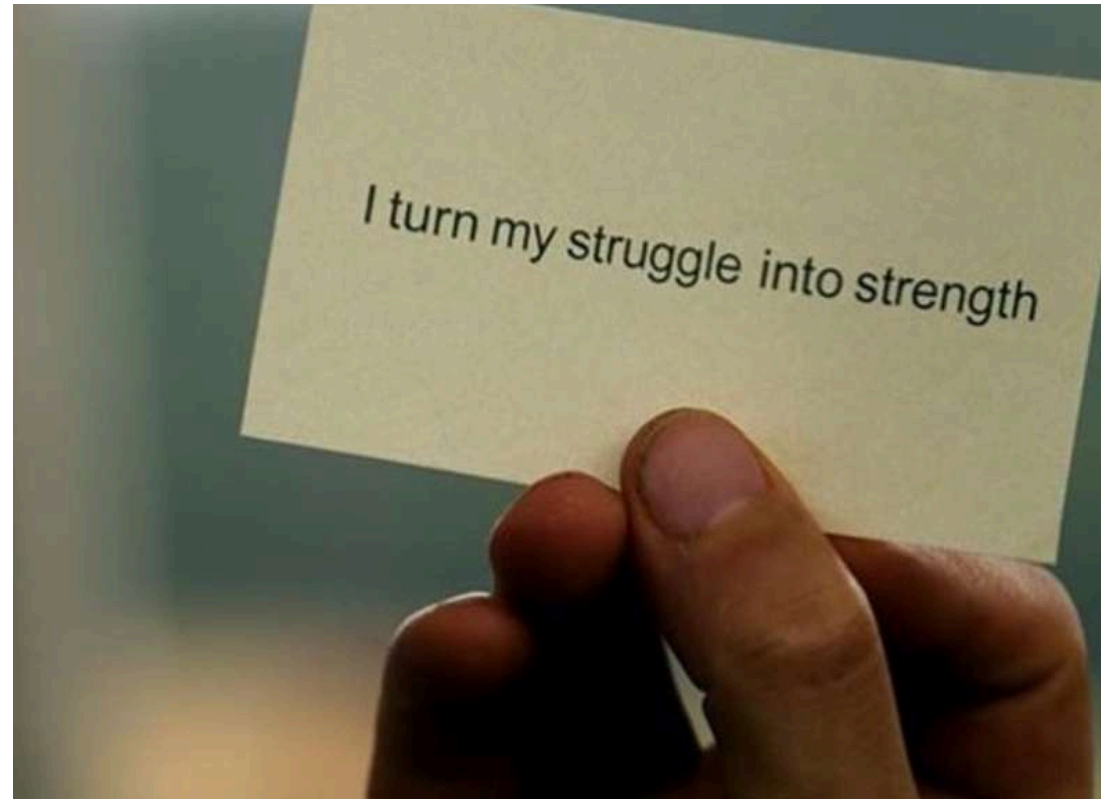
LEARN DO SHARE was a co-creation platform, using narrative design and social innovation to improve lives.

Working with global players, such as Google Creative Labs, UNESCO, the UN, Ivy League's Columbia University and others, we explored participatory systems, collaborative spaces, share culture, and self-propelled creativity. Our empathy and storytelling labs brought together stakeholders across siloes, having a positive effect on creative communities within an open design environment locally & globally.

SUPERHERO CARD GAME

Serious Play
Self-commissioned
2014

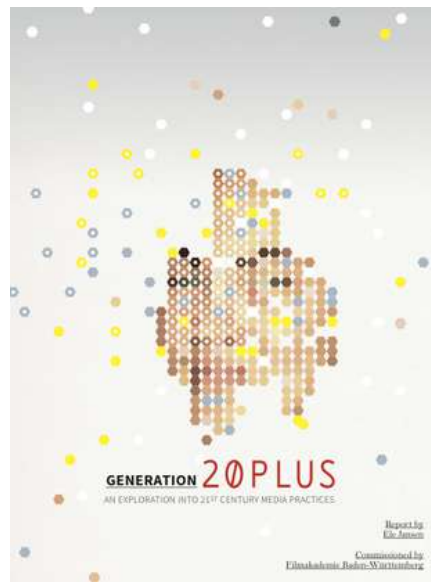
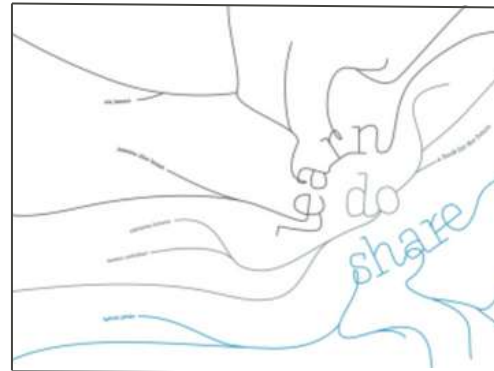
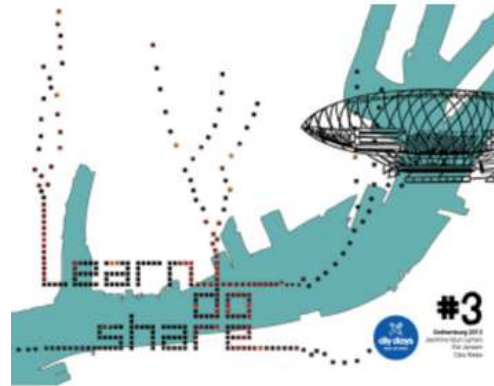
I designed this game as an ice breaker for young University students. Each would pull a card before recess. Their task was to trade for a super hero quality they'd love best. Upon returning to class, i would ask them who traded, how they felt about their chosen cards, who kept their cards and how they felt about them. The basic message given to them was that each of us receives gifts in life, but sometimes we don't appreciate what we're given, because trends make other things seem attractive. The game objective is to give insight into our life journey and empower confidence in our personal capacity and creativity. Learn to be vulnerable and experience others' openness.



