

# Benjamin Leeland Bacon

Associate Professor of Media and Art  
Director of Signature Work

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<https://www.benjaminbacon.studio>

<https://scholars.duke.edu/person/benjamin.bacon>

## Personal Statement

Benjamin Bacon is an inter-disciplinary artist, designer and musician that works at the intersection of computational design, networked systems, data, sound, installation, and mechanical sculpture. He is a tenured Associate Professor and Director of Signature Work at Duke Kunshan University. He is also a lifetime fellow at V2\_Lab for the Unstable Media in Rotterdam, Netherlands.

He has held positions in a number of universities. These include Assistant Professor of Computational and Media Design at Parsons School of Design, Director of BFA Design & Technology at Parsons School of Design, Director of Technology at the Parsons Institute for Information Mapping, Assistant Professor of Art at New York University Shanghai, Foreign expert and Professor of Computational and Media Design at Shanghai Institute of Visual Art (SIVA), Adjunct Professor and Thesis Advisor at Roy Ascott Technoetic Art Program at Detao (SIVA). Additionally, he has held a two-year research position at Nokia Research Center Asia – Growth Economies Lab.

He has exhibited or performed his work in the USA, Europe, Iran, and China in venues such as the National Art Museum of China (Beijing), Gallery Ho (NYC), Wave Gotik Treffen (Germany), Chelsea Museum (NYC), Millennium Museum (Beijing), Plug-In Gallery (Switzerland), Beijing Design Week, Shenzhen Bay Science Technology and Arts Festival, the Shanghai Symphony Hall, and Art Laboratory Berlin. Most recently his mechanical life and AI sculpture *PROBE - AVERSO SPECILLO DI DUCENDUM* was collected by the UNArt Center in Shanghai, China.

He is the co-founder of DOGMA Lab, a trans-disciplinary design lab based in Shanghai, China. Founded with Chinese bio-artist and researcher Vivian Xu. In 2012, he co-founded RAWR! Lab with industrial designer Naihan Li, a design incubator based in Caochangdi, Beijing. RAWR! Was the event and production partner of Beijing Design Week Caochangdi in 2012.

## Education and Training

- 2004 – 2006      **Master of Fine Arts**  
Parsons School of Design, The New School  
Design + Technology Master of Fine Art MFA  
Thesis Project and Paper: SoundSpade  
MFA Thesis Advisor: Professor Katie Salen
- 1995 – 2000      **Bachelor of Art**  
University of Minnesota – Twin Cities  
Cinema Studies Bachelor of Fine Art with Minor in American Sign  
Language
- 1993-1995      **Transferred**  
University of Wisconsin – Green Bay  
Transferred to University of Minnesota – Twin Cities

## Academic & Research Experience

- 2022 – present      **Lead Organizer**  
XResearch Cluster  
Duke Kunshan University / V2\_Lab for the Unstable Media  
Kunshan, China / Rotterdam, Netherlands
- 2020 – present      **Co-Founder**  
With Prof. Vivian Xu  
Design, Technology, and Radical Media Labs (DTRM)  
Duke Kunshan University, Kunshan
- 2020 – Present      **Director of Signature Work**  
Duke Kunshan University, Kunshan, China
- 2020 – Present      **Associate Professor of Media and Art**  
Duke Kunshan University, Kunshan, China
- 2019 – present      **V2\_ Lifetime Fellow**  
V2\_Lab for Unstable Media, Rotterdam, Netherlands  
<https://v2.nl/lab/fellowships>

- 2018 – 2019      **Adjunct Professor – Undergraduate Thesis Advisor**  
Roy Ascott Technoetic Art Program, SIVA, Shanghai, China  
Adjunct faculty position teaching senior undergraduate thesis focused on advising senior students creating new media artwork and research.
- 2017 – 2018      **Foreign Expert / Professor of Computational and Media Design**  
Shanghai Institute of Visual Art, New Media Arts, Shanghai, China  
The Foreign Expert position was a one-year contract focusing on the consultation of core curriculum redesign and teaching core design courses including Design Practice & Theory and Prototyping.
- 2014-2015      **Assistant Professor of Art**  
New York University Shanghai, Shanghai, China  
The Assistant Professor of Art was a one-year full-time position with emphasis on teaching within the Interactive Media Arts program at New York University Shanghai campus. The position focused on teaching one core curriculum course along with teaching additional elective courses. The courses taught were Interactive Lab (Processing and Arduino) and Sound & Vision (Max MSP/Jitter, Ableton Live and physical interface design).
- 2013 – Present      **Co-Founder**  
Dogma Lab, Shanghai (China)  
<http://dogma.org/>  
Dogma is a trans-disciplinary design lab based in Shanghai founded by Benjamin Bacon and Weijing (Vivian) Xu.  
  
