

Benjamin Leland Bacon

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I am an interdisciplinary artist, designer and academic. My creative practice and research intersect with computational design, networked systems, machine art, digital fabrication, and sound.

Education

2006 **MFA**, Design + Technology, Parsons School of Design (The New School), NYC, NY
2000 **BA**, Film Studies, University of Minnesota, Minneapolis, MN
1995 University of Wisconsin, Green Bay, WI

Academic Appointments

2020- **Associate Professor of Media and Art**, Duke Kunshan University, Kunshan, China
2020- **Director of Signature Work**, Duke Kunshan University, Kunshan, China
2018-2019 **Adjunct Thesis Professor**, Roy Ascott Technoetic Art Program, Shanghai Institute of Visual Art (SIVA), Shanghai, China
2017-2018 **Foreign Expert, Professor of Computational and Media Design**, Shanghai Institute of Visual Art (SIVA), Shanghai, China
2014-2015 **Assistant Professor of Art**, New York University Shanghai, Shanghai, China
2010-2011 **Program Director of BFA Design & Technology Program**, School of Art, Media and Technology, Parsons School of Design (The New School) NYC, USA
2009-2014 **Assistant Professor of Computational and Media Design**, School of Art, Media and Technology, Parsons School of Design (The New School) NYC, USA
2005-2009 **Adjunct Faculty**, School of Art, Media and Technology, Parsons School of Design (The New School) NYC, USA

Research Appointments & Fellowships

2022- **Associate Professor in the Data Science Research Center**, Duke Kunshan University, Kunshan, China (affiliation appointment)
2021- **Co-Chair of the XResearch Cluster**, V2_Lab for the Unstable Media, Rotterdam, NL
2020- **Co-Founder/Co-Director**, Design, Technology, and Radical Media Lab (DTRM), Duke Kunshan University, Kunshan, China (with Prof. Vivian Xu)
2019- **V2_ Lifetime Fellow**, V2_Lab for Unstable Media, Rotterdam, NL
2011-2012 **Visiting Researcher**, Nokia Research Center Asia, Beijing/Shenzhen, China
2005-2011 **Research & Technology Manager**, Parsons Institute of Information Mapping (PIIM), The New School, NYC, USA

Related Work Experience

- 2013-2020 **Co-Founder/Co-Director**, DOGMA Lab, Shanghai, China
DOGMA Lab was a transdisciplinary design lab in Shanghai, China, co-founded with Vivian Xu
- 2012-2013 **Co-Founder**, RAWR! Lab, Caochangdi, Beijing, China
RAWR! Lab was a design and innovation lab based in Beijing, China, co-founded by Benjamin Bacon and Li Naihan