FIELDBOOKS

Co-ethnographic Inquiries
Self-commissioned
2011-2023

Over the years I compiled a dozen co-ethnographic fieldbooks to document the many social innovation projects we co-created,

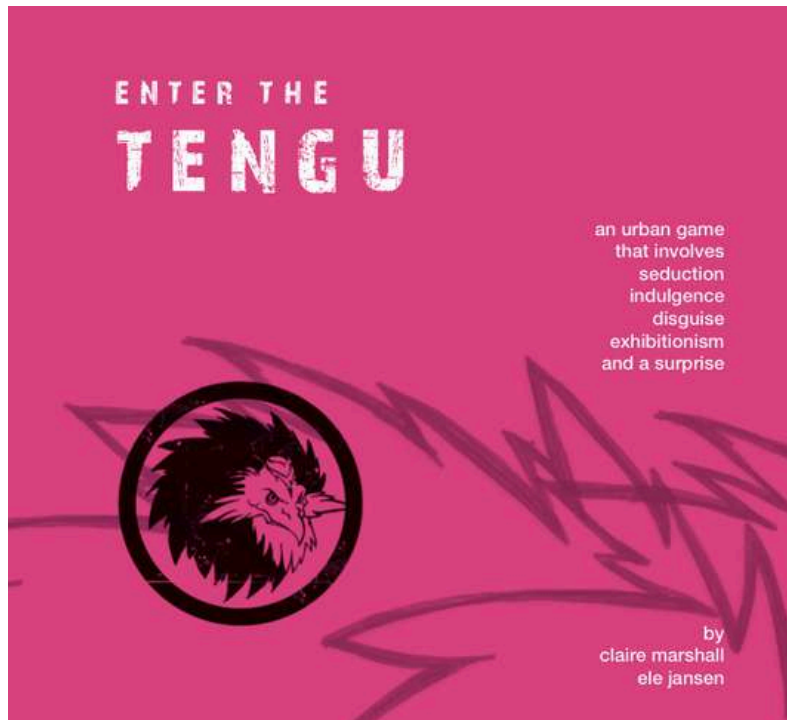


LEVEL UP

Table Top Game
Commissioned by Forschungsverbund ForChange
2015



Storytelling card game to aid groups in companies or cooperatives to tap their empathy with each other and solve resiliency problems of their collective behaviours or projects.



ENTER THE TENGU

Urban Escape Game
Self-commissioned
2012

Enter the Tengu is an urban game, a digital scavenger hunt that uses technology and other objects to lead two players from a mysterious starting point to a locked treasure box at the end of the journey.

This game was supported by White Rabbit gallery in Sydney, who kindly allowed us to mount a plaque with an artist and artwork description including a QR code that initiated the game play.

CREATIVITY UNBOUND, PHD

Self-commissioned
2011-2015



This thesis concerns social engagement at the intersection of open design and media technology. The study reflects on the practice of a group of creative entrepreneurs, who seek new methods and contexts for collaboration both online and offline. My case is an international collective called Reboot. They co-produce games, narratives, and workshops that aim at engaging others to become activists for social innovation through experiential learning and applied creativity. I investigate what drives them, what they desire, how they learn, and how they co-create. The core problem is: how does a focus on innovating process shape the way individuals approach work and life? Ethnography forms the central research method. It tracks the exchange and performance values expressed by members of the Reboot collective. I use an experimental enactive research design, which enriches current academic practices in media and design ethnography.