

Pierre Depaz

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ACADEMIC TRAINING

- 2019 – 2023 **Université Paris-3 Sorbonne Nouvelle**
Doctorate Comparative Literature.
“The Role of Aesthetics in Understanding Source Code”, under the direction of Alexandre Gefen and Nick Montfort. Jury: Alexandre Gefen, Nick Montfort, Yves Citton, Winnie Soon, Antonio Somaini, Baptiste Mèlès.
Available online at source.enframed.net.
- 2014 **Concordia University**
Research-creation residency (Technoculture, Art and Games Lab).
- 2013 – 2015 **New York University, Tisch School of the Arts**
Masters of Fine Arts in Game Design (Tisch School of the Arts, Game Center).
Thesis “Social Contact: A Digital Simulation of Political Philosophy”, under the direction of Bennett Foddy.
- 2010 – 2011 **Fudan University**
Language exchange program in Shanghai, China, International Cultural Exchange School (ICES).
- 2009 – 2013 **Sciences Po Lille**
MS in Strategy and Communication of Organizations, concentration: Management of Cultural Institutions.
Thesis “Long And Boring And Beautiful : The critical reception of Akira Kurosawa’s movies in France and in the United States”, under the direction of Philippe Darriulat.

ACADEMIC EXPERIENCE

- 2025 – 2027 Post-doctoral researcher
Universität Basel - Medienwissenschaft / Digital Humanities
- 2024 – 2025 Post-doctoral researcher
Hochschule für Gestaltung Karlsruhe – Kunstwissenschaft und Medienphilosophie
- 2019 – 2024 Part-time Lecturer of Interactive Media
New York University Berlin
- 2019 – 2024 Visiting Lecturer
Sciences Po Paris
- 2018 – 2019 Akademischer Mitarbeiter
Filmuniversität Babelsberg-Konrad Wolf – Creative Technologies
- 2016 – 2018 Lecturer of Interactive Media
New York University Abu Dhabi
- 2015 – 2016 Adjunct Faculty
New York University

OTHER PROFESSIONAL EXPERIENCE

- 2017 – 2025 Freelance designer and developer
Project management, design and implementation of digital applications and platforms in collaboration with non-governmental or public organizations. Average team size: 2-8 people. Selected projects:
- [Cosyll](#) (2021-2022) – Bundesministerium für Bildung und Forschung
Design and development of a platform for sharing lesson plans.
- [IMSCC Parser & Viewer](#) (2021) – Bundesministerium für Bildung und Forschung
Design and implementation of an open-source parser for the IMS Common Cartridge format standard for learning management systems.
- [IA Fictions](#) (2020) – École Normale Supérieure / CNRS
Design and development of a web platform for the fully-remote international conference IA Fictions.
- [Cultural Futures](#) (2020) – Museum Computer Network
Design and development of a knowledge transfer platform for digital museum projects.
- [Recollections](#) (2019) – Société du Grand Paris Express

Design and development of a virtual reality installation for the Grand Paris Express in Sevrans-Beaumont.

2016 **Digital production assistant**

Whitney Museum of American Art

Responsible for the installation of audio-visual systems for the museum's temporary exhibitions. Development of custom digital solutions for artists commissioned by the museum.

2015 – 2016 **Software developer**

Empathetic Media

Development of innovative journalistic broadcast devices, including virtual and augmented reality. Clients: The Washington Post, Associated Press, The International Red Cross.

RESEARCH FOCUS

Media studies, software studies, critical code studies, practices and epistemologies of programming, digital aesthetics, game studies, critical AI studies, philosophy of computation.

LANGUAGE SKILLS

French	Native speaker
English	Native speaker
German	B2
Spanish	B1
Mandarin	HSK4
Arabic	A2
Polish	A2