Featured in Ideat Magazine, Sola Media, Er Geng Media, Smart Shanghai, That's Shanghai, Vice China Creators Project, Unreasonable Media, etc.
- 2009 – 2014      **Assistant Professor of Computational and Media Design**  
School of Art, Media and Technology, Parsons School of Design, The New School, New York City, USA  
The Assistant Professor of Computational and Media Design was a full-time position with an emphasis on teaching within the media design discipline. The Assistant Professor engages with a variety of teaching and non-teaching activities related to professional practice in interactivity, physical computing, software development, mobile telephony, and design education. Assignments may be in New York City or other global locations where Parsons has a presence – particularly Asia.

- 2012 – 2013      **Co-Founder**  
 RAWR! Lab, Caochangdi, Beijing (China)  
 RAWR! Labs is a cross-disciplinary and collaborative research and development studio in Caochangdi, Beijing. RAWR! Lab was the event and production partner for Beijing Design Week Caochangdi 2012.
- 2011 – 2012      **Visiting Researcher**  
 Nokia Research Center Asia, Beijing / Shenzhen, China  
 The research position focused on engagement with the Nokia Research Center (NRC) Asia (Beijing, Shenzhen, Bangalore, Nairobi) to further develop Parsons-related projects. Developing Nokia / Parsons collaboration projects /courses that run during the academic year for graduate students. Implement an internship and research program with NRC for graduate level students (summers, semester-long thesis research positions) in any of the 4 Asia sites.
- 2010 – 2011      **Director of BFA Design & Technology Program**  
 School of Art, Media and Technology, Parsons School of Design, The New School, New York City, USA
- 2005 – 2011      **Research & Technology Manager**  
 Parsons Institute of Information Mapping (PIIM), The New School, New York City, USA  
 Served the primary technology and operations role within senior management, tasked to provide long-term direction for technology infrastructure, software development, project management, and technology budget management.
- 2005 – 2009      **Adjunct Faculty**  
 School of Art, Media and Technology, Parsons School of Design, The New School, New York City, USA  
 Adjunct faculty position teaching primarily in the Design & Technology program.

## Research, Art, and Education Grants

*Please contact me for grant amounts.*

- 2022      **Faculty Scholarship and Travel Award (FSTA)**  
 Funding for Artwork Production for ISEA 2023  
 Undergraduate Studies, Duke Kunshan University
- 2022      **Summer Research Scholar Grant**

Funding for 4 Student Researchers  
Undergraduate Studies, Duke Kunshan University

- 2021-2022      **DKU UG Research and Teaching Grant**  
Media Arts Faculty Cohort Grant  
PIs: Benjamin Bacon
- 2021-2022      **Data+X Grant**  
Data Science Research Center  
PIs: Benjamin Bacon, Vivian Xu
- 2021-2022      **Carry the Innovation Forward Grant**  
Duke Learning Innovation  
PIs: Benjamin Bacon, Vivian Xu
- 2020            **Artwork Production Grant**  
Shenzhen Science, Technology and Art Festival  
PIs: Benjamin Bacon, Vivian Xu
- 2019            **Artwork Production Grant**  
UNArt Center, Shanghai
- 2019            **Artwork Production Grant**  
Extrart Gallery, Shanghai
- 2017            **Public Artwork Commission**  
Xintiandi, Shanghai  
PIs: Benjamin Bacon, Vivian Xu
- 2012            **University Grant and Donation,**  
Beijing China  
Nokia Research Center Asia
- 2011-2012      **Visiting Researcher Grant**  
Nokia Research Center Asia
- 2011-2012      **AMD Foundation Grant**  
AMD Foundation  
- Activate! In-School Curriculum and facilitator training for Dandelion  
Middle School, Spring / Summer, Beijing China.

