

Jonathan Chomko (b. 1988, Canada). Lives and works in Montreal, Canada.

Education

- 2012 Malmö University, BSc Interaction Design
- 2011 International Institute of Information Technology Bangalore, Exchange Term

Selected Exhibitions

- 2020 Relative Clocks, We The Curious, Bristol
Relative Clocks, Cube Design Museum, Netherlands

- 2019 Shadowing, Theatre du Chatelet, Paris, France
Colour Calendar, Pret a Emporter, Atelier Circulaire, Montreal, Quebec
[www.grindruberairbnb.exposed](#) (video), Brighton Digital Festival, Brighton, UK
[www.grindruberairbnb.exposed](#), C2 Montreal, Montreal, Quebec

- 2018 [www.grindruberairbnb.exposed](#) with Yo-Yo Ma, Montreal, Quebec
Shadowing, City of Austin, Austin, Texas

- 2017 Shadowing, Bat Yam Street Theatre Festival, Tel Aviv, Israel
Shadowing, City of London, London, UK
Relative Clocks, C2 Montreal, Montreal, Canada
Slow Glass, C2 Montreal, Montreal, Canada
Shadowing, Future Cities Catapult, London

- 2016 Relative Clocks, Decima Gallery, London, UK,
Shadowing, Media Ambition Tokyo, Tokyo, Japan
Heart of a King, Future Tech Summit, London

- 2015 Shadowing, Illuminating York, York, UK
Shadowing, Designs of the Year, London Design Museum, London, UK

- 2014 Shadowing, Bristol, UK
Firmamentum, Sydney Opera House, Sydney, Australia

- 2013 Shiver, Museum of 21st Century Arts, Rome, Italy
Colors News Machine, Sydney Opera House, Sydney, Australia

Colors News Machine, Perugia Journalism Festival, Perugia, Italy

Colors News Machine, Fabrica, Treviso, Italy

Physis, Fabrica, Treviso, Italy

A/A, Mobile Museum Hong Kong, Hong Kong

2012 Den Jag Var, Ballets Jazz de Montreal, Montréal, Canada

2011 Den Jag Var, Inkonst, Malmö, Sweden.

Den Jag Var, Skånes Konstförening, Malmö, Sweden.

Residencies and Fellowships

2019 Visiting Artist, Technoculture Art and Games, Milieux, Concordia University, Montreal, Canada

2016 Fault Lines Artist Development Program, FutureEverything, Manchester, UK

2013 Fabrica Residency, Fabrica, Treviso, Italy

Awards

2017 Winner, Best Achievement Award, Heritage in Motion, London, UK

Winner, Museums and Heritage Innovation Award, London, UK

2014 Winner, Playable City Award, Bristol, UK

Teaching

2017 Workshop: Art & Technology in the Public Sphere, Tel Aviv, Israel

2012 Guest Lecturer, Norges Kreative Fagskole, Oslo, Norway

Commissions

2015 Arts and Creative Technology Commission, UK Space Agency

2013 Shadowing, Watershed, Bristol, UK

Grants

2019 Project Grant, Conseil des Arts de Montréal

2018 Concept to Realization Grant, Canada Council

Selected Bibliography

Leorke, D. (2019). Urban Policy and Participatory Planning Location-Based Games. In *Location-Based Gaming* (pp. 163-194). Palgrave Macmillan, Singapore.

Cohen, M. I. (2017). Playing with Shadows in the Dark: Shadow Theatre and Performance in Flux. *Theatre in the Dark: Shadow, Gloom and Blackout in Contemporary Theatre*, 195.

Iyer, J. *The Heart of Smart Cities: A case for the relevance of art in data driven cities*. (Carnegie Mellon University, 2017).

Coleman, B.(2016). Let's Get Lost: Poetic City Meets Data City. In E. Gordon, P. Mihailidis, *Civic Media* Cambridge: The MIT Press

Jordan, S. (2016). Hacking the streets: 'Smart' writing in the smart city. *First Monday*, 21(1).

Nijholt, A. (2015). Designing humor for playable cities. *Procedia Manufacturing*, 3, 2175-2182.

de Lange, M. (2015). The Playful City: play and games for citizen participation in the smart city.