

DANIEL ECHEVERRI

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I am a design professional with a Ph.D. in Design and an MFA in Visual Communication Design. Currently an Assistant Professor at Masaryk University, bringing extensive international teaching experience in graphic design, interactive media, and related fields. My background also includes industry experience as an Art Director and entrepreneur, alongside a strong record of research supervision, curriculum development, and contributions to highly reputed international conferences.

CV updated March 2025

Education

2017 – 2021 **Ph.D. in Design** – School of Design, The Hong Kong Polytechnic University, Kowloon, Hong Kong SAR

2012 – 2014 **Master of Fine Arts in Visual Communication Design** – School of Visual Communication Design, Kent State University, Kent, Ohio, United States

2002 – 2006 **Bachelor of Fine Arts in Graphic Design** – Colegiatura Colombiana, Medellín, Antioquia, Colombia

Other Education and Expertise

2010 **Diploma in Still Photography and Journalism**

Asian Academy of Film and Television, New Delhi (Noida), India

2008 **Diploma in Art Direction**

Aula Creativa, Madrid, Spain

Current Employment

(2021 – Present) **Assistant Professor** – Atelier of Graphic Design and Multimedia, Faculty of Informatics, Department of Visual Computing, Masaryk University, Brno, Czech Republic

Previous Work Experience

Experienced educator with an international teaching record in interactive media, communication, and visual design at both undergraduate and graduate levels, complemented by industry experience.

2017 – 2021 **Part-time Visiting Lecturer/Graduate Assistant**, *The Hong Kong Polytechnic University*, Kowloon, Hong Kong

I taught in the undergraduate programs of Interactive Media Design the courses Studio 1 and 2 designed for first-year students, Basics of Communication Design, a core course for incoming first-year students, assisted the course Interactive Entertainment, and was a guest critic at several Master level courses in the same program. I also taught in the Communication Design program teaching Information Design and Experience Design.

2020 – Present **Visiting Lecturer (online)**, Colegiatura Colombiana, Medellín, Colombia

I developed the curriculum and currently teaching the 8-week intensive class on critical photography entitled “Intercultural Photography Lab,” a non-technical course on the use of photography as an ethnographic tool, emphasizing the conceptual use of photography to unveil relationships between the person and their identity.

2014 – 2017 **Assistant Professor**, *Zayed University*, Dubai, United Arab Emirates

As an assistant professor, I taught lower and upper-level design courses, among other tasks such as engaging in student advising, participating in collaborative curriculum development, and contributing to other program activities. Other duties included participating in college committees and engaging in both departmental and university governance activities.

2012 – 2014 **Graduate Assistant/Part-time Adjunct**, *Kent State University* Kent, Ohio, United States

At the School of Visual Communication Design, I taught in the undergraduate program of Visual Communication Design in the courses of Advanced Kinetics for senior students, Visual Design Literacy for junior and sophomore students, Design Research and Foundation classes for first-year students at the College of Communication and Information.

2008 – 2012 **Art Director and Photography Producer**, *Taller de Edición*, Medellín, Colombia

As Art Director, I was responsible for guiding an editorial design team from beginning to end to develop different editorial products in the company's portfolio. Other duties included conducting research, developing prototypes, experimenting with new platforms, conceptualizing and preparing material to be developed by external providers, and managing the production and photography team. Some of the clients I worked with are among Colombia's top 10 brands, including Nutresa, Grupo Exito, Protección, TIGO UNE, VivaColombia and Avianca airlines, Bancolombia, Argos, and CocaCola among others.

2006 – 2012 **Part-time Adjunct**, *Colegiatura Colombiana*, Medellín, Colombia

As a part-time adjunct, I taught Fashion Photography and Senior Project at the Fashion Design program and Silk-screening and Textiles Processes, Advanced Image Manipulation, and Art Direction at the Graphic Design program and Advanced Image Manipulation and Web Design at the Advertisement program of Colegiatura Colombiana.

2006 – 2008 **Head Designer**, *DeConstructo*, Medellín, Colombia

After winning the 5th Business Plan contest "Cultura E," I created a clothing brand and opened a flagship store in Medellín. Among my main tasks were designing, marketing, and developing the clothing line, overseeing production duties, and coordinating different aspects of production with external providers. Three collections were showcased and sold. Through this project, I was nominated to the "New Upcoming Designers" in Colombia in 2006.