- 2011 Fall                    **Parsons School Based Funds**  
Parsons School for Design, The New School
- 2011 Spring                **Parsons Sustainable Seed Grant**  
Parsons School for Design, The New School  
- Parsons Source Map. Co-Faculty: S. Seymour, T. Rissanen
- 2010 Fall                    **Parsons Cross School Based Funds**  
Parsons School for Design, The New School  
- Parsons Source Map. Co-Faculty: S. Seymour, T. Rissanen
- 2010 Spring                **Parsons Cross School Based Funds**  
Parsons School for Design, The New School  
- Solar Decathlon. Co-Faculty: L. Briggs, F. Deiffenbacher, A. Mears, J. Clinton
- 2010 Spring                **Parsons School Based Funds (Art, Media & Technology)**  
Parsons School for Design, The New School  
- China 2010 Summer Course / E-Arts Festival. Co-Faculty: S. Douglas, J. Ramer, A. Ou
- 2010 Spring                **Parsons School Based Funds (Art, Media & Technology)**  
Parsons School for Design, The New School  
- Electro-Mechanical Solenoid Orchestra Installation research and production fund.
- 2010 Spring                **The New School Innovations in Education Fund**  
Parsons School for Design, The New School - Design and Education – Activate!
- 2010 Spring                **AMD, INC.**  
AMD Foundation  
- Funding to build 70-workstation technology lab at Dandelion Middle School in Beijing, China.
- 2009 Fall                    **Parsons School Based Funds (Art, Media & Technology)**  
Parsons School for Design, The New School  
- Conference paper presentation at ICERI 2009 International Conference of Education Research and Innovation and HICAH Annual Hawaii

International Conference on Art and Humanities. Co-Faculty: S. Douglas,  
J. Ramer

## Selected Exhibitions

- 2022            **UABB: The 9<sup>th</sup> Bi-City Biennale of Urbanism\Architecture**, Shenzhen, China (November 2022)
- 2022            **Museo del Hongo: Holy Children**, Kastanien Projektraum, Berlin, Germany (September 2022)
- 2021            **World Design City Conference Theme Exhibition**, Tongji University Curatorial Lab (*Canceled due to COVID Restrictions*)
- 2021            **Under the Viral Shadow**, Art Laboratory Berlin, Berlin, Germany
- 2020            **Shenzhen Bay STArts Festival**, Shenzhen Bay, China
- 2019            ***Probe: Averso Specillo di Ducendum***, collected by UNArt Center, Shanghai, China
- 2018            **Little Sound Machines**, Yeah! Nah! Gallery, Shanghai, China
- 2018            **Out of Control**, Songjiang Art Museum, Shanghai
- 2018            **Radiation**, Xinchang Old Town, Shanghai, China
- 2018            ***Sawtooth***, collected by UNArt Center, Shanghai, China
- 2016            **Media Art Festival**, Shenzhen, China
- 2016            **Brew and Blend Festival**, M50 Art District, Shanghai, China
- 2014            **Kick!**, Gallery Ho, New York, USA
- 2014            **Hyper-Seeing**, Central Academy of Fine Art Museum, Beijing, China
- 2014            **Bitrates**, Dar-ol-Hokoomeh Gallery, Shiraz, Iran
- 2014            **BYOB, 1933**, Shanghai, China
- 2013            **GDC Exhibition**, Shenzhen, China
- 2013            **Beijing Design Week**, Dashilar, Beijing, China
- 2012            **Beijing Design Week**, Caochangdi, Beijing, China
- 2011            **TransLife**, National Art Museum of China, Beijing, China

- 2010 **Flow**, Yuan Fen Gallery, New York, USA / Beijing, China
- 2009 **Control Print**, SDJ Gallery, New York, USA
- 2008 **Synthetic Times**, National Art Museum of China, Beijing, China
- 2007 **New Directions**, Plug-In Gallery, Basel, Switzerland
- 2007 **10+**, Chelsea Museum, New York, USA
- 2006 **The Second Arts and Sciences International Exhibition**, Beijing, China
- 2006 **Code Blue: The Third New Millennial Dialogue**, Millennium Museum, Beijing, China
- 2006 **Design & Technology Exhibition**, Chelsea Art Museum, New York, USA

### Residencies, Commissions, & Collected Work

- 2021 **Spring Residency**, Points Center for Contemporary Art  
*(Canceled due to COVID Restrictions)*
- 2020 **Horologic Solum**, commissioned by Shenzhen STArts Festival, Shenzhen, China
- 2019 **Probe: Averso Specillo di Ducendum**, permanently collected by UNArt Center, Shanghai, China
- 2019 **Probe: Averso Specillo di Ducendum**, commissioned by UNArt Center, Shanghai, China
- 2019 **Quantum Frame**, commissioned by Extra Art Gallery, Shanghai, China
- 2018 **Sawtooth**, permanently collected by UNArt Center, Shanghai, China
- 2018 **Sawtooth**, commissioned by UNArt Center, Shanghai, China
- 2018 **W International Art Residency**, Xinchang, Shanghai, China
- 2017 **Large Scale Christmas Public Installation**, Xintiandi South Plaza, commissioned public installation

