



Awards & Nominations Exhibitions & Talks

Awards

2015

- Dok Leipzig 2015, Audience Award for DEEP
- Japan Media Art Festival Excellence Award Entertainment Division for 3RD

2014

- Casual Connect Europe: Indie Prize Best game audio for Remembering

2013

- Dutch Game Award: Best Music & Audio for Nott Won't Sleep
- Best Book App of 2013 Award for Nott won't Sleep.
- ADC Best in Apps Award for Nott Won't Sleep.
- UtrechtInc Award 2013 for iWhisper

2011

- 3rd place Global Game Jam for puzzle game Bewbees

2010

- Gouden Impuls for iWhisper

2009

- Dutch Game Award for Fonn
- Creative Amsterdam Award for most promising start up.
- Audience Award Global Game Jam for audio game Pulse.

Nominations & selections

2017

- Official Selection Now Play This. For DEEP London, UK
- Official Selection INDIGO. For DEEP Utrecht, NL
- Official Selection Creative Coast Festival 2017. For DEEP Karlshamm, SWE

2016

- Official selection GDC Innovative Games Showcase. For DEEP Cologne, DE
- Official Selection Tribeca Filmfestival 2016, for DEEP New York, US
- nomination Cinekid Lion 2015. For Samsara Amsterdam, NL
- nomination Cinekid audience Award. For DEEP Amsterdam, NL

2015

- Official Selection, Leftfield Collection, EXG REZZED. For DEEP London, UK
- Nomination A MAZE. Awards 2015. For DEEP Berlin, DE
- nomination Cinekid Lion 2015. For Samsara. Amsterdam, NL
- nomination Cinekid audience Award. For DEEP Amsterdam, NL

2014

- nomination DutchGameAward: Best co-production (+DUS architects) Utrecht, NL
- nomination Game Connection Development Awards for Remembering Paris, FR

2013

- nomination Dutch Game Award: Best Music & Audio for Remembering Utrecht, NL
- Semi Finalist Intel Global Challenge for iWhisper Berkeley, US
- Applab Cinekid, selection of best Children's Apps, Nott won't Sleep. Amsterdam, NL

2012

- nomination Game Connection Award for Bohm Paris, FR
- nomination Cinekid Nieuwe Media Award for Mimicry Amsterdam, NL

2011

- nomination IGF Nuovo Award for Bohm San Fransico, US

2010

- nomination Dutch Game Award for Color Room Utrecht, NL
- nomination Cinekid New Media Award for Color Room Amsterdam, NL

2009

- Finalist FD Career Challenge op Nyenrode Business University Amsterdam, NL
- Honorable mention for concept for de Utrecht Archive Mini Game Jam Utrecht, NL

2008

- Honorable mention Ding!-Award for LucidWorld Amsterdam, NL

Exhibitions

Permanent Installations

- POLDER, Science Center Nemo, Amsterdam, NL
- WONDERWALL (*commissioned by Tinker Imagineers*) SIZA / Het Dorp Arnhem, NL
- LIGHT ON WOOD, Centraal Museum (until october 2016) Utrecht, NL
- DIY DJ , Ziggo Dome Amsterdam, NL
- BEAM ME UP, Kidswonderland Molenschot, NL

Group / Solo exhibition

2017

- DEEP, Body and Soul Westmeath, IE
- DEEP, Re:publica Berlin, DE
- DEEP, Creative Coast Festival 2017 Karlshamm, SE
- DEEP, Now Play This London, UK
- DEEP, Dublin Maker Fare Dublin, IE
- DEEP, Indigo 2107 Utrecht NL
- DEEP, Buddhism and Technology Conference Shanghai, CN
- Remembering VR, Screenshake Antwerp, BE
- Remembering VR, Landelijk Werkverband Onderwijs en Epilepsie, Utrecht, NL

2016

- Weltatem, a VR opera, Enschede, NL
- GDC Innovative Games Showcase, Cologne, DE
- Tweetakt KAAP Utrecht, NL
- Tribeca Filmfestival New York, US
- The Next Best Thing Is Not A Thing (Bureau Europa), Maastricht, NL
- Helemaal Melkweg (Melkweg) Amsterdam, NL

2015

- DOK Leipzig 2015 (Int. Documentary & Animation Filmfestival) Leipzig, DE
- Cinekid Amsterdam, NL
- Media Arts Exhibition, Kagoshima, JP
- A MAZE Johannesburg, ZA
- A MAZE Berlin, DE
- Ars Electronica Animation Festival, Linz, CH
- Gemeentemuseum Helmond Helmond, NL
- TransNatural (EYE museum) Amsterdam, NL
- Night of the Nerds Eindhoven, NL
- Tweetakt-Kaap Utrecht, NL
- The Leftfield Collection Rezzed London, UK
- Sublime Landscapes in Gaming 2015, Rijksmuseum Twenthe Twenthe, NL

