

Helsinki based architect and writer Kaisa Henriikka Karvinen (1988) is currently interested in the intersection of performativity and public space. Kaisa has worked in the field of architecture from theoretical research to city planning and done spatial and exhibition design for museums. Kaisa has co-founded the Trojan Horse collective, an independent initiative that organizes summer schools, live action role-plays and other events in order to explore the landscapes of art, design and architecture.

[Kaisakarvinen.com](http://Kaisakarvinen.com)

[kaisahkarvinen@gmail.com](mailto:kaisahkarvinen@gmail.com)

+358 40 835 9895 (fi)

## STUDIES

### **Advanced Master of Research in Art and Design**

St Lucas School of Arts Antwerp, Karel de Grote University College (2020-)

### **Architect**

Aalto University School of Arts, Design and Architecture (2015–2017)

### **Bachelor of Science, Architecture**

Aalto University School of Arts, Design and Architecture (2011–2015)

### **Studies in Scenography**

Aalto University School of Arts, Design and Architecture (2014)

### **Studies in arts, architecture and urban planning**

Escola Superior Artística do Porto (2013–2014)

### **Studies in Architecture**

University of Oulu (2008–2011)

## SELECTED SPATIAL DESIGN PROJECTS

**The National Museum of Finland**, Exhibition design, “Lähtö ja paluu” 2021-

**The National Museum of Finland**, Exhibition design, “Ingrians” 2020

**Rauma Art Museum**, Exhibition design, “In Praise of Boredom” 2019

**Kiasma Museum of Contemporary Art**, Map for Architecture Creatures, 2018

**Gallen-Kallela Museum**, Spatial Design, “*Monolith*”, 2017

**Gallen-Kallela Museum**, “*What did you dream of? – Horses and death.*”, 2015

**Kiasma Museum of Contemporary Art**, Spatial design, Rauha room, 2013

**Checkpoint Helsinki**, Spatial Design, Lasipalatsi square, 2013

**Hapnik Collective**, Spatial Design, Futura Supper Club, 2012

**Oulu City Theatre**, Installation “Play”, 2011

## LECTURES AND TEACHING

**Uroboros Festival**, Prague/online Occupying Screen Spaces -workshop with Yin Aiwen and Tommi Vasko, 2020

**Hermitage Art Museum**, St. Petersburg, Lecture on Representing Architecture, 2019

**Kunsthalle Stavanger**, Mobilizing Citizenship, Lecture and Workshop with Tommi Vasko, 2019

**Konstfack**, Stockholm Live Action Role-Playing Design and Architecture, lecture on LARP as part of the design and architecture practice with Danaï Anagnostou and Tommi Vasko. 2019

**Narva Urban Lab**, Part of a panel “*Re-envisioning a City: Artistic and urban practices*”, 2018

**Aalto University**, a three-day workshop: “*Aalto as a board game*”, 2017

## PUBLISHED WRITINGS IN THESE PUBLICATIONS

Arkkitehti uutiset / Finnish Architecture Review / Kaltio - Northern Culture

Publication / Lives of Others -book / Potentially Dangerous / Trash Magazine / Wasteland Mag

## **Rauma Art Museum: Rauma Triennale – In Praise of Boredom**

Exhibition and spatial design

2019



**Rauma art museum: Rauma Triennale - In Praise of Boredom**

Exhibition and spatial design

2019

Photos: Titus Verhe



**Rauma art museum: Rauma Triennale - In Praise of Boredom**

Exhibition and spatial design

2019

Photos: Titus Verhe



**Rauma art museum: Rauma Triennale - In Praise of Boredom**

Exhibition and spatial design

2019

Photos: Titus Verhe

## **The National Museum of Finland: Ingrians – the Forgotten Finns**

Exhibition and spatial design

2020





**The National Museum of Finland: Ingrians – the Forgotten Finns**

The National Museum of Finland: Ingrians – the Forgotten Finns  
Exhibition and spatial design  
2020

Photos: The National Museum of Finland, Soile Tirilä



**The National Museum of Finland: Ingrians – the Forgotten Finns**

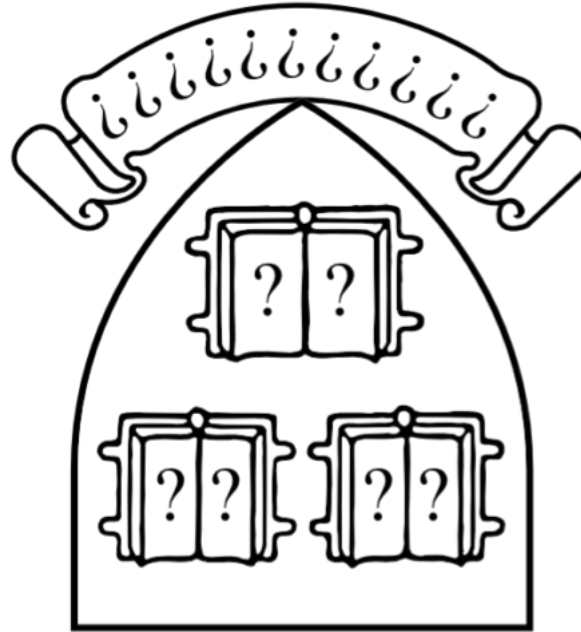
The National Museum of Finland: Ingrians – the Forgotten Finns  
Exhibition and spatial design  
2020

Photos: The National Museum of Finland, Soile Tirilä



## **Trojan Horse**

Co\_organising gatherings in the field of art and design



### Trojan Horse

Kaisa Henriikka Karvinen is one of the co\_founders of Trojan Horse.  
Trojan Horse is an autonomous educational platform based in Helsinki.