2005 **Design Intern**, *Apartment Clothing*, Medellín, Colombia

As an intern, I developed graphic ideas for new collections, assisted the principal designer, and surveyed day-to-day production issues.

2003 – 2005 **Freelance Graphic Designer**

As a freelance designer, I developed a wide range of projects, from wayfinding systems and signage to corporate and web design, package, and product design for several top companies in Colombia, including Distrihogar, Andino Elevators, and Proexport Colombia.

Consulting

2020 **TCL Electronics and The Hong Kong Polytechnic University**, Hong Kong

Developed a trend and design concept report on using flexible and shape-shifting screens for the home consumer and possible research and commercial applications of this technology. The report included data analysis of a recent study in mainland China about using this technology.

2012 – 2020 **Taller de Edición** Digital Projects and New Media (*remote*)

As a consultant, I advised the New Media and New Projects departments. I compiled and presented seasonal trend reports for new products and services. This consulting position sought to guide and develop a wide range of Digital Design projects, including apps, websites, video content, data analysis, and strategic planning.

2013 **Neighbourhood Family Practice**, Cleveland, Ohio, United States

As a consultant for Neighbourhood Family Practice (NFP), a community provider with multiple accessible locations in Cleveland (US) serving a diverse population and accepting various insurance plans, I contributed to their digital signage improvement program.

Teaching Experience

Experienced in teaching a wide range of graphic design and photography courses, including typography, digital design, visual communication, and studio classes. My instruction covers both theoretical knowledge and practical skills development across diverse educational levels.

Graphic Design Specialization, Department of Visual Computing, Faculty of Informatics, Masaryk University – Brno, Czech Republic (2021 – Present) Assistant Professor

PV078 **Graphic Design I** (*Seminar tutorial*)
PV083 **Graphic Design II** (*Seminar tutorial*)
PV257 **Graphic Design and Multimedia Project** (*Seminar tutorial*)
PV267 **Graphic Design for Web** (*Seminar tutorial*)
PV268 **Digital Design** (*Seminar tutorial*)
PV066 **Typography I** (*Seminar tutorial*)
PV067 **Typography II** (*Seminar tutorial*)
VV042 **History of Photography** (*Lecture tutorial*)
VV033 **Photography** – Working with Light and Surface (*Seminar tutorial*)

Graphic Design/Fashion Design, Colegiatura Colombiana – Medellin-Colombia (2021 – present) Part-Time Lecturer

P00080-003 **Intercultural Photography Lab** (*Remote*)

Interactive Media Design/Communication Design, School of Design, The Hong Kong Polytechnic University - Hong Kong (2020-/2-2021/1) Part-Time Visiting Lecturer

SD4761 **Studio I – Information and Communication** (*Studio tutorial*)
SD4763 **Co-operative Project** (*Seminar*)
SD1205 **Communication Design 2** (*Seminar*)
SD2262 **Information Design** (*Studio tutorial*)

Interactive Media Design, School of Design, The Hong Kong Polytechnic University - Hong Kong (2017 – 2020/1) Tutor

SD4761 **Studio I – Information and Communication** (*Studio tutorial*)
SD4762 **Studio II – Networks and Communities** (*Studio tutorial*)
SD3766 **Design for Interactive Entertainment** (*as a teaching assistant*)
SD1103 **Communication Basics for Designers** (*Studio tutorial*)

Graphic Design Program, College of Arts and Create Enterprises, Zayed University – Dubai, UAE. (2014 - 2017). Assistant Professor

ART201 **Principles of Design** (*Studio*)
ART340 **Photography 1** (*Studio*)
ART341 **Photography 2** (*Studio*)
ART351 **Graphic Design 1** (*Studio*)
ART352 **Graphic Design 2** (*Studio*)
ART451 **Graphic Design 3** (*Studio*)
ART359 **Information Design** (*Studio and Lecture*)
ART425 **History of Graphic Design** (*Lecture*)
ART452 **Packaging Design** (*Studio*)
ART 490 **Internship** (*Advising*)
ART496 **Senior Project** (*Studio and Advising*)

Visual Communication Design Program, Kent State University - Kent, USA. August (2012-2014) Graduate Assistant/Adjunct

