

Caterina Blomgren

PhD Student

*PhD Student, Linköping University
Division of Media and Information Technology*

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Location: Norrköping, Sweden

Research Interests

- ❖ **Feminist epistemologies** and their application to design research and human-centered systems
- ❖ **Critical data visualization** as a method for surfacing issues of authorship, credit, and recognition in collaborative environments such as science museums
- ❖ **Ethics of visibility and labor**, especially around how contributions are acknowledged or overlooked in public-facing technologies and institutions
- ❖ **Participatory and playful design methods**, with a focus on inclusive practices and creative engagement with complex ethical topics
- ❖ **Procedural critique and representation in games**, including how simulation and interaction encode values and social assumptions

Education

PhD in Media and Technology / Linköping University

AUGUST 2024 – PRESENT, NORRKÖPING, SWEDEN

PhD research explores critical data visualization through the lens of feminist epistemologies, examining how knowledge, labor, and recognition are represented and negotiated in collaborative public-facing projects. The work is situated at the intersection of design research, social justice, and responsible computing.

MA in Game Design / Uppsala University – Campus Gotland

SEPTEMBER 2021 – JUNE 2023, VISBY, SWEDEN

The thesis focused on how game mechanics can reflect and reproduce social values through procedural systems, offering feminist frameworks for game analysis and design.

BA in Advertising / University of the Arts London – LCC

SEPTEMBER 2013 – JUNE 2016, LONDON, UNITED KINGDOM

Studied advertising strategy, creative direction, and visual storytelling within interdisciplinary teams and international contexts.

Teaching & Supervision

Supervisor – Bachelor's Thesis in Graphic Design and Communication / Linköping University

MARCH 2025 – JUNE 2025, NORRKÖPING, SWEDEN

Supervising a 16-credit thesis in Graphic Design and Communication, focusing on research framing, literature review, methodology, and ethical reflection.

Co-Supervisor – Bachelor’s Degree Project in Game Design and Graphics / Uppsala University

JANUARY 2024 – JUNE 2024, VISBY, SWEDEN

Supported students in academic writing, critical reflection, and structuring research questions in alignment with social and ethical concerns.

Skills

- ❖ **Qualitative research:** Designing interview protocols, conducting interviews, and analyzing responses through thematic and critical approaches
- ❖ **Academic writing:** Structuring theses and research papers, conducting literature reviews, and formulating arguments with clarity
- ❖ **Workshop facilitation:** Designing and leading participatory activities focused on ethics, recognition, and collaboration in interdisciplinary contexts
- ❖ **Research-through-design:** Applying speculative, feminist, and participatory design methods in academic and collaborative projects
- ❖ **Visual communication:** Graphic design, branding, layout, and visual storytelling for both academic and public-facing audiences
- ❖ **Basic web development:** Knowledge of HTML, CSS, and JavaScript for prototyping interactive research tools and digital storytelling
- ❖ **Interdisciplinary collaboration:** Experience working across design, education, and science institutions in both research and applied settings
- ❖ **Project planning & coordination:** Managing timelines, documentation, and team communication in both academic and creative environments

Academic & Design Projects

Visualisation Center Credit Project / Lead PhD Researcher

JANUARY 2024 – PRESENT, NORRKÖPING, SWEDEN

Developing interactive data visualizations and participatory tools to represent contributions and credit in exhibition production. The project investigates how labor and authorship are distributed and recognized in interdisciplinary teams, with a focus on transparency, collaboration, and visitor engagement.

GECO – Gamify Energy Communities / Researcher

OCTOBER 2023 – PRESENT, GOTLAND, SWEDEN

Developing gamified facilitation tools to support inclusive and sustainable group dynamics in rural energy communities through design-driven research.

Erasmus+ ROCKET & EDGE Projects / Graphic Designer

FEBRUARY 2023 – PRESENT, SWEDEN / GERMANY / THE NETHERLANDS

Designing visual materials and user interfaces for international education projects focused on role-playing games, inclusion, and interdisciplinary collaboration in higher education.

Languages

- ❖ **Ukrainian** – Native proficiency
- ❖ **English** – Full professional proficiency
- ❖ **Swedish** – Intermediate proficiency