Trojan Horse organizes summer schools, live action role-plays, workshops and reading circles exploring the boundaries and preconditions that define the field where architects, designers, and artists operate today.

Trojan Horse aims to create flexible yet steady structures that support critical design discourses over a longer time span while remaining open for cross-pollinations and changes. Trojan Horse encourages designers and architects to do more experimental projects, research-based work and form bolder political statements.

Trojan Horse is currently organized by Kaisa Karvinen, Tommi Vasko and Danai Anagnostou in collaboration with its participants. The content of the events is a result of a collective effort, shared between the facilitators, participants, and everyone whose work supports our gatherings. As any collective or experimental endeavor, Trojan Horse still requires time, thought and effort to develop. Its identity is hybrid and under constant formation.

<https://trojanhorse.fi>



### **Trojan Horse Summer School**

We have organized a Summer School five times (2016-2020). During summer schools we enjoy the isolation of the island, read together, get to know each other, discuss, go to sauna and have workshops organized by mentors we have invited to share their practices. We also reserve moments from our daily routine so that each participant has the opportunity to share their own interests, research topics and organise a workshop for the others.

## Borrowing Positions – Role-Playing Design and Architecture Publication

### Writing and designing a publication

Borrowing Positions: Role-Playing Design & Architecture is a speculative book which reflects on design- and architecture-centered Live Action Role-Plays organized by Trojan Horse collective.

The book invites the reader to try on different characters, switch roles and reconsider the everyday practices of designer and architect. The book is a collection of articles and essays. It includes overviews of Live Action Role-Plays organized by Trojan Horse in 2017 and 2018, theoretical reflections about role-playing and a practical, step-by-step guide to how to organize your own design LARP.

Who or what shapes the roles of designers and architects in contemporary society? How can we illuminate the power structures behind taking, building or defining your own or someone else's role as a designer or an architect? How flexible are these roles?

Contributors vary from architecture and design practitioners to performance artists working with role-play and fiction. Borrowing Positions is published by Lujemik, an independent publishing initiative based in Tallinn.

Working Group: Architect Kaisa Henriikka Karvinen, graphic designers and researchers Tommi Vasko and Ott Kagovere.



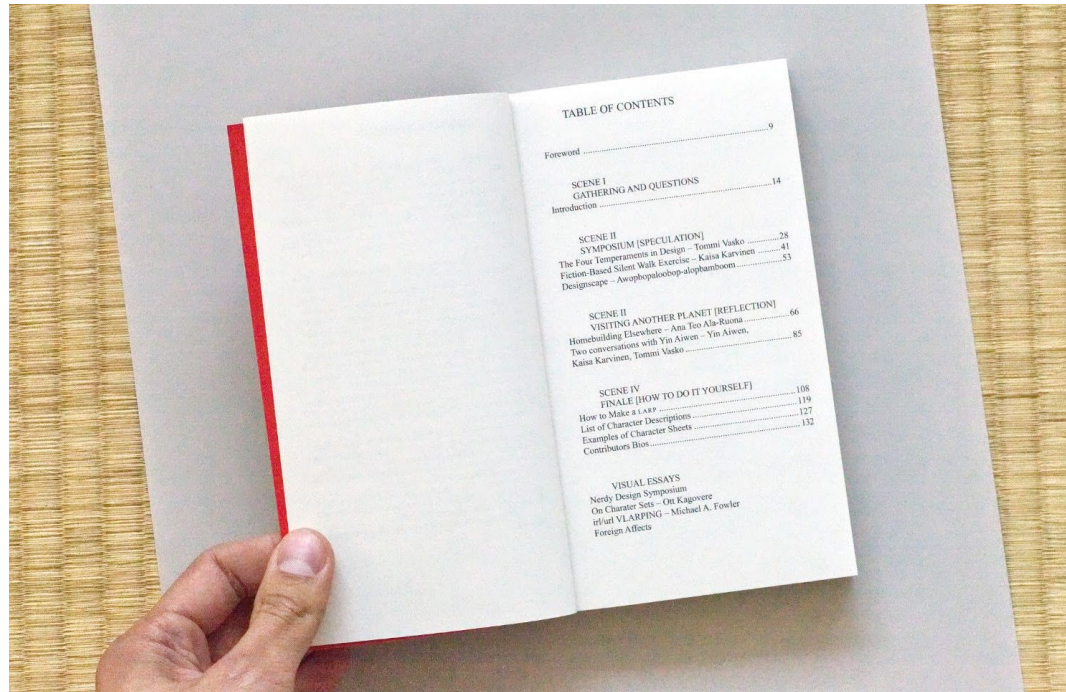


**Borrowing Positions: Role-Playing Design & Architecture**

Tallinn: Lugemik, 2019

Editors and designers: Ott Kagovere, Kaisa Henriikka Karvinen, Tommi Vasko





**Borrowing Positions: Role-Playing Design & Architecture**

Tallinn: Lagemik, 2019

Editors and designers:: Ott Kagoovere, Kaisa Henriikka Karvinen, Tommi Vasko

## Chiasma

Master thesis in Architecture, Architectural Principles and Theory  
Aalto University, School of art, design and architecture

My master's thesis examined questions related to public space from the perspective of architecture and city planning. I looked at the space, the city and technological development through the ideas of the Situationist International and the sociologist Henri Lefebvre. These theorists and artists saw the city not only as a physical space, but also as a stage on which otherwise invisible structures like personal relationships, political-, economic, and cultural phenomena are played out.

When discovering the notions of public space and public sphere, the thesis borrows ideas from Hannah Arendt's book "Vita Activa – the Human Condition". The thesis also introduces the contemporary art museum Kiasma and the urban space around it. The thesis reveals that the common and shared public space has become ever more complex and its design more and more polyphonic during the last twenty years since Kiasma was built.