VCD13001 **Intro to Visual Communication Design Studio** (*Studio*)
VCD 20010 **Intro to Design Research** (*Lecture*)
VCD13000 **Intro to Visual Communication Design** (*Lecture*)
VCD-37000 **Visual Design Media Advanced** (*Studio*)
VCD-43001 **Advanced Kinetic and Sequential Graphic Design** (*as a teaching assistant*)
VCD-14001 **Visual Design Literacy** (*Lecture*)

Graphic Design, Fashion Design, and Advertisement Programs, Colegiatura Colombiana - Medellin Colombia. (2006 - 2012). Part-Time Adjunct

DG0019 **Art Direction.** (*Studio*)
DG6302 **Screen Printing and Textile Processes for Graphic Designers** (*Studio*)
DM6305 **Bidimensional Design Software** (*Tutorial*)
DM6305 **Fashion Photography** (*Studio*)
DM7303 **Digital Production** (*Tutorial*)
8056A **Senior Portfolio Production** (*Studio*)
DM32302 **Digital Expression** (*Tutorial*)
PB23201A **Digital Expression I** (*Tutorial*)

Research supervision and leadership experience

Experienced in supervising Master's and Bachelor's theses on topics including data visualization, UX design for apps, game design, gamification, and multimedia projects. Also contributed to curriculum development for master's and undergraduate programs and supervised numerous capstone projects.

- 2025 **Supervisor (Master's Thesis)**, *Visualizing Data and Metadata in Clinical Research: Design of a Visualization Module for the Life Data Portal*. Martin Muller (current student). Faculty of Informatics, Masaryk University.
- 2024 **Supervisor (Bachelor's Thesis)**, *Boosting Workout Adherence: A UX-Centered Approach to Motivational Gym Apps*. Chris Boháč (current student). Faculty of Informatics, Masaryk University.
- 2024 **Supervisor (Master's Thesis)**, *Design of a Dynamic Scoreboard Display Manager Interface for Multi-Sport Arenas*. Václav Klem (current student). Faculty of Informatics, Masaryk University.
- 2024 **Supervisor (Master's Thesis)**, *Designing Comfort: Exploring the Principles and Processes of Cozy Game Creation*. Kateřina Žárská, (current student). Faculty of Informatics, Masaryk University.
- 2024 **Supervisor (Master's Thesis)**, *Identification and Gamification Principles in Childhood Nutrition Education: A Game-Based Exploration*. Filip Morozov (defended). Faculty of Informatics, Masaryk University.
- 2024 **Supervisor (Bachelor's Thesis)**, *Playing with Reality: Pervasive Games as Medium for Narrative Engagement*. Lucie Mrázková (defended). Faculty of Informatics, Masaryk University.
- 2024 **Supervisor (Bachelor's Thesis)**, *Resilient Play: A Learning Game for Children on Disaster Preparedness and Recovery*. Iva Palova (suspended). Faculty of Informatics, Masaryk University.
- 2023 **Supervisor (Bachelor's Thesis)**, *Application of Gamification Methods for Relationship-strengthening App*. Katerina Vacova. (Defended) Faculty of Informatics, Masaryk University.
- 2023 **Supervisor (Bachelor's Thesis)**, *Design of a Skateboarding Route Optimization System based on User Preferences and Experience* (Defended). Martin Muller. Faculty of Informatics, Masaryk University.
- 2023 **Supervisor (Bachelor's Thesis)**, *Diseño de un Proyecto Multimedia: Una Aplicación Móvil De Aprendizaje Diario Sobre Salud Mental (Design Of A Multimedia Project: A Mobile Application For Daily Learning About Mental Health)*. Esther Frasset (Defended). Faculty of Informatics, Masaryk University later validated by Universidad de Valencia (Spain).
- 2023 **Consultant (Master's Thesis)**, *Immersive Reading in VR*. Nikola Kunzova (Defended). Faculty of Informatics, Masaryk University
- 2022-2023 **Supervisor (Bachelor's Thesis)**, *Designing a System for Locating and Tracking Large Collections of Books and Collectibles*. Monika Bielikova (Defended). Faculty of Informatics, Masaryk University.
- 2022 **Supervisor (Bachelor's Thesis)**, *Study on home delivery platforms (UI/UX)*. Eliska Ciganova (Defended). Faculty of Informatics, Masaryk University.
- 2016-2017 **Member of Curriculum Committee for developing the Master's in Creative Technologies**, College of Arts and Creative Enterprises, Zayed University (Dubai, UAE).
- 2015-2017 **Member of Curriculum Committee for developing the Undergrad Multimedia Program**, College of Arts and Creative Enterprises, Zayed University (Dubai, UAE).