PUBLICATIONS

Peer-reviewed articles

- Depaz, P. (2026). Global and Local Implications of Computational Artefacts, *Philosophia Scientiae - Undone Computer Science*. 29(1). ACL.
<https://hal.science/view/index/docid/5429912>
- Depaz, P. (2026). createPoliticsResponse: The political computation of state borders in Yandex maps. *AI & SOCIETY*. <https://doi.org/10.1007/s00146-025-02819-4>
- Depaz, P. (2024). Shaping Vectors: Discipline and Control in Word Embeddings. *A Peer-Reviewed Journal About*, 13(1). <https://doi.org/10.7146/aprja.v13i1.151234>
- Depaz, P. (2024). Commons-based memories: Programming practices and large language models. *Memory Studies Review*, 2(1). <https://hal.science/hal-04796876>
- Depaz, P. (2024). Protocol critiques of Internet: Comparison of IPFS et SecureScuttleButt projects. *tic&société*, Vol. 16, N° 1.
<https://hal.science/hal-04421591>
- Depaz, P., & Gaudillière-Jami, N. (2024). Algorithms: Mediating Objects. *Sciences Du Design*, 19(1). <https://shs.cairn.info/revue-sciences-du-design-2024-1-page-124>
- Depaz, P. (2022). Discursive Strategies in Style Guides Negotiation on GitHub. *RESET. Recherches En Sciences Sociales Sur Internet*, 11(1).
<https://doi.org/10.4000/reset.3425>
- Donizeau, P., & Depaz, P. (2018). L'agit-prop à l'ère 2.0: les campagnes du collectif Kazeboon dans l'Égypte en révolution. *Cahiers Interdisciplinaires de La Recherche En Communication AudioVisuelle*, vol. 27 (pp. 93-112), L'Harmattan, Paris. ACL. <https://hal.science/hal-04276991>

Book chapters

- Depaz, P. (forthcoming). Elegant Programming. In R. Turner et H. Stephanou (Eds). *The Oxford Handbook of the Philosophy of Computer Science*. Oxford University Press.

- Depaz, P., & Gaudillière-Jami N. (2026). Systèmes Experts: L'industrialisation du savoir. In A. Gefen (Ed.), *L'Intelligence Artificielle : une histoire culturelle*. CNRS Éditions.
- Depaz, P. (2023). Stylistique de la recherche linguistique en IA: de LISP à GPT-3. In A. Gefen (Ed.), *Créativités artificielles – La littérature et l'art à l'heure de l'intelligence artificielle*. Les Presses du Réel (pp. 189-209).
<https://www.lespressesdureel.com/ouvrage.php?id=9819>
- Depaz, P., & Grefenstette, N. (2020). The multiple layers of information communication technologies and their use in urban public space. In B. More (Ed.) *Emergent technologies: New media and urban life* (pp. 240-256). Common Ground. <https://hal.science/hal-04276876>

Other publications

- Depaz, P. (2025, September 17). *The Floor is Data*. UMBAU. <https://umbau.hfg-karlsruhe.de/posts/the-floor-is-data>
- Depaz, P. (2025, January 7). *Le grand modèle de langage, l'outil et la machine*. AOC media - Analyse Opinion Critique.
<https://aoc.media/analyse/2025/01/07/le-grand-modele-de-langage-loutil-et-la-machine/>
- Depaz, P. (2024, August 10). Esthétique du code [Broadcast]. In *Le code a changé*. Radio France. <https://www.radiofrance.fr/franceinter/podcasts/le-code-a-change/le-code-a-change-11-9775071>
- Depaz, P. (2024). Shaping Vectors. *A Peer-Reviewed Newspaper*, 13(1).
<https://cc.vvvvvvvaria.org/~mb/Content-Form-01-02-24-midnight-edition-resampled.pdf>
- Depaz, P. (2021). The Craft of Code: Practice and Knowledge in the Production of Software. *Kuckuck: Notizen für Alltagskultur*, 1/21.
<https://www.kuckucknotizen.at/kuckuck/index.php/1-21-code/>
- Depaz, P. (2017). Coding == NewLiteraryForm. *Adjacent Possible*, 1.
<https://itp.nyu.edu/adjacent/issue-1/blog/2017/08/06/coding-newliteraryform/>
- Depaz, P. (2016). Computer simulations as political manifestos. In *Games and politics*. Goethe-Institute. <https://hal.science/hal-04276949>
- Depaz, P. (2015). Simulating Life: Political Game Design. *First Person Scholar*, Special Issue: Different Games.
<http://www.firstpersonscholar.com/simulatinglife/>

