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In 2015 I was appointed full professor of new media at Aalto University, School of Arts, Design and Architecture. As Head of Research I am responsible for the Doctoral Studies in the Media Lab Helsinki. In the MA studies programme I teach media design research and information visualization design.

My research interests are focused in: 1. Annotation software; 2. Virtual networked environments; 3. visualization formats and genres; 4. Combined use of anthropology and new media to promote human-centered design. I work primarily with qualitative methods, including design research.

My experience as principal investigator is in European research and development projects in the area of digital technology and cultural heritage. I also developed and teach Dynamic Visual Design, a focus area of study in the Media Lab Helsinki.

Significant research projects include the Raisio Archeology Archive created as part of the Illuminating History Through the Eyes of Media project funded by the Academy of Finland; the Digital Facsimile of the Map of Mexico 1550 project that received First Prize in the Nabi Digital Storytelling International Competition of Intangible Heritage organized by Art Center Nabi in South Korea and UNESCO; the Interactive Virtual Reality Installation of the Pavilion of Finland at the 1900 World Fair in Paris developed as part of the TEKES funded HandsOn project; and the Interactive Virtual Reality Installation of Vrouw Maria, that was awarded a Special Mention of the Jury in the research category of the 2015 Europa Nostra digital cultural heritage competition.

I have written over 70 publications in areas related to art, design, heritage and new media. Ubiquitous Computing, Complexity and Culture an anthology published by Routledge in 2015 and co-edited with Ulrik Ekman, Jay David Bolter, Martin Sondegaard and Maria Engberg, is my latest result as an author.

Links:

<http://sysrep.aalto.fi/>

<http://ubiquity.dk>

<https://www.youtube.com/watch?v=c8YkDzouDAA>

<http://mediaconcepts.academia.edu/LilyD%C3%ADaz>

Where do you come from?

I was born in San Juan, Puerto Rico and raised in Venezuela and Puerto Rico. I attended university in the United States. My educational background is in anthropology (Brandeis University), computer arts (School of Visual Art, NYC), and new media (University of Art and Design Helsinki/UIAH). I am also a graduate of the Independent Study Program of the Whitney Museum of American Arts in New York.

In the arts I have worked as an audio-visual specialist, multimedia designer, and a photographer and camera operator with clients and employers such as Bozell, Inc., Dow Jones, Intel, and Merrill Lynch. I was a Fulbright scholar (Spain, 1990–1991) doing research at the Archive of the Indies in Seville.

I came to Finland in 1995 and completed my dissertation about activity theory, design and archaeology in 2001. I have 2 children and a sheep dog.

Keywords

Digital Cultural Heritage, design, cultural anthropology, human-computer interaction, new media
Contact information