2015–2017 **Capstone Supervisor**, College of Arts and Creative Enterprises, Zayed University (Dubai, UAE). Advised Forty-six students from the Graphic Design undergraduate program.

2015–2017 **Head of the College-level Educational Technology Committee** and member of the University's Educational Technology Committee, Zayed University (Dubai, UAE).

Additionally, was the supervisor of 27 senior students (14 students in 2016 and 13 in 2017) at the College of Arts and Creative Enterprises at Zayed University (Dubai) where they conducted, finished and presented their senior capstone project. These projects served as culmination points for the students' undergraduate studies, allowing them to apply their acquired knowledge and skills to real-world challenges within their respective fields. As their advisor, I guided them through every stage of the project, from conceptualization to execution and presentation.

Other Academic Roles

Presented lectures and workshops on design-related topics and developed/revised numerous courses in graphic design, interaction design, photography, and other related areas. Actively contributed to the organization of several international design and interactive storytelling conferences through various committee roles.

INVITED LECTURES AND WORKSHOPS

2025 **Best of Both Worlds: A Chat on Design Research and Design Practice** – College of Creative Arts, Youngstown State University (March 18)

2024 **A is for Apples, B is for Balloons, D is for Deconstruction [Workshop]** – Faculty of Education, Palacky University, Olomouc, Czech Republic (June 14)

2022 **Workshop on Digital Storytelling [Workshop]** – Faculty of Multimedia Communications, Tomas Bata University, Zlin (November 4)

2022 **Integrating Brechtian Concepts in the Design of a Tangible Narrative: The Design Case of "The Non-myth of the Noble Red"** [Lecture] – The Czech Theatre Studies Department at the Arts and Theatre Institute and The Department of Theatre Studies, Faculty of Arts at Masaryk University, Prague (online) and Brno (onsite) (October 10)

2021 **Interculturality and Photography [Workshop and lecture]** – Universidad de Oriente — Coatzacoalcos Campus (online), Coatzacoalcos, Mexico (December 9–10)

2021 **Graduate Student Appreciation Week Alumni Panel** [Panel discussion] – College of Communication and Information, Kent State University (Moderated by Nzinga Hart) (April 7)

2020 **Professional and Academic Practice** [Lecture] – Universidad Cooperativa de Colombia, Medellin, Colombia (April 28)

2015 **A is for Apples, B is for Balloons, D... is for Deconstruction** [Workshop] – DesignEd 2015 at LearnXDesign, Chicago, United States (June)

2014 **A is for Apples, B is for Balloons, D... is for Deconstruction** [Workshop] – ISEA2014 20th International Symposium on Electronic Art, Dubai, United Arab Emirates (October 30)

2013 **Introduction to Design Thinking** [Workshop and lecture] – Colegiatura Colombiana, Medellin, Colombia (June)

CREATION OF STUDY PROGRAMMES AND STUDY MATERIALS AND SUPPORT

2022 **Revision and implementation of the courses "PV078 Graphic Design 1 and PV083 Graphic Design 2,"** Faculty of Informatics, Masaryk University (Brno, Czech Republic).

2022 **Revision and implementation of the courses "PV066 Typography 1 and PV067 Typography 2,"** Faculty of Informatics, Masaryk University (Brno, Czech Republic).

2021 **Revision and implementation of the course "PV268 Digital Design,"** Faculty of Informatics, Masaryk University (Brno, Czech Republic).

- 2020 **Development and implementation of the course “P00080-003 Intercultural Photography Lab,”** Colegiatura Colombiana (Medellin, Colombia).
- 2016 **Revision and implementation of the course “ART341 Photography 2,”** College of Arts and Creative Enterprises, Zayed University (United Arab Emirates).
- 2016 **Member of Curriculum Committee for developing the Master’s in Creative Technologies,** College of Arts and Creative Enterprises, Zayed University¹ (Dubai, United Arab Emirates).
- 2015 **Development and implementation of the course “ART425 History of Graphic Design,”** College of Arts and Creative Enterprises, Zayed University (Dubai, United Arab Emirates).
- 2015 **Member of Curriculum Committee for developing the Undergrad Multimedia Program,** College of Arts and Creative Enterprises, Zayed University (Dubai, United Arab Emirates).
- 2012 **Development and implementation of “DG0019 Art Direction.”** Colegiatura Colombiana (Medellin, Colombia).