Exhibitions (continued)

2014

- Japan Media Art Festival, The National Art Center, Tokyo, JP
- DEAF 2014 (Het Nieuwe Instituut) Rotterdam, NL
- Game Connection Paris, FR
- Learning Game Expo Viborg, DK
- Beyond Biennale Amsterdam, NL
- Incubate Festival, Tilburg, NL
- Dare to Wear / Change your Perspective, Bijenkorf Amsterdam, NL
- Casual Connect Amsterdam, NL
- Nürnberg Toyfair Nürnberg, DE

2013

- Garage Center for Contemporary Culture, Moscow, RU
- Urban Borders Architect Biennale Shenzhen, CN
- Gamescom Cologne, DE
- Indigo Festival Utrecht, NL
- Discovery Festival in Trouwgebouw Amsterdam, NL
- Kunstnacht Den Bosch, NL
- Rezone Playful Interventions Den Bosch, NL
- Festival of Games Amsterdam, NL
- Oog in Oog, Centraal Museum Utrecht, NL
- Museumnacht 2013 - Nieuw Instituut Rotterdam, NL
- 100% Indie Games Concert Hilversum, NL

2012

- Game in the City Conference Amsterfoort, NL
- U-SPY, Alternate Reality Game playable throughout Utrecht Utrecht, NL
- Summer-Night 2012, Krüller Müller Gelderland, NL
- Sustainable Playgrounds Veenendaal, NL
- Carnevale dei Ragazzi Venice, IT
- EuroSONic Noorderslag Groningen, NL
- Learning Game Expo Viborg, DK
- "Carte blanche à kokoromi et TAG" exhibition, Museum La Gaîté Lyrique Parijs, FR
- Night of the nerds, Science Center Nemo Amsterdam, NL

2011

- Lunar Arcade Milan, IT
- Carnevale dei Ragazzi Venice, IT
- Best of IGF 2011 Exhibition, Sydney Opera House Sidney, AU
- Best of IGF 2011 Exhibition, Australian Centre for the Moving Image Melbourne, AU
- Best of IGF 2011 Exhibition, The Edge Brisbane, AU
- *Twilight 2011*, Centraal Museum Utrecht, NL

2010

- Van Gogh Museum, Amsterdam NL

Talks / Lectures / Interviews

- Buddhism and Technology Conference 2017 Shanghai, CN
- ICL Symposium. Central Academy of Fine Arts 2017 Tianjin, CN
- "Learning through Failing", Central Academy of Fine Arts 2017 Beijing, CN
- "VR als body medium", Landelijk Werkverband Onderwijs en Epilepsy 2017 Utrecht, NL
- "Designing Relaxation", GDC INDIA / Nasscom 2016 Hyderabad, IN
- "Designing DEEP", Beeld en Geluid 2016 Hilversum, NL
- Game Happens 2016 Genoa, IT
- Illustratie Bienale 2016 2016 Haarlem, NL
- This Happened / Future Flux 2016 Rotterdam, NL
- A MAZE 2016 2016 Berlin, DE
- SXSW 2016 2016 Austin, US
- Dutch Design Week 2015 Eindhoven, NL
- A MAZE 2015 2015 Johannesburg, ZA
- TransNatural (EYE museum) 2015 Amsterdam, NL
- "Unusual games for Everyday problems" - CULT Venezia 2014 Venice, IT
- "Kunst en games" Kunstliefde 2014 Utrecht, NL
- "The Suspension of Disbelief" Willem de Kooning Academy 2014 Rotterdam, NL
- Edwin Jacobs in Gesprek met: (Centraal Museum) 2014 Utrecht, NL
- TV item, AVRO kunstuur, Rotterdam Designprijs, Nederland2, NL 2014 Rotterdam, NL
- RADIO Item, De Avonden, VPRO Radio 6, Over Mimicry
- TV item: 'De opkomst van Zen Games', RTLXL, NL
- RADIO Item: 'Zen games veroveren de markt' BNR Nieuwsradio, NL
- This Happened 2013 Amsterdam, NL
- 'Player Experience' DGA information day 2013 Breda, NL
- Urban Borders Architect Biennale 2013 Shenzhen, CH
- Talk on Playful Cities, Beijing Designweek 2013 Beijing, CN
- Pecha Kucha at Trouw 2012 Amsterdam, NL
- Control Gamelab 2012 Amsterdam, NL
- De Nacht van Giel 2012 Utrecht, NL
- Holland Animation FilmFestival, 2012 Utrecht, NL
- RADIO Item: Nachtegiel op 3FM, NL
- Control Gamelab #1 2011 Amsterdam, NL
- This Happened 2011 Utrecht, NL