

CURRICULUM VITAE

Tuomo Tammenpää

born 1969 in Helsinki, Finland
Designer / Entrepreneur / Artist
Lives and works in Kemiö, Finland
<https://tuomo.tammenpaa.com/>

Biography

Tuomo Tammenpää is a designer, entrepreneur, and artist from Finland. He shares his time between design commissions, cultural productions, and experimental prototyping. After twenty years of work with interactive media art and digital design, he has focused on playful interaction in a connected world, embracing the ideological framework of Open Hardware and Do-It-With-Others practices. Tammenpää is a partner in a Berlin-based software company DMX Systems, he is a member of Pixelache -festival, the Association of Professional Graphic Designers in Finland, and a founding member of Vinde cooperative. In 2016 Lisa Roberts, Daniel Blackburn, and Tuomo Tammenpää formed the art group, Pagan. In 2022 couple Sari Kippilä and Tuomo Tammenpää founded Kulturhus Björkboda, an independent, artist-run culture house in Kemiönsaari.

Education

1997 MA in Photography, University of Art and Design (now Aalto University), Helsinki
(Minor subject studies: Interactive art, Media Lab)
1995 BA in Photography, University of Art and Design (now Aalto University), Helsinki

Experience

2022 → Founder/Designer/Producer, Kulturhus Björkboda, Kimitoön (ongoing)
2018 → Partner, designer, DMX Systems, Berlin (ongoing)
2014-2016 Partner, Chief Creative Officer, Luup Culture Oy
2007-2013 Partner, Designer, Yatta Corporation Oy
2007-2008 Industry Fellow, University of Huddersfield, UK, Digital Research Unit
2006-2007 Part-time lecturer, University of Huddersfield, UK
2004 → Entrepreneur: art, design & research, Tuomo Tammenpää (Tmi), (ongoing)
1997-2008 Partner, Creative Director Mindworks Oy.
1993-1997 Freelancer photographer and graphic designer

Selected workshops

2022 → Kulturhus Björkboda workshops program (ongoing)
2019 → Culture Stew, 2019 Taipei, 2020 Taipei+Kemiö, 2024 Björkboda (ongoing)
2018 Timecapsules, C-LAB, Taipei, Taiwan
2018 Bucket-VR, Gallery Sculptor, Helsinki
2017 Information Physicalisation, Taoyuan Art x Technology festival, Taiwan
2014 Lemonster, National Taiwan Science Education Center, Taipei

Art & Design commissions

2022 "Farming Game", interactive installation for Fazer Visitor Center, Aeljä Sotamaa
2021 "Sort!", interactive installation for Lounais-Suomen Jätehuolto, Aeljä Sotamaa
2020 "Landscape", interactive installation with Tomi Knuutila, Pohjolan Osuuspankki, Rovaniemi
2018 "Forest Run", interactive, physical learning game prototype, Breino / Superpark
2017 "Energy game", interactive installation for Astana World Expo, Finpro, Aeljä Sotamaa
2017 "Secret Letter", smart-material prototype, ITRI Taiwan
2016 "Foodbuddy", interactive installation for Fazer visitor center, Aeljä Sotamaa
2016 "From Border to Home", Finnish Pavilion visual concept for MFA / Venice Architectural Biennale
2015 "WAY", Finnish Pavilion concept-, exhibition- & visual design, MFA / UABB Biennale, Shenzhen
2015 DO! - International Alvar Aalto Symposium visual identity, Alvar Aalto Museum, Jyväskylä
2013 "Re-Creation" Exhibition design, MFA / Lassila-Hirvilampi Architects, UABB Biennale, Shenzhen

Group exhibitions

2021 "Nest", video installation with Pagan, Öres Summer Exhibition, Örö island
2019 "Chrysalis" by Pagan, Sculpture Expanded, Esplanadi park & Malminkartano hill, Helsinki
2018 "Bucket Reality" by Pagan, Sculptor Gallery, Helsinki
2015 "Perimä / Inheritance", South-West collection, Gallery Pirkko-Liisa Topelius
2011 "Perimä / Inheritance", NYT2011, Naantali
2011 "PlayWithUs", (YATTA), DMY2011, Berlin
2010 "PlayWithUs", (YATTA) Hirameki, Design x Finland, Tokyo
2010 "Playkka", (v.1.2) Pelaa!, Salo Art museum, Salo
2009 "Playkka" Playful - New Finnish Design, New York
2009 "Pop-up Landscapes", with Tersea Dillon & Iok Arquitectura, Kemiö(FI) - Maçau(PT) - Barcelona(ES),
2008 "TileToy" (v.1.0), Modular electronic game prototype, Sauma, DDC, Copenhagen
2008 "Mouse Labour" Yrke, Konstnär, Parainen
2008 "Playkka" NYT 2008 Naantali
2008 "TileToy" (v.1.0), Modular electronic game prototype, Sauma, Designmuseum, Helsinki
2007 "Osasto-G", media installation, ForumBox, Helsinki
2007 "Mouse Labour", media installation with Juha Huuskonen, OFFLOAD festival, Spike Island, Bristol
2007 "TileToy" (v.1.0), Modular game prototype, Sauma, Museum of Architecture and Design, Los Angeles
2007 "Mouse Labour", media installation with Juha Huuskonen, Digitally Yours, Ars Nova museum, Turku
2006 "TileToy" (v.1.0), Modular electronic game prototype, Sauma, World Financial Center Gallery, New York
2006 "TileToy" (v1.0), Modular electronic game prototype, Japan Media Arts Festival, Tokyo
2005 "TileToy" (v.1.0), Modular electronic game prototype, Sauma, Washington DC
2004 "Float" (v1.0), locative sound installation, Pixelpoint, Nova Gorica
2004 "Float" (v1.0), locative sound installation, ISEA2004, Interfacing Sound Cruise, Baltic Sea
2004 "Brandbody" (v2.0), media installation, Pixelache04, Kiasma, Helsinki
2003 "Brandbody" (v2.0), media installation, F2F, Brussels
2003 "Brandbody" (v1.1), media installation, Ideologia II, Röda Sten, Gothenburg
2002 "NEED" shop2, media installation F2F, Parsons School of Design, New York
2002 "Brandbody" (v1.0), media installation, Symptomania, Kunsthalle Lophem, Brugge
2002 "Brandbody" (v0.9), media installation, Sonarmatica, Sonar festival, Barcelona
2002 "NEED" shop2, media installation F2F, Saidye Bronfman centre for the arts, Montréal
2001 "NEED" video screenings, Trick or Treat, Nope-gallery & Sho Art, Tokyo
2001 "NEED" shop2, media installation F2F, InterAccess, Toronto
2001 "NEED" stand1, media installation Social Hackers, Forde Gallery, Geneva
2001 "NEED" shop2, media installation F2F, Embassy of Finland, Washington DC
2000 "NEED" shop2, media installation F2F- New Media Art from Finland, UCLA, Los Angeles
2000 "NEED" kiosk1, media installation, Continent-exhibition, Lasipalatsi, Helsinki
2000 "NEED" booth1, media installation, Continent-exhibition, Brussels 2000 Center, Brussels
1998 "NEED" kiosk1, media installation, Artgenda98, Kulturhuset, Stockholm
1997 "NEED" shop1, media installation, Gallery INTO, Media Art Project MAP, Helsinki
1995 "Inforbator", media installation, Museum of Architecture, Helsinki
1995 "Observer", media installation, "Lemminkäinen", Finnish National Gallery, Helsinki
1995 "KLIK", media installation, "Lemminkäinen", Finnish National Gallery, Helsinki