CONFERENCE ORGANIZATION AND CHAIRING

- 2025 **ICIDS 2025 (International Conference on Interactive Digital Storytelling), Applications and Cases Paper Track Co-Chair** Association for Research in Digital Interactive Narratives (ARDIN) (Malta).
- 2025 **IASDR 2025 (International Association of Societies of Design Research), Design, Art & Technology Track Committee Member** – organized by Taiwan Design Research Institute and the International Association of Societies of Design Research (Taiwan)
- 2025 **DIS2025 (Designing Interactive Systems), Provocations and Work in Progress (PWIP) Programme Committee Member**– organized by Association for Computing Machinery (ACM). (Funchal, Madeira).
- 2025 **DIS2025 (Designing Interactive Systems), Art Exhibition Jury**– organized by Association for Computing Machinery (ACM). (Funchal, Madeira).
- 2024 **TEI 2025 (International Conference on Tangible, Embedded and Embodied Interaction), Pictorial Track Associate Chair** – organized by Association for Computing Machinery (ACM). (France).
- 2023 **ICIDS 2024 (International Conference on Interactive Digital Storytelling), Programme Committee Member** – Association for Research in Digital Interactive Narratives (ARDIN) (Barranquilla, Colombia).
- 2023 **TEI 2024 (International Conference on Tangible, Embedded and Embodied Interaction), Pictorial Track Associate Chair** – organized by Association for Computing Machinery (ACM). (Cork, Ireland).
- 2022 **Creativity and Cognition 2023 (CC 2023), Pictorial Track Committee member** – organized by the Association for Computing Machinery (ACM). (Online)
- 2022 **TEI 2023 (International Conference on Tangible, Embedded and Embodied Interaction), Pictorial Track Associate Chair** – organized by Association for Computing Machinery (ACM). (Warsaw, Poland).
- 2021 **TEI 2022 (International Conference on Tangible, Embedded and Embodied Interaction), Pictorial Track Associate Chair** – organized by Association for Computing Machinery (ACM). (Online, Daejeon, Korea).
- 2021 **Creativity and Cognition 2022 (CC 2022), Pictorial Track Committee member** – International congress organized by the Association for Computing Machinery (ACM). (Venice, Italy).
- 2020-2021 **IASDR 2021 (International Association of Societies of Design Research), Pictorial Programme Chair** – organized by The Hong Kong Polytechnic University and the International Association of Societies of Design Research (Hong Kong).
- 2020-2021 **IASDR 2021 (International Association of Societies of Design Research), Organizing Committee Member** –organized by The Hong Kong Polytechnic University and the International Association of Societies of Design Research (Hong⁴ Kong).
- 2013 **ISEA 2014 (International Symposium on Electronic Art), Social Media Chair** – organized by Zayed University (Dubai, United Arab Emirates).
- 2013 **ISEA 2014 (International Symposium on Electronic Art), Organizing Committee Member** –organized by Zayed University (Dubai, United Arab Emirates).

Research Funding and Grants

2015 – 2017 **Surface: An Interactive, Augmented and Immersive interface for co-creative environments**

Principal Investigator: Daniel Echeverri, Co-investigator: Scott Conard, Source of funding: Zayed University – Research Incentive Fund. Allocated funding: USD 17.969.

2014 **Use of a motion-sensing input device to enhance card sorting methods**

Principal Investigator: Daniel Echeverri, College of Arts and Creative Enterprises – Startup Grant Zayed University. Allocated funding: USD 550.

Research Outputs

Echeverri, D., Wei H. (2025). **Constructing a multiplayer tangible narrative with interactive puppets: New user experiences and design challenges.** In F. Peinado, S. Colton, A. Nijholt, & A. Eladhary (Eds.), *Interactive Storytelling: 17th International Conference on Interactive Digital Storytelling, ICIDS 2024, Barranquilla, Colombia, November 13–16, 2024, Proceedings* (pp. 224–242). Springer Nature Switzerland Cham. (🏆 Honourable mention)

Echeverri, D. (2025). **Exploring collaborative storytelling through performative avatars in searching for us: A tangible pervasive narrative.** In F. Peinado, S. Colton, A. Nijholt, & A. Eladhary (Eds.), *Interactive Storytelling: 17th International Conference on Interactive Digital Storytelling, ICIDS 2024, Barranquilla, Colombia, November 13–16, 2024, Proceedings* (pp. 115–134). Springer Nature Switzerland Cham.

