

# Circular Cultures Design School -Tutors & Guest Speakers Bios



## Sahra Esri

Sahra Hersi is an artist and spatial designer who describes her work as "caring about people, places, art & architecture, in that order". Her practice explores shared spaces, the public realm, collaboration, and community engagement. Often born out of engaging with local communities and the places they occupy, her work ranges in scale from zines and workshops to public realm interventions and buildings.

She seeks to establish a working philosophy driven by the desire to reinterpret architectural methodology and artistic narrative as common ground. Sahra works with local authority clients, cultural institutions, and third-sector organisations across the UK and beyond.

[www.sahraheresi.net](http://www.sahraheresi.net)



## LUDD | Lab for Open Design & Fabrication

LUDD is a collaborative interdisciplinary team that simultaneously acts as a design and fabrication lab, offering specialized services in the study and production of complex and technically demanding projects that combine a wide range of materials, technologies, digital and applied production methods, or experimental approaches. Through its work, which spans from objects, furniture, and installations to urban interventions and participatory initiatives, it explores the intersection of contemporary design practices and technological production methods with approaches related to the commons, sustainability, inclusivity, and practical technique.

[www.ludd.gr](http://www.ludd.gr)



## Keiken

Founded in 2015 by Tanya Cruz, Hana Omori and Isabel Ramos, the artist collective Keiken are collaboratively building and imagining speculative futures to test-drive new ways of existing. They do this through filmmaking, gaming, installation, XR, blockchain, and performance.

Keiken are a winner of the Chanel Next Prize and The Lumen Prize, and are artists in residence at Somerset House, London. Current and recent selected exhibitions include: Amos Rex, Helsinki (FL) (2024), 21st Century Museum of Contemporary Art, Kanazawa (JP), KANAL–Centre Pompidou, Brussels (BE), Helsinki Biennial (FL), HAU, Berlin (DE) (2023), CO Berlin (DE); Wellcome Collection, London (UK); ARKO Art Centre, Seoul (KR); Julia Stoschek Collection, Dusseldorf (DE); Onassis, Athens (GR) (2022); Thailand Biennale, Korat (TH); HEK, Basel (CH); 17th Venice Architecture Biennale, Venice (IT); Tokyo Photographic Art Museum, Tokyo (JP) (2021); FACT, Liverpool (UK); transmediale, Haus der Kulturen der Welt HKW, Berlin (DE) (2020); ICA, London (UK); Jerwood Arts, London (UK) (2019).

<https://keiken.cloud/>



## Costas Kazantzis

Costas's work focuses on exploring innovative pathways in game engine technology, 3D design, and extended reality (XR), with an emphasis on their transformative potential in fashion and contemporary art. With a background in computer engineering, fashion media production, and visual communication, Costas's practice positions immersive technologies not as substitutes for physical experiences but as tools to enhance real-world environments and enable real-time interactions. His research investigates the complex interplay between human experience and interconnected cyber-physical ecosystems, challenging traditional gaming mechanics that prioritize finite gameplay, instant gratification, and purpose-driven design while often excluding queer narratives.

Costas is the Lead Creative Technologist at London College of Fashion's Fashion Innovation Agency, where he also lectures on immersive technologies and their integration into fashion and the creative industries. Additionally, he is a PhD candidate at UAL's Creative Computing Institute.

[www.costaskazantzis.com](http://www.costaskazantzis.com)



## Harry Krekoukiotis

Charalampos (Harry) Krekoukiotis is an interactive media researcher, lecturer and PhD candidate at the Keio University, Graduate School of Media Design (Keio Media Design/KMD), Embodied Media Project in Tokyo, Japan.

His research focuses on how we perceive and design animacy in technological artefacts, through a design practice that blends Media Art with Human-Robot Interaction.

As a researcher he has collaborated with Panasonic Auglab and in the Moonshot R&D program, sponsored by the Japanese Government Cabinet Office. He holds a Master in Media Design (KMD), MSc in Design, Space, Culture (NTUA) and Dipl. Eng. in Architecture (NTUA).

<https://www.linkedin.com/in/hakrek?originalSubdomain=jp>



## Lucy Hardcastle

Sensual storytelling for a digital age.

A multidisciplinary design practice based in London, Lucy Hardcastle Studio is a pioneer in using interactive technologies, 3D visuals and the moving image to tell complex and emotionally resonant stories.

Under creative director Lucy Hardcastle, the studio creates immersive virtual worlds that combine the principles of craftsmanship with the possibilities of technology.

The studio's work ranges from commercial campaigns to large-scale design installations and self-initiated research experiments, and spans both physical and virtual. Whether collaborating with scientific organisations, cultural institutions such as V&A and London Design Festival, or leading brands such as Chanel, Heimtextil, Nike or Alexander Wang, Lucy Hardcastle Studio places an emphasis on human perception and the realm of the senses, giving its work a distinctly sensual aesthetic.

<https://lucyhardcastle.com/>