Grants, awards, residences

2024 Grant for KUBU 2025 summer exhibition, 700-year anniversary fund, Konstsamfundet
2023 Cultural achievement award of the year for Kulturhus Björkboda, Kimitoön municipality
2023 Grant for Mörkö-darkness festival, Finnish Cultural Foundation
2023 Grant for Kulturshus Björkboda, Föreningen Konstsamfundet
2018 Chrysalis commission for Sculpture Expanded for Pagan group
2012 ValttiKunnat, Stats4Finland @ Apps4Finland award for a mobile card game
2011 Reima Playproof, Silver in Outdoormedia Innovative -category, with Yatta Oy
2011 M.A.R.I.N. Sensing the Baltic sea, hostin Hack Lab @sea Residency, Finnish Archipelago.
2009 AVEK, Excursion Grant For GOSH! Grounding Opens Source Hardware,, Banff, Kanada
2007 Mindtrek Grand Prix, "LiveSpace" / Mindworks Oy
2007 Grant for Osasto-G production, AVEK
2007 Grant for Exhibition expenses, with Hanna Haaslahti & Heidi Tikka, Arts Council of Finland
2006 Grant for MouseLabour project, with Juha Huuskonen, Kordelin
2006 Grant for Installation production for ForumBox, Arts Council of Finland
2006 Grant for MouseLabour project, with Juha Huuskonen, Arts Council of Finland
2005 Jury recommended works award for TileToy in Japan Media Arts Festival, Tokyo
2004 Artist in Residence, The Media Centre, Huddersfield, UK
2003 Grant for Brandbody (v2.0) production, interactive installation, Arts Council of Finland
2002 Artist in Residence, Finnish Foundation for the Visual Arts, New York
2001 Mention of the Jury, Prix Möbius International 2001 Beijing for NEED-project
2001 Prix Möbius Finlande 2001 Award for NEED-project in cultural productions category
2000 Artist in Residence, Interactive Media Art Laboratory (iMAL), Brussels
2000 Grafia ry, grant for Need-project, print production
2000 Avek, grant for Need-project, web production
2001 Grafia ry, Best Finnish advertising gold & silver award, Art Director, New Media
1996 Grafia ry, Best Finnish advertising gold & silver award, Illustrator, Posters

Bibliography

2022 Suomalaisen Mediatieteen Ensimmäinen Vuosisata, Parvs, 978-952-7441-51-0
2018 Sculpture Expanded, Pagan
2005 Cultural Hacking, SpringerWien NewYork, ISBN 3-211-23278-8
2005 Point&Shoot, Dazibao, ISBN 2-922135-26-8
2004 ISEA2004, exhibition catalogue, m-cult, ISBN 952-99439-0-3
2003 Ideologia II, exhibition catalogue, Robert Grou, Lui Hopf
2003 Nordic media culture – actors and practices, m-cult, ISBN 952-91-5878-5
2002 F2F, New Media Art from Finland, exhibition catalogue, FFVA, ISBN 0-9724881-0-3
2002 Symptomania, exhibition catalogue cd-rom, Kunsthalle Lophem
2002 Sonar festival catalog
2002 Uusi mediakulttuuri innovaatioympäristönä, m-cult, ISBN 952-91-4785-6
2001 Social Hackers, exhibition catalog, FRAME publications n.19, ISBN 952-5065-13-8
2000 Visuaalinen Viestintä – monialainen tulevaisuus, WSOY, ISBN 951-0-25288-3

Works in collections

2020 Landscape -installation, Pohjolan Osuuspankki, taidekokoelma
2017 Energy Game, World Expo Museum, Shanghai
2004 Need -installation, Kiasma, Museum of Contemporary Art, Helsinki