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Personal

Born 2 August 1967. Citizenship: German.
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scholar: <https://scholar.google.dk/citations?user=jQufe6wAAAAJ>

Education

- Universitetspædagogikum - Teaching and Learning in Higher Education Programme, UCPH, 2015.
- PhD in Theoretical Biology and Complex Systems, Niels Bohr Institute, UCPH, 1998.
- Cand.scient. (Master) in Theoretical Chemistry, H.C.Ørsted Institute, UCPH, 1994.
- B.A. in Comparative European Literature, UCPH, 1993.

Study Visits and Collaborations

- Research fellow, 3 months, 2006, School of Education, University of California, Berkeley.
- Research visit, 3 months, 1997, Santa Fe Institute for Complex Systems, New Mexico.
- Study visit, 3 months, 1993-1994, Chimie et Physique Théoriques, Université Libre de Bruxelles.

Professional History



- Specialkonsulent, learning games, Center for Bubble and Information Studies, UCPH, Feb 2020-.
- Research Assistant, Center for Bubble and Information Studies, UCPH, Oct. 2018 – January 2020.
- Postdoc, Center for Bubble and Information Studies, UCPH, November 2016 – October 2018.
- Postdoc, Copenhagen Center for Disaster Research and Department of Science Education, UCPH, May 2014 – November 2016.
- External lecturer, Aalborg University, February 2014 – June 2014; Sept. 2015 - February 2016.
- Journalist & editor, Mediehuset Ingeniøren, May 2008 – January 2014.
- Communication Officer, Department of Mechanical Engineering, Technical University of Denmark, February 2008 - May 2008.
- Research manager, Research Unit Science, Technology and Learning, Learning Lab Denmark, Danish University of Education, 2001 – 2007.
- Science journalist & editor, Dagbladet Information, 1998-2001.
- Temporary teacher, Science and Philosophy, Royal School of Library and Information Science, Copenhagen, 1998-2000.
- Science writer, Weekendavisen, 1995-1997.

Extracurricular Activities










- Developer of Learning Games and Teaching Materials, Sententia, 2011-.
- Censor, Teknoanthropology, Ålborg Universitet København, 2014-.
- Writer, Dagbladet Information, 10/2007 – 2009.
- Literary consultancy at Danish Publishing Houses 2003-2006.
- Columnist, Dagbladet Politiken, 10/2006 – 07/2007.
- Art exhibit *At Ville Ville*, Øjenkontakt, Days of Art and Love, Odense, 09/2005.
- Science & technology writer, Web Magazine Bitconomy, 07/2000-03/2001.
- Radio journalist, Danish Broadcast Corporation, 02/1999-10/1999.
- Columnist, Aktuelt, 12/1999.

Publications




















Theses

1. **Engelhardt R.** (1998). Emergent Percolating Nets in Evolution - self-organizing networks of molecules and species and their relation to critical systems, PhD-thesis, ISBN 87-7834-304-6, HCØ Tryk, Copenhagen. 
2. **Engelhardt R.** (1994). Modeling Pattern Formation in Reaction-Diffusion Systems - An investigation of Turing's Theory of Morphogenesis with special reference to highly non-linear and bistable systems, Masters Thesis, Copenhagen University, June 1994. 







