

Benjamin Leeland Bacon

Associate Professor of Media and Art

Director of Signature Work

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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 currently 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**
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

2022

Summer Research Scholar Grant

Funding for 2 Student Researchers

Undergraduate Studies, Duke Kunshan University

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

- 2021 **World Design City Conference Theme Exhibition**, Tongji University
Curatorial Lab (canceled due to Covid)
- 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**, Millenium 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*)
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 **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-Charge
2015 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 Presentations

- 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
- 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
- 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
- 2008 B. Bacon, “Web 2.0 System Architecture Guidelines”
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

- 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 **6th 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 21st 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 21st 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

2021 Summer	Machine Learning for Art and Design West Bund Art Museum, Shanghai
2019 Summer	Posthuman Design University of Science and Technology, Beijing, China
2018 Fall	Posthuman Design Design 3.0 Conference, Tsinghua University, Beijing, China
2018 Summer	CAC Atelier: DIY Atari Punch Console Chronus Art Center, Shanghai, China
2015/2016 Winter	Arcade Game Design Bigger Lab, Shanghai, China
2013 Fall	Tangible Data Design The Third International Conference on Interaction Design, Tsinghua University, Beijing, China
2013 Spring	Data Visualization Guangzhou Academy of Fine Art, Guangzhou, China
2011-2012	Physical Computing Beijing Design Week, Beijing, China
2011 Spring	FM Transmission Homeshop, Beijing, China
2007 Fall	Physical Computing Tsinghua University, Beijing, China
2006 Fall	Spin Parsons School for Design, New York, USA

Academic Committees and Service

2020	Duke Kunshan University University-Wide <ul style="list-style-type: none">• Director, Office of Signature Work• Chair, Signature Work Committee• Undergraduate Studies Committee• Institutional Review Board• Scholarship Taskforce
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- DKU Degree-Granting Evaluation Committee
- Faculty Lead, Digital Arts Track, Computation and Design Major

2017-2018

Shanghai Institute of Visual Art

School of New Media Arts Committees and Services Summary

- Interaction Design Thesis Committee
- Interaction Design Curriculum Committee

2006 – 2013

Parsons School of Design and The New School

University-Wide and School of Art, Media and Technology Committees and Service Summary

- Parsons Learning Portfolio – Pilot BuddyPress Web Service (2013)
- Parsons China History (2012-2013)
- Parsons in China Projects (2006 – 2013)
- Parsons Summer 2012 Summer Internships and Nokia Research Center, Beijing, China (2012)
- US-China Foundation Leadership Exchange Program (FLEP), “Effective Philanthropy” (2011)
- AMT Leadership Committee (2009-2011)
- University Facilities Committee (2009-2011)
- Parsons Technical Advisory Committee (2010-2011)
- 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 st US-China Young Makers Competition Tsinghua University, Chinese / US Government, Beijing, China
2009 – 2011	Paper and Workshop Reviewer, SIGCHI