### Selected Performances, Releases, Soundtracks

- 2020 **Artifact Unknown**, Music for the Isolation II, Thanks for Stopping By Compilation, released by GZUG Records
- 2018 **SoundSpade**, A Future Robots Funeral EP, digital self-release



- 2018 **Bio-Harmonic Quartet performance**, B6's Blossoms retrospective performance, Shanghai Symphony Orchestra, Shanghai, China
- 2018 **SoundSpade, Volume I – Dirty Disco – Live and Remastered**, digital self-release
- 2018 **Release Number Two – 1999**, under Animdversion (2017 mix by SoundSpade), digital self-release
- 2017 **Magnetic Body Instrument**, “++” Audio Visual Interaction International Forum, Shanghai, China
- 2017 **China Candy Mountain International Arts and Music Festival**, Anren, China
- 2017 **SoundSpade**, A Pocket Full Of, Re-Charge Music Compilation Volume I, Mao Re-Charge2015 SoundSpade, A Pocket Full Of, Face the Beat Session 4, released by Sideline Music
- 2014-2018 **Founder and Resident Musician**, Voltage Divider, Shanghai, China
- 2014 **SoundSpade**, Number Stations EP, Bandcamp, digital self-release
- 2013 **SoundSpade**, Soundtrack for Liu Bolin: Hiding in New York: Gun Rack video
- 2013 **SoundSpade**, Taxeee Tapes Vol. 3, under name SoundSpade
- 2006 **SoundSpade**, Noise Floor Constructions, digital self-release
- 2004 **Blindworks**, Space Heater EP, digital self-release
- 2002-2005 **Blindworks**, founding member, bass, sound design and production
- 1999 **Animdversion**, Release Number One, self-release
- 1998-1999 **Animadversion**, founding member, keyboard, sampling, guitar, bass, vocals and production  
1997 DIES IRAE! US, Dogma, self-release
- 1997 **DIES IRAE! US**, Unbelievers EP, self-release
- 1997 **DIES IRAE! US**, Wave Gothik-Treffen Live, Leipzig, Germany 1995-
- 1996 **DIES IRAE! US**, founding member, bass, sampling, keyboard and production

## Publications & Conference Publications

- 2020 B. Bacon, W. Xu, “Memory, Storytelling and GIS Digital Archive: Introducing the Covid-19 Memory Archival Project”, In: Miller J. (eds) The Coronavirus. Palgrave Macmillan, Singapore.  
[https://doi.org/10.1007/978-981-15-9362-8\\_2](https://doi.org/10.1007/978-981-15-9362-8_2)
- 2018 B. Bacon, “Post: Thoughts on Post Planetary and Speculative Design” Design 3.0 Forum Catalogue, Tsinghua University
- 2013 B. Bacon, Activate! China Stewardship Report AMD Foundation
- 2013 A. Chin, B. Bing, X. Wang, B. Bacon, “From Offline to Online: Connecting People with a Mobile Social Networking Application at a Conference” Presented at CHI2013
- 2009 B. Bacon, S. Douglas, J. Ramer, “Exquisite Corpse and the IPO Project” Visual Research Collaborations: Parsons School for Design, Tsinghua University & Sydney College of the Arts at the University of Sydney  
[http://a.parsons.edu/~bacob445/papers/ec\\_ipo\\_iceri.pdf](http://a.parsons.edu/~bacob445/papers/ec_ipo_iceri.pdf)
- 2008 B. Bacon, S. Yoshida, “Contextual History and Visual Timeline of AHLTA and VistA/CPRS Products”  
[http://piim.newschool.edu/media/pdfs/PIIMRESEARCH\\_AHLTA\\_VISTA\\_History.pdf](http://piim.newschool.edu/media/pdfs/PIIMRESEARCH_AHLTA_VISTA_History.pdf)
- 2008 B. Bacon, “Web 2.0 System Architecture Guidelines”  
[http://piim.newschool.edu/media/pdfs/PIIMRESEARCH\\_DeploymentReadyApplicationDevelopmentMethodology.pdf](http://piim.newschool.edu/media/pdfs/PIIMRESEARCH_DeploymentReadyApplicationDevelopmentMethodology.pdf)
- 2007 “5.2.7 Development: Scaling Geospace and Media Tool Delivery”  
Contributing Author
- 2007 “5.2.6 System Architecture and Configuration Management Geospace and Media Tool Delivery TO9 / CDRL 3”  
Contributing Author
- 2006 “Geospace and Media Tool Overview Information”  
Contributing Author
- 2006 Concept of Operations, TO 9.3: Geospace and Media Tool  
Contributing Author

