



Stella Dikmans (she/her)

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i am a transdisciplinary researcher based in Berlin, with a background in sociology, arts and design. My practice focuses on the intersection of social structures, emergent technologies and global transitions, particularly with regard to social equity and ecological sustainable realities.

Education & Training

Universität Potsdam
2025 - 2027

Universitat Politècnica de
Catalunya
Barcelona
2022 - 2023

Gerrit Rietveld Academie
Amsterdam
2019 - 2022

Universiteit van Amsterdam
Amsterdam
2017 - 2020

Fairventure InterAKTION
Berlin & Ecuador
10.2015 - 08.2016

MA Soziologie

focus: emergent knowledge systems enabling responses to changing environments.

MSc Master in Design for Emerging Futures (with IAAC; Fab Lab bcn and ELISAVA)

thesis project I "Museum of Colonialisation"

thesis project II "more thAn I - on collective storytelling with AI"

Supervision: Oscar Tomico, Tomas Diez & Mariana Quintero

BA Architectural Design (English)

my practice dealt with Naturecultures in a web of more-than-human agency.

08.2022 - transition to Master Programme without completion.

Mentors: Nick Axel, Charlie Clemoes & Jeffrey Bolhuis

BSc Sociology (Dutch and English)

thesis: "How the social network influences environmental attitudes": a qualitative research among university students in Amsterdam.

Supervision: Jeroen Bruggeman & Gerben Moerman

Course on humanitarian development cooperation (German and Spanish)

holistic humanitarian development cooperation programme with implementation phase. Lead: Peter Krause

Research Projects & Residencies

Sectie-C
Eindhoven
03.2025 - 05.2025

research group
"Sensclusion"
Barcelona
02.2023 - on hold

CCCB & Hangar
Barcelona
02.2023 - 08.2023

Artistic Research Residency "The Window"

curating a space for discourse, encounters and artistic-research practice on more-than-human realities in an interdisciplinary team. *In collaboration with rewild farming*

"Sensclusion" research project commissioned by the Spanish Ministry of Science, Innovation & Universities.

research on interacting factors that contribute to the "senses of place" in vulnerable neighbourhoods: participatory workshops & creatively mapping research outcomes.
Head of research: Quim Bonastra, Universidad de Lleida

"ruido ê" research project commissioned by Daniel & Nina Carasso Foundation,

a research project on somatic attention, at the intersection of art, science and technology.
Head of research: Silvia Zayas, directed by UOC

Conferences & Festivals

Disseny Hub
Barcelona
02.2023

CosmoCaixa
Barcelona
07.2023

El Besòs
Barcelona
07.2023

Jordanas "Imaginar mundos posibles" by Esbrina Recerca

presenting the research paper "story-taling - about individual agency within a polyphonic mesh of fictional realities". Co-author: Myrto-Eirini Pappa

"Circular Cities Challenge" by Distributed Design Platform & FabLab Barcelona

ideation, prototyping and presentation of circular design strategies for waste management challenges for the "Cultural and Creative Industries Event" at CosmoCaixa.
In collaboration with Universitat Politècnica de Catalunya

+MODEL (Festival de Arquitecturas de Barcelona)

interactive installation for public participation with the artist collective MITO.tv within the project research project "Sensclusion". Head of Research: Quim Bonastra

Professional Experience

F101 Architekten
Berlin
07.2025 - 10.2025

U-Institut
Berlin
10.2023 - 12.2024

Gerrit Rietveld Academie
Amsterdam
09.2020 - 09.2022

Enorm Magazin / GoodJobs
Berlin
05.2017 - 07.2017

Sonnenschule San Andres
Aigues Frias, Ecuador
07.2016 - 18.2016

School for Life
Chiang Mai, Thailand
09.2013 - 12.2013

Project management “Cirque du Soleil im Theater am Potsdamer Platz”

- overseeing architectural planning, project development, budgeting and scheduling
- facilitating smooth on-site operation and communication with multiple stakeholders

Event management & Curation

at “Kompetenzzentrum Kultur- und Kreativwirtschaft des Bundes”

- co-curating and producing a “Sommerpavillon” with events focussing on social impact
- overseeing infrastructure, on-site installations, and cross-stakeholder collaboration
- research artistic practices related to sustainability, and participatory engagement
- facilitating small scale workshop formats and big scale conferences
- managing logistical coordination of multidisciplinary teams

Student Council

- designing and facilitating workshops, exhibitions, and community-oriented projects
- managing project budgets & funding rounds, coordinating resources across students
- mediating between student bodies and faculty
- fostering collaboration and participatory decision-making
- curating & producing of exhibitions

Intern in the Content & Editorial Department

- creating of editorial content
- supporting concept work for the editorial department

Humanitarian Development Cooperation Project

- construction work at a local school (local ecological materials)
- multi-layered community work

Project Management and Production

- project management and production
- teaching english, theatre, arts and sports

Publications

Driving Design Volume II
2024

Almeide, C., Sam-de Wall, M., & Dikmans, S. (2024). Chapter 3. Living with Worlds: Ecologies of Practice and Kinship: The World as a Museum of Colonization. In *Driving Design: Vol. II* (pp. 222–231). Distributed Design.

Explores decolonial action in design through place-based approaches, recentering marginalized voices and reclaiming non-Western narratives.

Esbrina Recerca
2023

Eirini-Pappa, M., & Dikmans, S. (2024). *Story-taling: about individual agency within a polyphonic mesh of fictional realities*. In Proceedings of the Jordanas “Imaginar mundos posibles”. Esbrina Recerca. (Presented 2023, Barcelona, Spain).

Examines the power of speculative fiction and participatory storytelling to diversify narratives and decentering the human perspective in the context of future-making.

Languages

Computer Skills

Mothertongue
Fathertongue
C1
B2/C1
Learning

German
Dutch
English
Spanish
Catalan

Statistical Software: SPSS, StataSE, RStudio

Programming Languages: Python, Git, GitHub, R

Research Productivity: Microsoft Office Suite, Google Workspace

Design Software: Rhino, Grasshopper, Adobe Creative Suite