

Athifa Sri Ismiranti

Interactive Technology
Researcher & Designer

EDUCATION

2020 - 2022

UNIVERSITY COLLEGE LONDON (UCL)

Master of Architecture in Design for Performance and Interaction, Focus on Interactive Technology in Spatial Design

2011 - 2015

BANDUNG INSTITUTE OF TECHNOLOGY (ITB)

Bachelor of Interior Design

PROFESSIONAL EXPERIENCE

ASSISTANT PROFESSOR (LECTURER)

Interior Design, Telkom University, Bandung, Indonesia

2022 - Present

- Teaching, developing learning modules and curricula
- Conduct collaborative research and publication
- Conduct community service.

FOUNDER & PRINCIPAL DESIGNER

EMIDI - Integrated Design Studio, Bandung, Indonesia

2016 - Present

- Led a team of 20 designers, craftsmen, and contractors to deliver projects on time and within budget.
- Supervised design projects, from the concept and design stage to production stage.

INTERIOR DESIGN & ARCHITECTURE SPV

The Keranjang Bali/Trusmi Group, Bali Island, Indonesia

2018 - 2022

- Led a team of 25 designers, architects, craftsmen, and contractors to deliver public space projects on time and within budget.
- Supervised design projects, from the concept and design stage to production stage.

CONTACT



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TEACHING MODULES

- Technology Integration in Interiors - as the course owner
- Digital Interior Design
- Building Science
- Advanced Interior Design Studio
- Sustainable Design

SKILLS & SOFTWARE

- Modelling, Rendering & Animation: AutoCAD, SketchUp, Cinema4D, Adobe Premiere & Photoshop
- Coding & Interaction: Arduino, TouchDesigner, Basic Unity3D, Basic P5.js
- BIM: Revit
- Data Analysis: MAXQDA & SPSS
- AI Design Framework (Certified)
- Building Science Framework
- Sustainable Design Framework

RESEARCH

2025 - present

A Japan-Indonesia Comparative Study on Interactive Technology Design for Mental Well-Being and Inclusivity in Interior Environments

Collaborative Research with Chiba University

2025 - present

Designing Water-efficient Taps and Technology Integration in the Ablution Area of Daarut Tauhiid

Collaborative Research and Community Service with Karla Bionics

2025 - present

Designing an Interactive Technology-Based Art Therapy Center for Adolescent Mental Health in Bandung City

Internal Telkom University Research

2024

Smart Cubicle Design with an Interactive Technology Approach for Flexible Workspace Needs

Internal Telkom University Research

2023

Designing Interactive Digital Devices to Support Ideal Workplace Comfort

Internal Telkom University Research

PUBLICATIONS

2025

Quotidian lift: interactive shadow installation to engender curiosity_

Utilizing Digital Body Tracking Systems to Develop Sustainable and Ideal Workspace

2024

Virtual Reality (VR) Method to Improve Sense of Place for Interior Design Studio Students

Experimentation of BIM and AI software to support Adaptive Learning System in interior design course

2023

Method design of interactive digital devices to support the workspace comfort

INTERACTIVE LIGHTING TO MAINTAIN CONCENTRATION: SALMAN AL FARISI BANDUNG FULL-DAY SCHOOL

INTERNATIONAL EXHIBITION

ASEAN IVO Forum 2025

Singapore, Singapore

Immediacy of Image 3 2022

Idealoka Gallery, Bandung, Indonesia

Curio - Solo Exhibition 2021

The Crypt Gallery, London, UK

Ars Electronica Festival -

London Garden 2021

Fold, London, UK & Linz, Austria

AlterEgo Art Battle 2016

Berlin, Germany

AWARDS

Lecturer with The Best

Intellectual Property

Rights 2025 &

Lecturer with The Best Research 2024

School of Creative Industries,

Telkom University

Best Paper Award 2023

Bandung Creative Movement

International Conference

The First Winner of Idea Competition 2021

ISIC-PPI United Kingdom

PATENT & IPR

Submitted:

- Space And Building Image Evaluation Device
- Methods and Systems for Integrating Smart Cubic Technology in the Workplace

Granted:

- Serenity Modular Desk
- Serenity Baby Tafel
- Multisensory Wall
- Divan with Cleaver Ornament
- Chicken Coop Wicker Chair