## Selected Lectures and Talks

- 2022 **“Keynote: The Current State of Computation and Media”**  
2022 International Conference on Art Design and Digital Technology (ADDT)  
Nanjing, China
- 2021 **“Inside Dogma Lab”**  
ArtSci Salon + Leonardo LASER TALKS, University of Toronto, Canada

- 2021 **“The Fourth Industrial Revolution and Creative Industries”**  
Luca School of the Arts, Belgium
- 2021 **“Integration and Symbiosis”**  
Forum of Art, Science and Technology Design Education under the Background  
of New Liberal Arts, China Academy of Art, Hangzhou
- 2021 **Artist Talk**  
Under the Viral Shadow: Networks in the Age of Technoscience and Infection -  
Art Laboratory Berlin, Berlin
- 2021 **“Transmedia, Reality and Experience”**  
New Engineering New Design International Seminar, Hunan University Design  
School
- 2021 **“Hacking Machine Learning for Creative Projects”**  
Cronus Art Center, Shanghai
- 2021 **“Machine Learning for Art and Design”**  
West Bund Art Museum, Shanghai
- 2021 **Artist Talk**  
Art and Design Symposium for the graduate class of 2021, NY Institute of  
Technology, NYC
- 2020 **“Co-Evolution of 2 AI’s”**  
Inter-World-View (World Young Scientist Summit), China Academy of  
Art and Zhejiang Association of Science and Technology, Wenzhou,  
China 2020 “Education + Media”
- 2020 **6<sup>th</sup> Annual Intermedia Festival: International Academic Seminars**  
China Academy of Art, Ningbo, China
- 2020 **“COVID-19 Memory Archival Project”**  
Coronavirus: Human, Cultural, and Political Implications, Duke  
University Franklin Humanities Institute and Duke Kunshan University  
Humanities Research Center, Durham, NC USA
- 2019 **“Spectators and Speculators: Critical and Speculative Design”**  
1212 Creative China Forum, Guangzhou Academy of Fine Art,  
Guangzhou, China
- 2019 **“Art x Tech”**  
Australia-China Youth Dialogue, Australian Embassy, Shanghai, China
- 2019 **“Current Works: Little Sound Machines and Artificial Intelligence”**  
Modern Weekly, Shanghai, China
- 2018 **Keynote, “Speculative and Critical Design”**

- Design 3.0 Forum, Tsinghua University / ID KAIST, Beijing, China 2018  
 “Art, Science and Artificial Intelligence” KIK, Shanghai, China  
 2018 **Keynote, “Experimental Art and Design Platforms: Dogma Lab”**  
 MANA Salon, Extra Art Base, Shanghai, China
- 2017 **“Future Design”**  
 Shanghai Institute of Visual Art, Shanghai, China
- 2017 **Lumiere Shanghai Forum**  
 The Hub, Shanghai, China
- 2017 **“New Music Technologies”**  
 Wetware Music Festival Forum, Beijing, China
- 2017 **“Magnetic Body Instrument: Transhumanism and New Media Interface”**  
 Media Arts Festival, Shenzhen, China
- 2017 **Keynote, “Dogma Lab, Transhumanism and New Musical Interface”**  
 Alibaba UED UCAN Conference, Hangzhou, China
- 2017 **“Magnetic Body Instrument”**  
 “++” Audiovisual Interaction International Forum, China Academy of Art  
 Shanghai Institute for Design, Shanghai, China
- 2016 **“Fourth Revolution in the Music Industry”**  
 TEDxNingbo, Ningbo, China
- 2015 **“Digitized DIY, Open and Disruptive Noise”**  
 Minsheng Creativity Forum, Minsheng 21<sup>st</sup> Century Art Museum (M21),  
 Shanghai, China
- 2014 **“Experimental Art and Design Platforms: Dogma Lab”**  
 Tsinghua University, Beijing, China
- 2014 **“Experimental Art and Design Platforms: Dogma Lab”**  
 China Academy of Art: New Art Forms, Hangzhou, China
- 2013 **“Future Design”**  
 Graphic Design China, Shenzhen Graphic Design Association, Shenzhen,  
 China
- 2013 **“Present and Future Modes of Production”**  
 New Media Seminars, Guangzhou Academy of Fine Art, Guangzhou,  
 China
- 2013 **“Present and Future Modes of Production”**  
 China Academy of Art, Hangzhou, China 2013 “Tangible Design”

