



## Lisbeth Klastrup

### PROFILE

I am an experienced academic with a keen interest in the users of digital technologies and the impact platform design has on their cultural and communicative practices. Over the past 25 years, I have researched digital media and taught numerous university courses, organised major academic events and disseminated complex scientific knowledge to a broad audience. Now I seek employment both inside and outside academia, in an organisation where my skills can contribute to making a difference for both the organisation and society at large.

### EDUCATION

**Ph.D.** in Social Interaction in Virtual Worlds 2003, IT University of Copenhagen

**M.A. in Literature with a Minor in Media Studies** 1999, University of Copenhagen

**M.A. in Image Studies** 1997, University of Kent, Canterbury, England

### SKILLS

- Stakeholder Communication
- Analysis of Qualitative and Quantitative Data
- Course Development and Teaching
- Written Communication (DK, ENG)
- Process Facilitation and Leadership
- Synthesising Complex Information

### EMPLOYMENT HISTORY

**External Lecturer**, Roskilde University, 2024 – present

- Project supervision and process facilitation

**Associate Professor**, IT University of Copenhagen (ITU), 2007-2023

- Developed and taught over 30 courses including *Critical Data Analysis*, *User Engagement Design*, and *Digital Culture and Media*
- Research dissemination in Danish press (+500 mentions)
- Supervised 99 theses and four Ph.D. projects
- Research on digital platforms and social media usage, including designing and conducting surveys
- Concept development and grant applications

**Visiting Associate Professor**, RMIT & University of Melbourne, 2020

- Affiliated with Digital Ethnography Research Centre (RMIT) and Death Tech Research Group (University of Melbourne)
- Focus on digitalisation of funeral industry in AUS and DK

**Visiting Associate Prof.**, Copenhagen Institute of Design, 2006-2007

- Research on the interaction between media and design

**Assistant Professor**, IT University of Copenhagen, 2003-2006

- Course development, supervision, pedagogical training

**Student Counsellor**, Department of Literature, University of Copenhagen (1996-1998)

- Individual Student counseling
- Preparation of informational materials and brochures
- Planning and hosting seminars and Open House events
- Substitute for the study board secretary

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## IT

### Experienced User

Excel, Office Suite, Teams, Zoom, Survey-Xact, Mentimeter, Kahoot, SurveyMonkey, Google Forms, Moodle-based teaching platform, ChatGPT

### User

Photoshop, Wordpress, HTML, PowerBI

## LANGUAGES

Fluent: Danish, English

Understanding: Norwegian, Swedish

Basic communication: French, German

Vocabulary: Spanish, Italian, Finnish

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## ABOUT ME

Resides in Østerbro, Copenhagen.

Board member in the Climate Courtyard Association.

Hobby photographer.

Avid traveler who has spent a total of more than two years living in English-speaking countries.

Lived three years in Africa as a child, attending international school.

Mother of Tim (b. 2011).

## EXPERIENCE – MANAGEMENT AND ORGANISATION

### Institutional project owner

in several EU project applications  
- project descriptions, content quality assurance, and establishment of collaboration with external stakeholders

**Conference chair:** Internet Research 9.0 (400+ participants, 2008), Digital Arts & Cultures (130 participants, 2005), Co-organizer of Death Online Research Symposium (2014, 2021)

– program coordination, participant communication, budget planning

### Research group leader

(CULT and DIGITALIS, 2017-2023)

– project development, meeting organization, professional profiling

### Course coordinator, 2006-2023

– coordination of courses with 130+ students, teaching assistants, guest lecturers, and external stakeholders

### Acting department head, 2004-2005,

leading approximately 20 employees, including budget and personnel responsibilities, performance appraisals, and competence development, strategic development

### Member of the Advisory Committee for the Cultural Network

**Denmark Fund** (2005 - 2009), including evaluation and allocation of funds to projects from Danish museums and cultural institutions focused on the development of digital initiatives.

## SELECT EXPERIENCE - DEVELOPMENT WORK

**Advisor to DR (Danish Broadcasting Organisation)** – Programme series related to Social Media Use in Denmark (2020, 2024)

### Invited panelist, 360-degree external evaluation of Media

**Production and Management program** (DJMX), May-June 2023

**International digital expert in advisory committee for Norwegian Ministers of Culture and Business** - Council for Culture and Tourism, Norway, 2017-2019

**Faculty representative in ITU's Ph.D. school management** (2014-2019) - strategic development of the Ph.D. school, formulating Ph.D. handbook

### Member of a Master redesign core group (2017)

- Complete revision, including development of competency profiles, responsibility for data extraction in Danish Statistics

**Task force leader**, development of ITU's language policy (2010-2011) including organizational consultation, writing policy draft

## EXPERIENCE - PUBLICATIONS AND ACADEMIC ENGAGEMENT

- Author of the introductory textbook *Sociale Netværksmedier* (2016, 2nd edition 2024 in progress) – widely used at Danish universities
- Co-editor of two international handbooks on Internet Research (Springer Verlag 2010, 2019)
- Co-editor of *Digital Worlds* (2004) – the first anthology and textbook in Danish on the study of digital media
- Have presented research at over 100 international conferences nationally and abroad.
- Published over 40 peer-reviewed articles, book chapters, and conference papers within the Humanities, most single authored.

## RECENT RELEVANT RESEARCH INITIATIVES

**Unboxing** (2021-2022): Coordinated an EU application focusing on mapping European gaming culture and production (2022), collaborating with researchers and stakeholders in Denmark, Finland, Norway, Ireland, Italy, and Spain. This initiative followed GRENDL (2019 – 2021), a Ph.D. network application dedicated to exploring European gaming culture and heritage with participants from Finland, the Czech Republic, Spain, and Ireland.

**Danish Electorate's Use of the Internet and Social Media in Election Campaigns** (2007 – 2022): Key investigator in network of Danish researchers investigating the electorate's use of the internet and social media during parliamentary elections in 2007, 2011, 2015, 2019, and 2022 through representative surveys. I developed the survey segment concerning social media usage.

**Social Media Usage Among Young Cancer Patients** (2018 – 2019): Funded by the Danish Cancer Society, this project, conducted with Carsten Stage (AU) and Karen Hvidtfeldt (SDU), examined the social media usage of young cancer patients through an in-depth survey with over 200 responses and 25 interviews.

**DECIDIS (Democracy and Citizenship in Digital Society)** (2013 – 2019): A strategic research initiative at the IT University of Copenhagen, involving local and international scholars. The project included seminars and three annual surveys on Danes' use of social media for political engagement. I was a member of the steering committee from 2013 to 2016.

## **RELEVANT COURSES**

*Data Quality Management*, Danish Association of Academics, January 31, 2024

*Data Science*, Technological Institute, online course module, 2023 -

*Project Organisation and Project Management*, HD 2nd part, The Business School Center, Spring 2002

*Business Organisation*, Business Course, Niels Brock, Autumn 1999

*The Higher Educations Joint Professional Communication Course*  
(10/1995 – 05/1996)