Awards, Grants & Residencies

Awards & Grants

- 2022 **Faculty Scholarship and Travel Award (FSTA)**, Duke Kunshan University, Kunshan, China
Artwork Production Grant: *Formations: Samskara*
- 2022 **Summer Research Scholar Grant (SRS)**, Duke Kunshan University, Kunshan, China
Research Direction: *BCI for Creative Production*
- 2021-2023 **DATA+X Grant**, Data Science Research Center, Duke Kunshan University, Kunshan, China
Artwork Production Grant: *Antarctica Microbiome Project*. Co-PI: Benjamin Bacon, Vivian Xu
- 2021-2022 **Undergraduate Research and Teaching Grant**, Duke Kunshan University, Kunshan, China
- 2021-2022 **Carry the Innovation Forward Grant**, Duke Learning Innovation, Duke University, Durham, NC. Co-PI: Augustus Wendell, Benjamin Bacon, Vivian Xu
- 2020 **ARS Electronica**, Artwork Horologic Solum (2020) nominated for “Life and AI Art” category
- 2012 **Nokia University Grant and Donation**, Nokia Research Center Asia, Beijing, China
- 2011-2012 **Visiting Researcher Grant**, Nokia Research Center Asia, Beijing, China
- 2011-2012 **AMD Foundation Grant**, AMD, INC., NYC, NY
Activate! In-school curriculum and facilitator training for Dandelion Middle School, Beijing, China
- 2011 **Parsons School Based Funds**, Parsons School for Design (The New School), NYC, NY
Project: *China Summer 2010/TransLife Exhibition, Beijing China*
- 2011 **Parsons Sustainable Seed Grant**, Parsons School for Design (The New School), NYC, NY
Design Project: *Parsons Source Map*. Co-PI: Benjamin Bacon, Sabine Seymour and Timo Rissanen
- 2010 **Parsons Cross School Grant**, Parsons School for Design (The New School), NYC, NY
Design Project: *Parsons Source Map*. Co-PI: Benjamin Bacon, Sabine Seymour and Timo Rissanen
- 2010 **Parsons Cross School Grant**, Parsons School for Design (The New School), NYC, NY
Design Project: *Solar Decathlon*. Co-PI: Benjamin Bacon, Laura Briggs, Fiona Deiffenbacher, Allison Mears and J. Clinton
- 2010 **Parsons School Based Funds**, Parsons School for Design (The New School), NYC, NY
Project: *China Summer 2010/Shanghai E-Arts Festival*. Co-PI: Benjamin Bacon, Simone Douglas, James Ramer and Arthur Ou
- 2010 **Parsons School Based Funds**, Parsons School for Design (The New School), NYC, NY
Artwork Production: *Electromagnetic Solenoid Orchestra (ESO)*
- 2010 **The New School Innovations in Education Fund**, Parsons School for Design (The New School), NYC, NY
Design and Education Project: *Activate! China*

- 2010 **AMD Foundation Grant**, AMD, INC., NYC, NY
Project: Funding to build a 70-workstation technology lab at Dandelion Middle School in Beijing, China.
- 2009 **Parsons School Based Funds**, Parsons School for Design (The New School), NYC, NY
Funding: ICERI and HICAH Conferences. Co-PI: Benjamin Bacon, Simone Douglas and James Ramer

Residencies

- 2021 **Spring Residency**, Points Center for Contemporary Art, Shanghai, China
(Canceled due to Chinese COVID Restrictions)
- 2018 **W International Art Residency**, Xinchang, Shanghai, China

Collected Works, Exhibitions, Performances & Discography

Collected Works

- 2019 **Probe Series I: Averso Specillo di Ducendum**, permanently collected by UNArt Center, Shanghai, China
- 2018 **Sawtooth**, permanently collected by UNArt Center, Shanghai, China

Selected Exhibitions

- 2022 **UABB: The 9th Urbanism/Architecture Bi-City Biennale**, Shenzhen, China
Canceled due to Chinese COVID Restrictions
- 2022 **ArtSci Exhibition**, Nanjing Art and Science Center, Nanjing, China
Canceled due to Chinese COVID Restrictions
- 2022 **Museo del Hongo: Holy Children**, Kastanien Projektraum, Berlin, Germany
- 2021 **Under the Viral Shadow**, Art Laboratory Berlin, Berlin, Germany
- 2020-2021 **Shenzhen Bay STArts Festival**, Shenzhen Bay, China
- 2019 **Probe Series I: Averso Specillo di Ducendum**, UNArt Center, Unveiling Ceremony supported by the Pudong Shanghai Government, Shanghai, China
- 2018 **Two-Person Exhibition**, Yeah! Nah! Gallery, Shanghai, China (with artist Le Zhou)
- 2018 **Out of Control**, Songjiang Art Museum, Shanghai, China
- 2018 **Radiation: Age of the Machine**, Xinchang Old Town, Shanghai, China
- 2016 **Brew and Blend Festival**, M50 Art District, Shanghai, China
- 2015 **Media Arts Festival**, Shenzhen, 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 **Graphic Design China (GDC2013) Exhibition**, Shenzhen, China
- 2012 **Beijing Design Week**, Caochangdi, Beijing, China
- 2011 **Beijing Design Week**, Dashilar, Beijing, China
- 2011 **TransLife**, National Art Museum of China, Beijing, China
- 2010 **Flow**, Yuan Fen Gallery, NYC, USA / Beijing, China
- 2009 **Control:Print**, Sheila C. Johnson Design Center, NYC, USA
- 2008 **Synthetic Times**, National Art Museum of China, Beijing, China
- 2007 **New Directions**, Plug-In Gallery, Basel, Switzerland
- 2007 **10+**, Chelsea Museum, NYC, 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 MFA Exhibition**, Chelsea Art Museum, NYC, USA