PRESENTATIONS

International conferences

- “Entre le hacker et l’artisan: le bricolage dans le monde de la programmation”, Colloque Bricolage et Éditions Numériques, Université de Rouen-Normandie, 30 Juin 2025.
- “Enjeux de spatialités dans la philosophie et l’histoire de l’IA”, Huitième Congrès de la Société Française d’Histoire des Sciences et des Techniques, Nancy, 11 Avril 2025.
- “Computation and its Power”, conference Practices around Computation, Paris, 19 Décembre 2024.
- “Large Language Models: between ends and means”, colloque L’impact des larges modèles de langue et des agents conversationnels sur les études du texte, Consortium HN-Ariane, Paris, 27 Nov 2024.
- “Socio-cultural Biases in Programming Languages”, 6th History and Philosophy of Programming Workshop, Cambridge, 25 Oct 2024.
- “Global and Local Implications of Programming Languages”, Undone Computer Science Conference, Nantes, 5 Feb 2024.
- “Metaphors and Mental Spaces in the Cognitive Aesthetics of Source Code”, 7th International Conference on the History and Philosophy of Computing, Warsaw, 19 Oct 2023.
- “Protocol critique: a comparative study of Interplanetary File System and Secure ScuttleButt”, colloque Critiques et contournements des contrôles et de la surveillance sur internet, Paris, 31 Mar 2022.
- “Platform studies and code reading”, Panel moderation, International Conference on the History of Games, online, 8 Nov 2022.
- “A Litterature of Patterns: Writing with GPT-3”, IA Fictions Conference, online, 5 Jun 2021.
- “The Aesthetic Values of Source Code”, 8th Conference on Computation, Communication, Aesthetics & X, online, 9 Jul 2020.
- “The Web Browser in Experimental Poetry”, Kanada Koncrete: Material Poetries in the Digital Age, Canadian Literature Symposium, University of Ottawa, Canada, 5 May 2018.

Working groups

- “Moodle: infrastructural performativity in teaching and learning”, Open Drafts Forschungskolloquium, Hochschule für Gestaltung Karlsruhe, 16 Oct 2025.
- “Pirate programming interfaces: hijacking the stream”, AG Interfaces, Gesellschaft für Medienwissenschaft, Hochschule für Gestaltung Karlsruhe, 22 Mai 2025.
- “Signalling sense : discipline and control in Large Language Models”, Signale Workshop, Universität für Angewandte Kunst Wien, 20 Mar 2024.
- “The Shape of Algorithms”, symposium Der Zukunft von Gestaltung, Hochschule für Gestaltung Karlsruhe, Karlsruhe, 10 Feb 2023.
- “Creative Coding with Jacques Rancière”, CTM Research Networking Day, Berlin, 26 Jan 2019.
- “Aesthetics of Procedure in Interactive Simulation”, Sound, Image and Data Conference, New York University Steinhardt School of Music, New York City, 24 Jul 2015.
- “Political Philosophy and Game Design”, Different Games conference, New York University, New York City, 3 Apr 2015.

Seminars

- “Styles of artificial intelligence technologies”, Doctoral seminar, EUR Humanités, Création, Patrimoine, Université Paris-CY, 18 Mar. 2025.
- “Aesthetics and ethics of programming”, Algorythms seminar, Institut National de l’Histoire des Sciences et Techniques, 02 Dec 2024.
- “Esthétiques et éthiques du code source”, Computer Science seminar, École Normale Supérieure Paris-Saclay, 29 Nov 2024.
- “Introduction to Software Studies”, séminaire de recherche de Master, Filmuniversität Babelsberg Konrad-Wolf, Postdam, 19 Jun 2024.
- “Digital Archival of Online Discourses”, Séminaire Jeunes Chercheurs, GdR Patrimoine Numérique, CIS UMR 2000, en ligne, 16 Mai 2023.
- “Code Aesthetics”, séminaire Media Lab, Institut für Europäische Ethnologie, en ligne, 19 Mai 2021.

- “Aesthetics and Understandings”, séminaire Coding Literacy, Practices and Cultures Symposium, en ligne, 7 Jan 2021.

Other research output

- “Personal Scroller: automatisisation de la collecte de vidéos court-format”, journées du Centre Internet et Société, CNRS, Paris, 24 Sep 2025.
- “Source code as infrastructural document: the case of Yandex”, journées du Centre Internet et Société, CNRS, Paris, 01 Oct 2024.
- “Broadcasting in a digital age: the case of Dial Radio”, Lange Nacht der Wissenschaftens, Technische Universität Berlin, 23 Jun 2024, Berlin.
- “Shaping Vectors”, Content/Form research workshop at transmediale, 03 Feb 2024, Berlin.
- “Common Syllabi: Sharing and Archiving Teaching Resources Online”, MozFest House Amsterdam, 21 Jun 2023, Amsterdam.
- “Computational Languages”, Scope Sessions media salon, 10 Jan 2019, Berlin.
- “Politics in Digital Media”, Youth Arab Media Leadership, Abu Dhabi, 19 Nov 2017.
- “Re:action? Software for Political Protest”, Re:publica, Berlin, 8 May 2017.
- “Interfacing People: Digital Layers Among Us”, DLD Conference, Munich, 29 Jan 2017.
- “Machine Language”, Serpentine Gallery Miracle Marathon, Londres, 8 Oct 2016.

