



Aiko Hagino, born on October 25, 1991, is a design student currently specializing in Information Design, Scientific Illustration, and Exhibition Design. In the past, she studied Screenwriting and Game Design, which has led her to combine her knowledge of storytelling with her current expertise to develop memorable and engaging ways of presenting complex concepts. She also possesses working experience across various fields, including work as a freelance Illustrator and a translator for Japanese, German and English.

Having worked on several projects, she has developed an exhibition concept and created informative illustrated slides to explain the five areas of genetic engineering for the “Gene” exhibition at the [LWL Museum für Naturkunde](#) in Münster. She also created an animated educational film for a learning program on bionics, developed in collaboration with the [FWU](#) and the University of Osnabrück (Biology Didactics), intended for use in schools across Germany. Additionally, she modernized a logo, produced a short documentary on the extraction of sandstone, and created child-friendly illustrations for the upcoming exhibition at the [Baumberger Sandstein Museum](#) in Havixbeck.

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