Selected Performances

2018 **Bio-Harmonic Quartet performance**, Shanghai Symphony Orchestra, Shanghai, China
B6's (Lou Nanli) Blossoms retrospective, Artists: Benjamin Bacon and Vivian Xu

2018 **The Cube**, All, Shanghai, China

2018 **Noise, Vectors & Modular Toys**, Recharge Shanghai, Shanghai, China

2017 **Magnetic Body Instrument**, “++” Audio Visual Interaction International Forum, Shanghai, China

2017 **A Future Robots Funeral**, China Candy Mountain International Arts and Music Festival, Anren, China

2017 **Noise Grid**, K11 Art Museum, Shanghai, China

2017 **Transcranial Magnetic Stimulation Exorcism**, Short Film by Lu Yang
Acting Role: Mad Scientist

2016 **Dogmatic E-Sound**, Brew and Blend, M50 Art District, Shanghai, China

2016 **Sound Session 06**, Red Town Sculpture Garden, Shanghai, China

2015 **Sound Session 05**, Red Town Sculpture Garden, Shanghai, China

2015-2017 **Neural Dreams, Human Machines (Generative ML Video Series)**, Voltage Divider, All, Shanghai, China

2014-2018 **Voltage Divider**, The Shelter and All, Shanghai, China
Monthly Events, Founder and Resident Artist/Musician

2011-2016 **Black Eyeliner**, DADA, Beijing/Shanghai, China
Monthly Events, Co-founder and Resident Artist/Musician

2006 **SoundSpade**, *Noise Floor Constructions*, The Second Arts and Sciences International Exhibition, Beijing, China

1997 **Dies Irae! US**, Wave Gothik-Treffen, Leipzig, Germany

Discography

2020 **Artifact Unknown**, *Music for the Isolation II, Thanks for Stopping by Compilation*, GZUG Records

2018 **SoundSpade**, *A Future Robots Funeral EP*, digital release

2018 **SoundSpade**, *Dirty Disco - Live and Remastered - Volume I*, digital release

2018 **Animadversion**, *Release Number Two - 1999 (2017 SoundSpade)*, digital release

2017 **SoundSpade**, *A Pocket Full Of (Shanghai Mix), Re-Charge Music Volume I Compilation*, Mao Recharge

2015 **SoundSpade**, *A Pocket Full Of (KIK Mix), Face the Beat Session 4 Compilation*, Sideline Music

2014 **SoundSpade**, *Number Station ZhuHai (V013)*, digital release

2014 **SoundSpade**, *Number Stations EP*, digital release

2013 **SoundSpade**, *Grounded*, Soundtrack for Liu Bolin's. Hiding in New York No. 09: Gun Rack, Eli Klein Gallery, NYC, NY

2013 **SoundSpade**, *Number Station ZhuHai (V312), Taxee Tapes Vol. 3*, 87fei87 Records

2007 **SoundSpade**, *Noise Floor Constructions (Live 2006-2007)*, digital release

2004 **Blindworks**, *Space Heater EP*, digital release (Bass, drum programming, sound design, and production)

- 1999 **Animadversion**, *Release Number One*, digital release (Bass, keyboards, sound design, and production)
- 1997 **Dies Irae! US**, *Unbelievers EP*, digital release (Bass and production)
- 1997 **Dies Irae! US**, *Dogma*, digital release (Bass, keyboards and production)

Commissions

Artist Commissions

- 2020 **Shenzhen STArts Festival**, Shenzhen, China
Artwork: *Horologic Solum*. Artists: Benjamin Bacon and Vivian Xu
- 2019 **UNArt Center**, Shanghai, China
Artwork: *Probe Series I: Averso Specillo di Ducendum*
- 2019 **ExtrArt Gallery**, Shanghai, China
Artwork: *Quantum Frame*
- 2018 **UNArt Center**, Shanghai, China
Artwork: *Sawtooth*