- International Conference on Interaction Design, Tsinghua University, Beijing, China
- 2013 **“Interactive Art and Design”**  
Interaction x Information Innovation Forum, Central Academy of Fine Art, Beijing, China
- 2013 **“Mode of Production”**  
Design can Change, OCT, Shenzhen, China
- 2012 **“Design and Innovation”**  
Beijing Design Week CCD, Beijing, China 2012 “Future of Technology and Design”  
Beijing Design Week CCD, Beijing, China
- 2012 **“The Role of the Designer in the 21<sup>st</sup> Century”**  
Web Wednesdays, Design, Technology & Innovation, Beijing, China
- 2012 **“Design, Technology and Innovation in China”**  
RAWR! Labs, Beijing, China
- 2012 **“AMD Foundation ‘Changing the Game’ and PETLab Activate!”**  
Rural Education Action Program: Gold or Just Glitter, Stanford Center at Peking University, Beijing, China
- 2011 **“Open-Source Hardware and Mobility”**  
Nokia Academic Conference, Nokia Research Asia, Beijing, China
- 2011 **“User Experience Design Process”**  
Nokia Academic Conference, Nokia Research Asia, Beijing, China
- 2011 **“Mobile-Enabled Participatory Collaboration”**  
AIGA Tech Salon Designers and Innovators, Beijing Design Week, Beijing, China
- 2011 **“The Role of Mobile Technology in the Future and Asian Markets”**  
Nokia Research Center Shenzhen Opening Conference, Nokia Research Center Shenzhen Lab, Shenzhen, China
- 2011 **“Design and Innovations”**  
Nokia Research Center Shenzhen Opening Conference, Nokia Research Center Shenzhen Lab, Shenzhen, China
- 2007 **Dutch Electronic Arts Festival**  
V2\_Institute for Unstable Media, Rotterdam, Netherlands

## Selected Interviews and Reviews

- 2022 [“Virtual Societies, Disruptive Technologies, and Material Ecologies”](#),  
artist profile with Vivian Xu, Clot Magazine (EU)
- 2021 *Horologic Solum* (2020) [reviewed](#) in The Art Newspaper (China)
- 2021 *Horologic Solum* (2020), nominated for Life and AI art category at Ars  
Electronica (Linz, Austria)
- 2021 *Horologic Solum* (2020), [reviewed](#) in Neural Magazine (print magazine) (Italy)
- 2021 *Probe II: Subaudition* (2021), [reviewed](#) in Berlin Art Link (Germany)
- 2021 *Probe II: Subaudition* (2021), [reviewed](#) in Art in Berlin (German)
- 2021 *Probe II: Subaudition* (2021), [reviewed](#) in Clot Magazine (EU)
- 2019 “The History of Chinese Electronic Music: Radio Documentary” German  
National Radio
- 2019 “Experimental Electronic Music with Artist Benjamin Bacon” Modern Weekly  
Magazine, May 11, 2019, Issue 1064, p. 42-43 (print magazine)
- 2019 [“AI and Art: With Wang Changcun and Benjamin Bacon”](#)  
RADII China: B-Side China Podcast
- 2018 [“Transhumanism with Benjamin Bacon”](#)  
Sola
- 2018 ID-IDEAT Lab: Dogma Lab: Benjamin Bacon and Vivian Xu  
Issue 033, p. 222-224 (print magazine)
- 2017 [“Rolling X in Xintiandi: A Shanghai Xmas Spectacle: Benjamin Bacon  
and Vivian Xu”](#)  
RADII China
- 2017 [“Check Out Xintiandi’s Massive Snow Globe Rolling X”](#)  
Smart Shanghai
- 2017 [“Xintiandi’s Christmas Tree: Come Inside and Play”](#)  
Shine Online Magazine, November Issue
- 2017 [MANA SHOT with Benjamin Bacon](#)  
MANA SHOT & Shanghai Community Radio
- 2017 [“Electric Skin and Magnetic Body Instrument with Vivian Xu and  
Benjamin Bacon”](#)  
Anomaly: The Unreasonable
- 2016 “Future Design and Technology”  
AUDI Future Thinkers, 2016 Edition