Books and Monographs








3. John St. Waft med forord af **Dr. Engelhardt** (2012), Endnu et beskedent forslag - til at forbedre de asylsøgende flygtninges ulykkelige situation og gøre deres tilstedeværelse i Danmark til en fordel for dem selv og for det danske samfund, 24 pages, Autre, ISBN 978-87-994150-3-8. 
4. **Engelhardt R.**, Lund C. (2009) Jeg tager bomben med når jeg går - Udvalgte trusselsbreve m.m. fra Rigspolitiets Arkiv, 128 pages, People's Press. ISBN 9788770557603. 
5. **Engelhardt R.**, Lund C., (2008) Jeg er bevæbnet og har tømmermænd - Udvalgte trusselsbreve fra Rigspolitiets arkiv, 128 pages, People's Press. ISBN: 9788770554909. 
6. **Engelhardt R.**, Siggaard Jensen H., (2007) ERGO - Naturvidenskabens Filosofiske Historie (Philosophical History of the Natural Sciences), Lindhardt & Ringhof. ISBN-13 978-87-595-2866.  
7. **Engelhardt R.**, Mehlsen C., Stjernfelt F. (eds.), (2007) Tankestreger - Tværvideenskabelige nybrud, DPU's Forlag. ISBN 9788776841836.
8. Richter L., **Engelhardt R.**, (2002) Life of Science - White Book on Educational Initiatives in Natural Science and Technology, Learning Lab Denmark. 
9. **Engelhardt R.**, Hejlskov I., Mørk, K., (2000) Kloner og Stjernekrig (Clones and Star Wars - A textbook about classical science-fiction novels), Lindhardt & Ringhof, ISBN13: 9788759515068.   

Book Chapters




10. **Engelhardt R.**, Wiewiura JS., Hendircks VF. (2019), Kollektiv klogskab og polarisering, in 'LIKE: Shitstorme, fake news, fear of missing out. What's not to like?', Mehlsen, C. & Hendricks, V. F. (eds.). Center for Information og Boblestudier (CIBS), p. 176-191.  
11. **Engelhardt R.**, Christiansen FV., Johansen MW. (2018), Institutionaliseringsen af Fagets Videnskabsteori, in 'Fagets Videnskabsteori', Børsten, T., Pedersen DB. & Andersen, H. (eds.). Samfundslitteratur, p. 35-49.  
12. **Engelhardt, R.** (2017) Dynamical Aspects of the Origin and Evolution of Language, in 'Language and prehistory of the Indo-European peoples: A cross-disciplinary perspective (Copenhagen Studies in Indo-European 7)', Adam Hyllested, Benedicte Nielsen Whitehead, Thomas Olander & Birgit Anette Olsen (eds.), Copenhagen: Museum Tusulanum Press, ISBN 978 87 635 4531 0.  
13. **Engelhardt, R.** From Fragmentation to Congruence - Designing an Interdisciplinary Project Course, Improving University Science Teaching and Learning - Pedagogical Projects 2015, Volume 8, Number 1-2, 2016 
14. **Engelhardt R.**, 'Intro: Erindringer fra Museumsøen', in Berlin, a part of the series Vide verden, Aarhus Universitetsforlag, 260 pages, 2012, ISBN 9788779346895.  
15. **Engelhardt R.**, "Me, My Genes and Us - Personal Experiences with Gene Tests and some Sociological Observations", in Consumer Medicin, edited by Aaro Tupasela, Nordic Council of Ministers, ISBN 978-92-893-2038-2, Copenhagen 2010.   
16. Lisser R. Ejersbo, **Robin Engelhardt**, Lisbeth Frølund, Thorkild Hanghøj, Rikke Magnussen, and Morten Misfeldt. Balancing Product Design and Theoretical Insights, The Handbook of Design Research in Mathematics, Science and Technology Education. Erlbaum, Mahwah, NJ. 2007.  
17. **Engelhardt R.**: A School Day is a School Day, in Richter L., Engelhardt R. (ed.): Life of Science, Learning Lab Denmark, 2002 
18. **Engelhardt R.**: Finnish Lessons, in Richter L., Engelhardt R. (ed.): Life of Science. Learning Lab Denmark, 2002 
19. **Engelhardt R.**: A School for the Future, in Richter L., Engelhardt R. (ed.): Life of Science. Learning Lab Denmark, 2002 
20. **Engelhardt R.** (2001). High Cooperativity as Origin of Pattern Complexity, in: Dynamical Modeling in Biotechnology, ed. Bagnoli F. and Ruffo S., ISBN 981-02-3604-2, World Scientific. 
21. **Engelhardt R.** (2000). Vive la difference, in: Hvordan Mand, ed. Adam Holm, Tiderne Skifter. 