Design Commissions

- 2020 **Vera Wang**, Shanghai Fashion Week, Shanghai, China
Interactive Project: *Interactive Catwalk for Vera Wang Fashion Show*. Designers: Benjamin Bacon and Vivian Xu
- 2017 **Xintiandi**, Xintiandi Square, Shanghai, China
Interactive Largescale Public Art: *Xintiandi Christmas Globe and Winter Installation*. Art Direction: Benjamin Bacon, Vivian Xu and Eric Jiang. Designers: Studio Anyways, NYC. Architects: 100 Architects.
- 2017 **PHD**, PHD Showcase, Shanghai, China
Interactive Project: *Immersive Peppers Ghost Interactive Interface*. Designers: Benjamin Bacon, Vivian Xu, and Danny Kuo
- 2015 **Lao Bai Du Museum**, Shanghai, China
Media and Sound Design: *Reloading: Shanghai Urban Space Renewal and Arts*
- 2014 **Particle Fever**, Gymnasium Pop-up Exhibition, Shanghai, China
Interactive Project: *Traveler V2*. Designers: Benjamin Bacon and Vivian Xu
- 2013 **Dongdong Festival**, Beijing, China
Print and Graphic Design
- 2012 **Beijing Design Week (Caochangdi District)**, Beijing, China
Project: *Event and Production Partner*, RAWR! Labs, Benjamin Bacon and Li Naihan

Bibliography

Selected Articles & Reviews

- 2021 **The Art Newspaper**, “当“未来的预言家,” 降临深圳,” Artwork and exhibition review, *Horologic Solum* (2020). <http://www.tanchinese.com/archives/exhibitions/62808>
- 2021 **LEAP Magazine**, “谁发明未来? 深圳湾科技艺术节回顾,” Artwork and exhibition review, *Horologic Solum* (2020). https://mp.weixin.qq.com/s/iv68ldVZ0_00kzOg07kxEQ
- 2021 **Neural Magazine**, “Horologic Solum, self-destructive media archeology,” Issue #68 Winter 2021, <https://neural.it/2021/07/vivian-xu-and-benjamin-bacon-horologic-solum/>
- 2021 **Berlin Art Link**, Alison Sperling, “Inter-Connectivity: ‘Under the Viral Shadow’ at Art Laboratory Berlin,” Artwork and exhibition review, *Probe II: Subaudition* (2021).