TEACHING

- 2026 Design and teaching of research seminars in the chair of Media Studies and Digital Humanities (Universität Basel), 50 hours.
"Programmed Architectures: Computation and the environment", "spatial understanding of computational artefacts
"Computational discourses", communicative implications of digital systems
- 2025 Design and teaching of research seminars in the chair of Media Studies (Universität Basel), 25 hours.
"Knowing Software", "epistemology of the digital
- 2024 – 2025 Design and teaching of media arts workshops and seminars (Hochschule für Gestaltung Karlsruhe), 50 hours.
"Critical Data Overloads", data scraping as critical practice
"Computed Discourses", reading, writing and computation
- 2019 – 2025 Design and teaching of seminars in the Interactive Media Arts Low Res Masters (New York University), 90 hours.
"Virtual Worlds", digital literacy in virtual environments.
"Designing Games", introduction to game design.
- 2019 – 2025 Design and teaching of seminars in the Emerging Media Bachelor Program (New York University Berlin), 352 hours.
"Augmenting Gallery", designing digital media in cultural spaces. Partnerships with the Humboldt Forum, Museum für Kommunikation and the Gemäldegalerie.
- 2019 – 2024 Teaching Bachelor seminar (Sciences Po Menton), 192 hours.
"Digital Culture", practical and theoretical introduction to digital sociology.
- 2018 – 2019 Design and teaching of seminars in the Creative Technologies Masterds (Filmuniversität Babelsberg-Konrad Wolf), 64 hours.
"Peer Review" and "Collaborative Project", project overview and supervision.
"Computational Representations", seminar on computational media as new interfaces to art history.
- 2018 – 2019 Masters supervision (Filmuniversität Babelsberg Konrad-Wolf), 48 hours.
6 Masters theses supervised.
- 2016 – 2018 Design and teaching the Interactive Media Bachelor program (New York University Abu Dhabi), 720 hours.
"Communications Lab" practical and theoretical introduction to Web communication.
"Politics of Code", study of the impact of digital technologies on political organizations.
"Alternate Realities", critical design of virtual interactive environments.
"Software Art", digital art history.

2015 – 2016 Teaching in Game Design Bachelor program (New York University), 88 hours.
“Intermediate Game Development”, design and project planning for game design.
“Introduction to Programming for Games”, introduction to programming (Unity, Processing).

FUNDING AND AWARDS

2025 EUCOR - Cross Border Education Grant
Funding for the development of a PhD Winter School on the topics of Degrowth, Design and Research with the ACCRA research group at the Université de Strasbourg (5000CHF)

2023 Paris-3 Sorbonne Nouvelle - Bourse Humanités Numériques
Funding for the acquisition and processing of higher-education syllabi within Huma-Num (1500 EUR).

2022 Bundesministerium für Bildung und Forschung – Prototype Fund
Design and development of an open-source software library to process IMSCC files, developing an archival and sharing platform for syllabi (35000 EUR).

2017 New York University – Curriculum Development Challenge Fund
Purchase of equipment for the Bachelor course “Alternate Realities” (7500 USD).

2014 – 2015 New York University Tisch School of the Arts – Interdepartmental Grant
Funding for collaborative projects across the Tisch School of the Arts (4000 USD).

2014 – 2015 – New York University – Graduate Scholarship
Partial tuition funding (15000 USD)

ADMINISTRATIVE RESPONSIBILITIES

2026 Co-organizing the STS-CH symposium "Towards a Media Technoscientific Study?: STS and Media Theory as Intersecting Lines", Universität Basel

2026 Organizing the 7th History and Philosophy of Programming Workshop "What is critical about programming?", Universität Basel.

2025 Co-organizing the Hype Studies Conference, Universitat Oberta Catalunya.

2021 Co-organizing the IA Fictions conference, THALIM (UMR 7172), CIS (CNRS UPR 2000) and Translitterae (PSL).

- 2019 Supervising for the 47th edition of Sehsüchte: International Student Film Festival – Creative Technologies section.
- 2016 – 2018 Faculty supervisor for student radio broadcasting and event organizing, New York University Abu Dhabi.
- 2016 – 2018 Member of the Faculty Committee on Labor and Social Responsibility, New York University Abu Dhabi.