Echeverri, D. (2024). **Searching for Us: A pervasive tangible narrative about friendship.** In *Companion Publication of the 2024 ACM Designing Interactive Systems Conference* (pp. 284–288). ACM.

Kunzová, N., Štěpánek, A., Echeverri, D., Langlois, D. K., & Kriglstein, S. (2024). **Stories with style: Narrative virtual and imaginary spaces of reading fiction in virtual reality.** In *Proceedings of the International Conference on Mobile and Ubiquitous Multimedia* (pp. 36–50). ACM.

Pokojná, H., Kriglstein, S., Kozlíková, B., & Echeverri, D. (2024). **Make some energy: Tangible and interactive chemical reactions.** In *Expanded Animation Conference on Animation and Interactive Art* (pp. 19–25).

Echeverri, D. (2024). **Puppetry in Tangible Narratives: Interactive and Collaborative Storytelling in The Non-myth of the Noble Red.** *Proceedings of the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction*, 1–4. New York, NY, USA: Association for Computing Machinery. doi: [10.1145/3623509.3635330](https://doi.org/10.1145/3623509.3635330)

Kunzova, N., & Echeverri, D. (2023). **Bookwander: From Printed Fiction to Virtual Reality—Four Design Approaches for Enhanced VR Reading Experiences.** *Interactive Storytelling. ICIDS 2023*, 21. Kobe, Japan: Springer. (🏆 Best student paper award)

Echeverri, D. (2023). **Stories From an Unfinished Prototype: A Seemingly Never-ending Loop of Practice and Research.** *Proceedings of IASDR23*, 13. Milan, Italy: DRS.

Echeverri, D., & Wei, H. (2023). **Exploring the experience with tangible interactive narrative: Authoring and evaluation of Letters to José.** *Entertainment Computing*, 44, 100535. doi: [10.1016/j.entcom.2022.100535](https://doi.org/10.1016/j.entcom.2022.100535)

Echeverri, D. (2022). **Integrating Brechtian Concepts in the Design of a Tangible Narrative: The Case of “The Non-myth of the Noble Red.”** In M. Vosmeer & L. Holloway-Attaway (Eds.), *Interactive Storytelling* (pp. 383–394). Cham: Springer International Publishing. doi: [10.1007/978-3-031-22298-6_23](https://doi.org/10.1007/978-3-031-22298-6_23) (🏆 Best short paper award)

Echeverri, D. (2022). **Tangible Narrative: The Intersection of Performance, Interactivity, and Narrative—A Design Case.** Presented at the ETIS'22 Fifth European Tangible Interaction Studio, Toulouse France. Toulouse France.

Echeverri, D. (2022). **The Non-myth of the Noble Red: Exploring Brechtian Principles of Storytelling and Performance in the Authoring of a Tangible Narrative.** *Proceeding of CC'22*, 6. Venice, Italy: ACM Press. doi: <https://doi.org/10.1145/3527927.3535207>

Echeverri, D. (2021). **Dear Design Journal: A Visual Journey and a Reflective Account of a Practice-led Doctoral Research.** *Proceedings of IASDR 2021*, 12.

Echeverri, D., & Wei, H. (2021). **Designing Physical Artifacts for Tangible Narratives: Lessons Learned from Letters to José.** *Proceeding of TEI 2021*. TEI 2021, Salzburg, Austria. <https://doi.org/10.1145/3430524.3446070>