- <https://www.berlinartlink.com/2021/08/31/art-laboratory-berlin-exhibition-review-viral-shadow/>
- 2021 **Art in Berlin**, “Under the Viral Shadow - Networks in the Age of Technoscience and Infection,” Exhibition announcement. Artwork Probe II: Subaudition (2021). <https://www.art-in-berlin.de/ausstellungen-text.php?id=12032>
- 2021 **Clot Magazine**, Lyndsey Walsh, “Under the viral shadow. Networks in the Age of Technoscience & Infection,” Artwork and exhibition review, Probe II: Subaudition (2021). <https://clotmag.com/oped/under-the-viral-shadow-networks-in-the-age-of-technoscience-and-infection-by-lyndsey-walsh>
- 2021 **Positions Politics**, Carlos Rojas, “DKU’s Covid-19 Memory Archival Project,” <https://positionspolitics.org/first-looks-dkus-covid-19-memory-archival-project/>
- 2020 **The Washington Post**, Nick Anderson, “China’s Coronavirus Crisis Forces Duke Kunshan University to Teach Online,” https://www.washingtonpost.com/local/education/chinas-coronavirus-crisis-forces-duke-kunshan-university-to-teach-online/2020/02/22/311349aa-5333-11ea-929a-64efa7482a77_story.html
- 2019 **UNArt Center/Shanghai Pudong Media Group**, “PROBE001 Press Release,” Artwork collection press release, Probe Series I: Averso Specillo di Ducendum (2019). <http://unart.org.cn/en/category/project-list/detail!Benjamin-Bacon>
- 2018 **UNArt Center/Shanghai Pudong Media Group**, “Sawtooth No. 1 Press Release,” Artwork collection press release, Sawtooth No. 1 (2018).
- 2017 **China Daily**, “Hi-Tech Christmas Tree Lights Up Shanghai Xintiandi,” https://www.chinadaily.com.cn/china/2017-11/23/content_34898400.htm
- 2017 **Jiemian (界面新闻)**, “上海新天地把圣诞树和游乐场装进了这个巨型电子水晶球里,” <https://www.jiemian.com/article/1768886.html>
- 2016 **TEDxNingbo**, “Pàì,” Press release, <https://www.ted.com/tedx/events/17754>
- 2014 **Design 360 Magazine**, “270 Exchange: RGB: Renew Graphic-scape With a Bang,” February 2014, Issue 49, p. 128-131
- 2012 **Jing Daily**, Zandie Brockett, “Designing for the Future: Beijing Creativity Incubator RAWR!,” <https://jingdaily.com/designing-for-the-future-beijing-creativity-incubator-rawr/>
- 2011 **Rhizome**, “Beijing Post-Human New Media Art Show “Translife.”,” <https://rhizome.org/editorial/2011/aug/15/beijing-post-human-new-media-art-show-translife/>
- 2011 **New York Times**, Sheila Melvin, “A Beijing Exhibition on Art for the ‘Post-Human Era’” Artwork and exhibition review, Electromagnetic Solenoid Orchestra (2011), Issue Aug. 11, 2011. <https://www.nytimes.com/2011/08/12/arts/12iht-translife12.html>
- 2010 **Parsons Re:D Magazine**, “Activated Minds,” Fall 2010, p. 4
- 2009 **E-Flux**, “Control Print: Collaboration with Royal College of Art Considers the Fate of Ink on Paper Through Explorations in Design, Craft, and Technology,” Exhibition announcement, <https://www.e-flux.com/announcements/110916/control-print/>

Selected Interviews

- 2022 **Clot Magazine**, Lyndsey Walsh, “Virtual Societies, Disruptive Technologies, and Material Ecologies,” Artist profile with Benjamin Bacon and Vivian Xu. <https://www.clotmag.com/interviews/vivian-xu-and-benjamin-bacon-virtual-societies-disruptive-technologies-and-material-ecologies>

- 2020 **STArts Festival**, “艺术家专题: 相对时间 | 2020 深圳湾科技艺术节,” Artist interview with Benjamin Bacon and Vivian Xu. https://mp.weixin.qq.com/s/hY4EZIE9IDvtUdNzV_eVLg
- 2019 **German National Radio**, “The History of Chinese Electronic Music: Radio Documentary”
- 2019 **Modern Weekly Magazine**, “Experimental Electronic Music with Artist Benjamin Bacon,” May 11, 2019, Issue 1064, p. 42-43
- 2019 **RADII China: B-Side China Podcast**, Josh Feola, “AI and Art: With Wang Changcun and Benjamin Bacon,” <https://radii.co/article/b-side-china-ep-13>
- 2018 **Sola Video Magazine**, “Transhumanism with Benjamin Bacon,” http://www.iqiyi.com/w_19rwcd3qn1.html
- 2018 **ID-IDEAT Magazine**, “Dogma Lab: Benjamin Bacon and Vivian Xu,” Issue 033, p. 222-224
- 2017 **RADII China**, Josh Feola, “Rolling X in Xintiandi: A Shanghai Xmas Spectacle: Benjamin Bacon and Vivian Xu,” <https://radii.co/article/rolling-x-in-xintiandi-a-shanghai-xmas-spectacle>
- 2017 **Smart Shanghai**, Morgan Short, “Check Out Xintiandi’s Massive Snow Globe Rolling X,” <https://www.smartshanghai.com/articles/arts/check-out-xintiandis-massive-%20snow-globe-rolling-x>
- 2017 **Shanghai Daily**, Xu Wei, “Xintiandi’s Christmas Tree: Come Inside and Play,” <https://archive.shine.cn/feature/art-and-culture/Xintiandis-Xmas-tree-Come-inside-and-play/shdaily.shtml>
- 2017 **MANA SHOT & Shanghai Community Radio**, “MANA SHOT with Benjamin Bacon,” <https://www.manamana.net/video/detail?id=1632#len>
- 2017 **Anomaly: The Unreasonable**, “Electric Skin and Magnetic Body Instrument with DOGMA Lab,” Interview with Vivian Xu featuring Benjamin Bacon, <https://www.youtube.com/watch?v=ihxoEcxZnps>
- 2016 **AUDI Future Thinkers**, “Future Design and Technology,” 2016 Edition
- 2015 **Time Out Shanghai**, “Gear Freak: Benjamin Bacon,” http://www.timeoutshanghai.com/features/Bars_Clubs-Nightlife_features/30154/Gear-freak-Benjamin-Bacon.html
- 2014 **Vice Creators Project (China)**, “BYOB Shanghai: Benjamin Bacon and Vivian Xu,” <http://www.vice.cn/read/byob-comes-to-shanghai-2014>
- 2014 **Design 360 Magazine**, “Designer Profile and Interview”, February 2013, Issue 49, p. 132-137
- 2012 **PAE Design Talent**, “China Design Education: Dialogue with Benjamin Bacon,” <http://www.designedu.cn/showposts.aspx?channelid=5&columnid%20=118&id=2890>
- 2010 **The New School Board of Governors**, “Activate! China at the Dandelion School Mini-Documentary” Filmed and directed by Matthew Neiderhauser. <https://vimeo.com/122170552>
- 2009 **Parsons Re:D Magazine**, Shonquis Moreno, “China Patterns Fall 2009,” Fall 2009, p. 9-14. <https://issuu.com/newschool/docs/red-fall-2009>, https://amt.parsons.edu/files/2010/01/China_ReD_F09.pdf