- 2015                    [“Gear Freak: Benjamin Bacon”](#)  
Time Out Shanghai
- 2014                    [BYOB Shanghai: Benjamin Bacon and Vivian Xu](#)  
Vice Creators Project
- 2014                    “270 Exchange: RGB: Renew Graphic-scape With a Bang”  
Design 360 Magazine, February 2014, Issue 49, p. 128-131 (print magazine)
- 2014                    “Designer Profile and Interview”  
Design 360 Magazine, February 2013, Issue 49, p. 132-137 (print magazine)
- 2012                    [“Dialogue with Benjamin Bacon”](#)  
PAE Design Talent / China Design Education
- 2009                    [“China Patterns Fall 2009”](#)  
Parsons Re:D Magazine

## Academic Courses

### **Duke Kunshan University, Kunshan, China**

Speculative Design  
Digital Design  
Foundation of Interactive Game Design  
Computer Graphics  
Media, Technology and Society  
Interaction & Physical Computing  
Design Perspectives  
Audio Documentary & Storytelling

#### **Mini Term**

Intro to Digital fabrication: 3D Printing for your SW projects  
The Planetary Sensorium: Artistic Explorations of a Networked World

#### **Signature Work Mentorship**

### **Roy Ascott Technoetic Art Program, Shanghai, China**

BFA Thesis

**Shanghai Institute of Visual Art, Shanghai, China**

Design Practice & Theory  
Prototyping

**New York University, Shanghai, China**

Interaction Lab  
Sound + Vision

**Parsons School of Design (The New School), New York City, USA**

**Core**

MFA Thesis (Graduate)  
Major Studio: Computation (Graduate)  
Creative Computing (Graduate)  
BFA Thesis (Undergraduate)  
Design Lab 3: Multimedia Programming (Undergraduate) Design Lab 4: Physical  
Computing (Undergraduate) Design Lab 5: Physical Media (Undergraduate)  
Core Lab: Space (Undergraduate)

**Electives**

Prototyping  
Interactive Web (Remote)  
Design & Education – Activate! China Design for the Majority  
Digital Tools  
Processing: Design & Data Visualization  
Advanced Web

**Collaboration Studio** (Taught with industry support)

Collaboration Studio: Digital Play  
Collaboration Studio: Tubes: Vacuum Tube Music Collaboration Studio: Engine: Ruby  
on Rails Collaboration Studio: Digital Ink  
Collaboration Studio: Electioneering  
Applied Research: Solar Decathlon  
Applied Research: Wearable / Smart Objects / Telepresence



### **Independent Study**

Solar Decathlon

PIIM Visualization Toolkit

Parsons Journal of Information Mapping

### **International Spring / Summer Programs**

Parsons China Summer Program (Beijing, Hong Kong, Shanghai, Chengdu)

Nokia Research Center Summer Internship Program (Beijing, New York)

China Youthology / Nokia Research Center Join Program (Beijing)

Weather Tunnel, Parsons School of Design / Tsinghua University / RAWR! Labs

(Beijing) Designing for What: Smart Objects & Telepresence, Nokia Research Asia

(Beijing) China Project: IPO (Beijing)

China Project: 1000 Cellphones (Beijing)

### **Student Exhibitions**

Parsons Design Exhibition, Beijing Design Week 2011, Beijing, China Parsons Design &

Technology BFA Thesis Exhibition

## **Selected Workshops**

2022 Summer	<b>From Radical to Speculative Design</b> Hunan University, Design School, Changsha, China
2021 Summer	<b>Machine Learning for Art and Design</b> West Bund Art Museum, Shanghai
2019 Summer	<b>Posthuman Design</b> University of Science and Technology, Beijing, China
2018 Fall	<b>Posthuman Design</b> Design 3.0 Conference, Tsinghua University, Beijing, China
2018 Summer	<b>CAC Atelier: DIY Atari Punch Console</b> Chronus Art Center, Shanghai, China
2015/2016 Winter	<b>Arcade Game Design</b> Bigger Lab, Shanghai, China
2013 Fall	<b>Tangible Data Design</b> The Third International Conference on Interaction Design, Tsinghua University, Beijing, China
2013 Spring	<b>Data Visualization</b> Guangzhou Academy of Fine Art, Guangzhou, China
2011-2012	<b>Physical Computing</b>