- Echeverri, D. (2020). **Experiencing Stories Through Artifacts: An Authoring Model for Tangible Narratives** [Ph.D. Thesis]. The Hong Kong Polytechnic University.
- Echeverri, D., & Wei, H. (2020). **Letters to José: A Design Case for Building Tangible Interactive Narratives.** *Interactive Storytelling: ICDIS 2020*, 15 (🏆 Finalist best student paper).
- Echeverri, D. (2020). **Sincerely Yours: Orchestrating Tangible Interactive Narrative Experiences.** *Cubic Journal*, 1(4), 4.
- Echeverri, D. (2019). **An Empirical Exploration of Agency, Engagement, and Transportation in the Context of Playable Stories.** Conference Presentation presented at the 9th Ph.D. Colloquium on Design Research, Guangzhou, China.
- Echeverri, D., & Wei, H. (2019). **Hear, See, Do: Empirical Insights of Interactive Storytelling and Metamodality.** Presented at the 4th Bremen Conference on Multimodality BreMM19, Bremen, Germany. Retrieved from <https://www.mm2014.uni-bremen.de>
- Echeverri, D., & Wei, H. (2019). **27 Letters: Trajectories and Multimodality in Interactive Storytelling.** 2019 Conference Proceedings, 28–33. Wellington, New Zealand: Rutledge, Focal Press.
- Echeverri, D., & Wei, H. (2019). **Down the Rabbit Hole: Five Hedonic and Pragmatic Facets of Audience Engagement in Playable Stories.** In U. Kokil & T. Ota (Eds.), *The Twelfth International Conference on Advances in Computer-Human Interactions* (pp. 32–38). Athens, Greece: IARIA XPS Press.
- Echeverri, D. (2018). **Phenomenological Approach to Design Research.** Proceedings of International Design Research Symposium, Insight 2018, 8. Ahmedabad, India: NID.
- Echeverri, D. (2018). **Transactive Episodes: Exploring Interaction, Memory and Narrative.** Proceedings of British HCI 2018, 7. Belfast, UK: BCS Learning and Development Ltd.
- Echeverri, D. (2017). **Crafting Digital Strategies: Empathy, Technology and Design Education.** The Asian Conference on Technology in the Classroom, Kobe, Japan.
- Echeverri, D. (2016). **An Ambidextrous World: A Hand-Centric Design Grid.** ISA2016 Interaction South America, Santiago de Chile, Chile: IxDA Santiago Chapter.
- Echeverri, D. Sleiman, T (2015). **Designing by Heritage: Visual Narratives from Emirati Design Students.** In DesignEd Asia Conference Secretariat (Ed.) *The DesignEd Asia Conference 2015*, 1 (1), Hong Kong: The Hong Kong Polytechnic University, 23-32.
- Echeverri, D. (2015). **An Immersive, Interactive and Augmented Classroom: A Proof-of-Concept.** In The International Academic Forum (Ed.) *The Asian Conference on Technology in the Classroom*, 1 (1), Naka Ward, Nagoya, Aichi: The International Academic Forum 2015, 85-95.
- Echeverri, D. (2015). **Deconstruction as a structured ideation tool for Designers.** In Robin Van de Zande, Erik Bohemia and Ingvild Digranes (Eds.) *LearnXDesign the 3rd International Conference for Design Education Researchers PreK-16 Education*, 2, Aalto, Finland: Aalto University, 870-881.
- Echeverri, D. (2014). **The Deconstructive Discourse as Generative Thinking Tool.** In University & College Designers Association (UCDA) (Eds.) *UCDA Design Education Summit*, 1 (7), Smyrna, TN: University & College Designers Association (UCDA).
- Echeverri, D. (2013). **Education in Multidisciplinary Solutions of Design Projects.** In India Design Council (Ed.) *Designing Design Education for India DDEI*, 1 (60), Paldi, Ahmedabad: India Design Council.

Creative Work Published in Books and Magazines

- Cadavid, A., Aguilar, J., & Fernández, G. L. (2012). *Un jardín que se vive* (Photography by D. Echeverri & A. Arango). Fundación Jardín Botánico de Medellín Joaquín Antonio and Taller de Edición S.A. ISBN 978-958-57435-1-9.
- Zuluaga Ceballos, G. (2011). *50 años Versalles* (M. Nieto, Collaborator; Photography by D. Echeverri). Taller de Edición S.A. ISBN 978-958-57045-0-3.
- IMUSA. (2009). *Momentos alrededor de la mesa: Recetas de cocina* (Photography by La Bodega Estudio - A. Sierra; Production by T. Vélez & A. Camacho; Art Direction by D. Echeverri). Taller de Edición S.A. ISBN 978-958-98290-5-9.
- Alcaldía de Medellín. (2009). *Medellín, transformación de una ciudad* (Photography by D. Estrada, J. Roldán, & D. Echeverri; Photographic Production by D. Echeverri). Taller de Edición S.A. ISBN 978-958-98290-4-2.