OTHER SCIENTIFIC ACTIVITIES

UNESCO Source Code Exhibition 2026

Member of the program committee

Undone Computer Science 2026

Member of the program committee

A Peer Reviewed Journal About

Member of the editorial committee

HaPoC – History and Philosophy of Computing

Permanent member since 2022. Council member since 2025.

STSing – Doing Science and Technology Studies in and through Germany

Permanent member since 2023.

CIS – Centre Internet et Société UMR 2000

Research group “Digital Heritage and Memory”, member since 2023.

Research group “Environmental politics of the digital”, member since 2023.

Research group, IA, Art and Creativity”, member since 2021.

ANR CulturIA

Participation in the research work of the ANR CulturIA project, studying the cultural imaginaries of AI; ethnographic surveys of programmers, contribution to a forthcoming collective work. Member

STSInfrastructures

Association for digital ethnographers. Member 2020-2023.

Cosyll – Common Syllabi

Project to archive and share lesson plans in higher education, founding member since 2022.

ARTISTIC ACTIVITIES

2024 Radio Silence

Radio work, exhibited as part of 48h Neukölln, Berlin (DE).

2023 Looking Glass

Virtual reality work, exhibited as part of the group show Gaze in the Age of Technology, at Museum54 in New York (USA).

2022 Les Vertiges

Co-artistic and digital direction of a contemporary circus show. Choreography: Farid Ayelem Rahmouni. Commissioned by Bonlieu Scène Nationale Annecy (FR).

2020 Long Short Term Memory

Single-channel video, 4'12", presented as part of the Ars Electronica .art Showcase.

- 2020 **tty2020**
Interactive online installation, isthisit? Residency. En collaboration avec Pat Shiu.
- 2019 **Langat**
Creative residency in Pori (FI) as part of the European Union STEP program. Supervision of young people in the creation and performance of an interactive live performance.
Choreography: Farid Ayelem Rahmouni.
- 2019 **Below, just a point**
Group exhibition of a multimedia installation (concrete, motors, single-channel video) at Data Through Design in New York (USA). In collaboration with Nicolas Grefenstette.
- 2019 **Recombinaisons**
Virtual reality installation as part of the Société du Grand Paris Numériscope project. In collaboration with Sarah Bastide Carrière.
- 2018 **Des Bris de Facettes**
Digital performance installation, finalist for the Prix Pulsar, exhibited at the Centre National des Arts et Métiers in Paris. In collaboration with Farid Ayelem Rahmouni and Smail Kanouté.
- 2018 **Rewriting**
Single-channel video, exhibited at the FILE Festival, Sao Paulo (BR).
- 2018 **Encoded Artists**
Digital Sculpture, exhibited at the Marayah Arts Foundation, Sharjah (UAE).
- 2017 **Human Rights in the Age of Mechanical Reproduction**
Participatory website and browser extension, exhibited as part of the group show At A Distance, Wichita (USA).
- 2016 **<cl!ck/>**
Digital performance presented at the HERE Arts Center in New York (USA). Choreography: Kate Ladenheim.
- 2016 **Circle Around**
Generative website, exhibited as part of the Cairotronica group show in Cairo (EY).
- 2016 **SimBorder**
Interactive website, presented at the AntiAtlas des Frontières conference in Brussels (BE).
- 2015 **Extinction**
Sound composition for the Nuit Blanche in Paris (FR). Collaboration with architects Encore Heureux.
- 2015 **Skype Heartbreak Show**

Interactive installation exhibited at The Chimney gallery in New York (USA). Collaboration with Pat Shiu, Ansh Patel, Tommy Payne.

OTHER ARTISTIC ACTIVITIES

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|------------|---|
| 2023 – now | Dial Radio
Founder of a participatory web radio. |
| 2022 | Transience
Organizer of a cross-institutional art exhibition at the Große Wasserspeicher (Berlin, DE), involving NYU Berlin, HfK Bremen, HfG Karlsruhe, Universität Bauhaus-Weimar. |
| 2021 | Automaton: The Lab
Organizer of an art exhibition and series of audio-visual performances at the Kleine Wasserspeicher (Berlin, DE). |