2011 Spring	Beijing Design Week, Beijing, China <b>FM Transmission</b>
2007 Fall	Homeshop, Beijing, China <b>Physical Computing</b>
2006 Fall	Tsinghua University, Beijing, China <b>Spin</b> Parsons School for Design, New York, USA

## Academic Committees and Service

2020 - Present	<b>Duke Kunshan University</b> University-Wide <ul style="list-style-type: none"> <li>• Director, Office of Signature Work</li> <li>• Chair, Signature Work Committee</li> <li>• Undergraduate Studies Committee</li> <li>• Institutional Review Board</li> <li>• Scholarship Taskforce</li> <li>• Computation, Data and Arts Research Pillar</li> <li>• DKU Degree-Granting Evaluation Committee</li> <li>• Faculty Lead, Digital Arts Track, Computation and Design Major</li> </ul>
2017-2018	<b>Shanghai Institute of Visual Art</b> School of New Media Arts Committees and Services Summary <ul style="list-style-type: none"> <li>• Interaction Design Thesis Committee</li> <li>• Interaction Design Curriculum Committee</li> </ul>
2006 – 2013	<b>Parsons School of Design and The New School</b> University-Wide and School of Art, Media and Technology Committees and Service Summary <ul style="list-style-type: none"> <li>• Parsons Learning Portfolio – Pilot BuddyPress Web Service (2013)</li> <li>• Parsons China History (2012-2013)</li> <li>• Parsons in China Projects (2006 – 2013)</li> <li>• Parsons Summer 2012 Summer Internships and Nokia Research Center, Beijing, China (2012)</li> <li>• US-China Foundation Leadership Exchange Program (FLEP), “Effective Philanthropy” (2011)</li> <li>• AMT Leadership Committee (2009-2011)</li> <li>• University Facilities Committee (2009-2011)</li> <li>• Parsons Technical Advisory Committee (2010-2011)</li> </ul>

- Parsons Journal for Information Mapping (2010-2011)
- Solar Decathlon (2010-2011)
- Distributed Learning / Virtual Presence Centers (2010-2011)
- Random Hacks of Kindness (2010)
- RSCP Student Assistant Fund (2010)
- P3 Committee (2009-2011)
- Parsons CEA Web Committee (2009-2010)
- Parsons Web Magazines (2009-2010)
- UN House (2009)
- Parsons Fashion Benefit (2009)

2005-2013

**Parsons School of Design, School of Art, Media and Technology and  
The New School**

Information Technology Service Summary

- Reinstall and re-architect CDT / AMT servers and network service.
- Relocate CDT / AMT servers to the PIIM server room.
- Management of all parsons.edu subdomains for projects, labs, and events.
- Daily management of the CDT / AMT e-mail lists, web servers, LDAP and other services.
- Management of all student / faculty accounts on the A server.
- Backup and recovery procedures.
- Upgrade server software such as Cold Fusion, Adobe Media Server, Virtualmin
- Help for student and faculty for websites / blogs and projects.
- Purchasing of infrastructure components.
- Traffic and server statistics.
- Support for projects such as streaming culture, Datamyne, mobile, thesis sites, media studies, boot camp.

2005-2011

**Parsons Institute for Information Mapping, The New School**

Information Technology Service Summary

Management of all PIIM IT infrastructure for projects, server room, and office.

- Management of all IT services for high priority projects such as PAWS, TATRC, GMT, UN and CDC.
- Maintain web servers for PIIM, PJIM, and TATRC.
- Server and workstation maintenance, server room maintenance.
- Documentation of all IT infrastructure.
- Management of all PIIM user accounts.

- Purchasing and infrastructure components.
- Traffic and server statistics.

## External Academic Service

2021-2022	Juror for Glow Shenzhen (public light installation festival), Shenzhen, China
2020 – present	Arts and Design Discipline (Tenure and Promotion) Review Committee of Academy of Arts and Design, Tsinghua University, Beijing, China
2021	Reviewer, <i>Technoetic Arts Journal</i>
2019	Juror for Denny Awards University of Colorado, Denver, USA
2018	Juror for Life Geek New Media Arts Awards MANA, Shanghai, China
2014	Mentor and Juror for 1 <sup>st</sup> US-China Young Makers Competition Tsinghua University, Chinese / US Government, Beijing, China
2009 – 2011	Paper and Workshop Reviewer, SIGCHI