Exhibitions

- Echeverri, D. (2024). *The Non-myth of the Noble Red*. Interactive work presented at the Cork School of Music, Cork, Ireland, as part of the 18th ACM International Conference on Tangible, Embedded and Embodied Interaction. Curated by K. Andersen, P. Green, T. Schofield, & C. Ó Nuanáin.
- Echeverri, D. (2024). *Searching for Us*. Interactive work presented at the IT University of Copenhagen, Copenhagen, Denmark, as part of the ACM Conference on Designing Interactive Systems 2024. Curated by M. Sicart, R. Khaled, & V. Tsaknaki.
- Echeverri, D. (2019). *Letters to José*. Work exhibited at School of Design Gallery D, The Hong Kong Polytechnic University, Hong Kong, October 29 to November 1, 2019.
- Echeverri, D. (2019). *Letters to José*. Interactive work exhibited at School of Design, Massey University, Wellington, New Zealand, in the frame of MODE2019, May 31, 2019.
- Echeverri, D. (2018). *Letters to José*. Interactive work exhibited at Bremen University, Bremen, Germany, in the frame of the 4th Bremen Conference on Multimodality, September 26, 2018.
- Echeverri, D. (2016). *ShowCACE Faculty*. Pictorial work presented at Al Fanoun Art Gallery, Zayed University's Abu Dhabi Campus, Abu Dhabi, United Arab Emirates, in May 2016. Curated by W. Willems.
- Echeverri, D. (2016). *InstaShow*. Photographic work presented at Silicon Gallery, Philadelphia, United States, December 2015 to January 2016. Curated by R. de Coyte.
- Echeverri, D. (2014). *What's Real? Investigating Multimodality*. Interactive work presented at Muse Lab, Kent State University Library, Ohio, United States, April 24 to December 10, 2014. Curated by K. F. Latham & J. Barnes.
- Echeverri, D. (2014). *ISEA2014 Nomadic Dolls*. Sculptural work presented at the 20th International Symposium on Electronic Art, Zayed University, Dubai, United Arab Emirates, October 30 to November 8, 2014. Curated by S. Messam.

Awards and Honours

- 2025 **Honour Mention Best Paper** "Constructing a multiplayer tangible narrative with interactive puppets: New user experiences and design challenges" **International Conference on Interactive Digital Storytelling**, *Association for Research in Digital Interactive Narratives*
- 2024 **Nominated to Rector's Award for Significant Artistic Achievement** – Faculty of Informatics, Masaryk University
- 2023 **Best Student Paper Award** "Bookwander: From Printed Fiction to Virtual Reality—Four Design Approaches for Enhanced VR Reading Experiences. **International Conference on Interactive Digital Storytelling**, *Association for Research in Digital Interactive Narratives*
- 2022 **Best Short Paper** "Integrating Brechtian Concepts in the Design of a Tangible Narrative: The Case of "The Non-myth of the Noble Red." **International Conference on Interactive Digital Storytelling**, *Association for Research in Digital Interactive Narratives*
- 2017 – 2020 **The Hong Kong Doctoral Fellowship**, *The Hong Kong Polytechnic University*
- 2019 **Best Colloquium Presentation**, 9th Doctoral Colloquium on Design Research, *Guangdong University of Technology*
- 2012 – 2014 **Graduate Assistantship**, School of Visual Communication Design, *Kent State University*
- 2012 **Best Graphics System in the Category of Annual Report and Business Rapporteur**, Taller de Edición. Awarded by the Colombian Association of the Communication and Graphic Industry - ANDIGRAF
- 2012 **Special Mention to the Best of the Year in the Book Category**, Taller de Edición. Awarded by the Colombian Association of the Communication and Graphic Industry - ANDIGRAF
- 2011 **Best Annual Report and Business Rapporteur, Taller de Edición**. Awarded by the Colombian Association of the Communication and Graphic Industry - ANDIGRAF
- 2006 **Winner of Cultura E**: 5th Contest of Business Plans for Entrepreneurs, Alcaldia de Medellín

Language skills

Native Spanish speaker (C2). Fluent in English (C2). Basic knowledge of Czech (A1)

Software Skills

Highly proficient in the Adobe Creative Suite: InDesign, Illustrator, Photoshop, and Premiere.

Highly Proficient in Microsoft Word, PowerPoint, and Excel as well as in Pages and Keynote.

Proficient in After Effects and the Arduino IDE prototyping platform.

References will be provided upon request.