Research Articles

22. Bolander T., **Engelhardt R.**, Nicolet T. (2020): The Curse of Shared Knowledge: Recursive Belief Reasoning in a Coordination Game with Imperfect Information, submitted.  
23. **Engelhardt R.**, Hendricks VF., Stærk-Østergaard J. (2020): The Wisdom and Persuadability of Threads, submitted.  
24. Hunding A., **Engelhardt R.** (2000): Self-Organization and Evolution in a Simulated Cross Catalyzed Network, Origs. Life Evol. Biosphere 30 (5): pp 439-457.  

25. Newman M.E., **Engelhardt R.** (1998). Effects of selective neutrality on the evolution of molecular species, *Proceedings of the Royal Society London B*, 265 (1403), pp. 1333-1338.   
26. Méstens S., Dewel G., Borckmans P., **Engelhardt R.** (1997): Pattern Selection in Bistable Systems, *Europhysics Letters*, 37 (2), pp. 109-114.  
27. Hunding A., **Engelhardt R.** (1995). Early Biological Morphogenesis and Nonlinear Dynamics, *Journal of Theoretical Biology*, 173, pp 401-413.  

Reports and Memos

28. **Engelhardt R.**, “On pedagogical possibilities for the future application of information technology in education”, memorandum to the Danish Ministry of Education, Learning Lab Denmark, 16. April 2004. 
29. **Robin Engelhardt**, Morten Misfeldt, Ole Graa Jacobsen, Hans-Jørgen Kristensen, Vibeke Fahlén, and Rasmus Dahl, *Praktikken i diplomingeniøruddannelsen [In-service training for BSc (engineering)-students]*, Pedagogical Network for Engineering Education in Denmark, Periodical(2), Niels Borhs Alle 1, Odense , 2004. 
30. **Robin Engelhardt**, Ove Poulsen, et. al., *Physics and chemistry: science for everyone*, Report on Danish science education policy, The Danish Ministry of Science, Technology and Innovation, 2002. 

Learning Games

31. **Engelhardt R.**, Andersen MB. (2020) *Daytrader*, 
32. **Engelhardt R.**, Andersen MB. (2020) *Bad Influence*, 
33. Boll-Johansen B, **Engelhardt R.**, Storm S. (2019) *Videnskanylen*   
34. **Engelhardt R.**, Boll-Johansen B. (2015), *Podcasts for Poder*  
35. **Engelhardt R.**, Vilhelmsen L., Møller M., et.al. (2005): *Drabssag Melved* 
36. **Engelhardt R.**, Vilhelmsen L., Skovgaard P. (2004): *Hazardcards* 

Articles in Newspapers





37. More than 600 articles in Danish newspapers and magazines. Please visit <https://gavstrik.github.io/pages/pubs.html#journalism> where most of them are indexed.

Funding record for selected projects (management & development)




- **SoMeLab (2018-2020)**. A DKK 930.000 grant from The Carlsberg Foundation to create a new computational social science lab at the Center for Information and Bubble Studies, UCPH, in order to developed and deploy innovative experimental paradigms for investigating various social phenomena on the internet and in social media, such as The Wisdom of Crowds-effect, pluralistic ignorance, majority-illusions, informational cascades, polarization, echo-chambers and related social bubble phenomena.
- **Videnskanlyen (2017-19)**. A DKK 380.000 grant from the Danish Ministry of Children and Education, tips- og lottomidler, 2017 to develop and produce eight animated learning videos about

atoms and their fission and fusion processes for teaching physics and chemistry in primary schools.








- **Podcasts for Poder (2013-15).** A DKK 94.600 grant from the Danish Ministry of Children and Education, tips- og lottomidler, 2012 to develop a series of podcasts for preschool children, learning about numbers and letters in the alphabet.  
- **ChangeMasters (2006-2007).** A € 1.3 mio. grant from the EU (e-Ten) on validating and customizing an edutainment services for change and innovation management. The project was collaboration between eight European partners. I was a Work Package leader.
- **Laboranova (2003-2006).** A € 7 mio. Grant from the European Union (IST, call 6) on creating a collaboration environment for strategic innovation. The project was a collaboration between 19 European partners. I was the project coordinator (and got a burnout).
- **Hazardcards (2004).** A DKK 60.000 grant from the Danish University of Education (DPU) for a combined debating game and art piece. Hazardcards communicates science and technology by presenting known and unknown technological accidents in a new and challenging way. 
- **Scope (2006-2007).** The project aimed at creating an assistant tool for searching for information on the internet.
- **Exhibit Øresund (2006-2007).** Project Management in collaboration with the IT-University. Exhibit Øresund was an EU-funded project to create innovative ideas for science communication within selected universities in the Øresund region.
- **Open Cards (2006-2007).** Open Cards was an open card game creation format, which could be used in schools as an alternative form of presentation and reflective analysis of any subject.
- **World Class Math and Science (2001-2004).** The project intended to identify new concepts in education and greater flexibility in teaching methods aimed at improving general education standards.
- **Drabssag Melved (Homicide) (2003).** A ~DKK 400.000 grant from the Danish Ministry of Education on developing an IT-supported role-playing game for primary school classes. 

Consulting Record (major items)

- ICT strategy development for primary and secondary schools, Danish Ministry of Education, September 2004. 
- Development of in-service training methodology for BSc (engineering)-students, Pedagogical Network for Engineering Education in Denmark, summer 2004. 
- Commission member of Natural Science Curriculum development, Danish science education policy, The Danish Ministry of Science, Technology and Innovation, Copenhagen, 2002. 
- Organizer of the EU Presidency Conference on Education in Science and Technology - Changes and Challenges, 8-9 November 2002, Copenhagen.

Presentations (major items)

- The Wisdom and Manipulability of Threads [IC2S2 6th. International Conference on Computational Social Science 2020](#), Virtual Conference (*July 18, 2020*)  

- The Wisdom and Manipulability of Threads, [ACM Collective Intelligence 2020](#), Virtual Conference (June 18, 2020)  
- The Wisdom of Threads, Social Interaction in Epistemology and in Economics, 29. May 2018, 
- *Fremtiden Direkte*, debatarrangement med Dagbladet Information, 23. april 2015
- *Science, the media and policy*, conference on “Critical technology trends and what they mean for us”, June 27, 2014, Alision SDU Campus, Sønderborg, Denmark.
- Engelhardt R., "Me, My Genes and Us", keynote presented at the conference *Genetic Self-Testing*, Nordic Committee on Bioethics, Århus, 14-15 January 2009. [[pdf](#)]
- *Heroic Politics and the Framing of Public Opinion*, conference on Research, Politics, Money - and Journalism, Danish Science Journalists Association, 1. june 2007. [[pdf](#)]
- *Games as Learning Platform*, World Summit on the Inf. Society, 9-13. December 2004, Geneva.
- *Hvad bliver der tilbage når alt er anderledes? - at leve sammen med cyborgs, kloge maskiner og kadavre med bankende hjerte*, Etisk Råd, Copenhagen 3. december 2004.
- *It's about Learning*, Fundamental Change in Curriculum, BBC, London, 21. November 2004.
- *Learning Experiments with Science Games*, Nesta Futurelab, Bristol, 22. November 2004.
- *Naturens Terror og Teknologiens Rædsel - eller historien om hvordan vi frakender vores børn retten til at vælge*, Totalforsvarskursus *Truslen mod Danmark*, Charlottenlund, 17. november 2004.
- *Expanding the television format to other platforms - cross media solutions*, Science in Media - conference, 16 - 17. December 2002, Copenhagen, Denmark.

Other

Programming skills: python, C++, django, R, git, otree, indesign, illustrator, etc.

Languages: Danish, German, English (fluent)

Referees: Available upon request.