Selected Catalogues

- 2022 **Holy Children Catalogue**: Museo del Hongo and Kastanien Projektraum
- 2020 **World Young Scientist Summit (WYSS) 2020**, Wenzhou Municipal Government, China
- 2020 **Shenzhen Bay STArts Festival: The Final Prophet**, STArts Festival, Shenzhen, China
- 2018 **Design 3.0 Forum**, Academy of Arts & Design, Tsinghua University
- 2018 **Music in the Summer AIR (MISA9)**, Shanghai Symphony Foundation

- 2016 **Shenzhen Media Arts Festival (MAF): South::Chambers::Phenomena**, Shenzhen Municipal Government
- 2016 **TEDx Ningbo Catalogue**, TEDx
- 2015 **Reloading**, Shanghai Urban Space Arts Season
- 2014 **Hyper-Seeing**, Central Academy of Fine (CAFA) Arts Art Museum
- 2013 **GDC13: Design for China's Future**, OCT Art and Design Gallery, Shenzhen
- 2013 **DongDong Music Festival and Conference. The East is Moving**, Kāi Guān and Gato Loco
- 2012 **Beijing Design Week 2012 Catalogue**, Beijing Municipal Government
- 2011 **Beijing Design Week 2011 Catalogue**, Beijing Municipal Government
- 2011 **Translife: International Triennial of New Media Art**, ed. Fan Di'an, Zhang Ga, National Art Museum of China, Liverpool University Press
- 2009 **Control:Print**, Royal College of Art/Parsons School of Design (The New School)
- 2008 **Synthetic Times: Media Art China**, ed. Fan Di'an, Zhang Ga, National Art Museum of China, The MIT Press
- 2006 **The Second Art and Science International Exhibition and Symposium**, ed. Zhang Ga, Tsinghua University Press
- 2006 **Code: Blue, Confluence of Currents: The Millennium Dialogue 2006. The Third Beijing International New Media Arts Exhibition & Symposium**, ed. Lu Xiaobo, Zhang Ga
- 2006 **MFA Design + Technology Show 2006**, Parsons School of Design (The New School)

Publications

Catalogues

- 2024 **Signature Work Conference & Exhibition: Undergraduate Class of 2024**, ed. Benjamin Bacon and Vivian Xu, Duke Kunshan University, Office of Signature Work
- 2023 **Signature Work Conference & Exhibition: Undergraduate Class of 2023**, ed. Benjamin Bacon and Vivian Xu, Duke Kunshan University, Office of Signature Work

Book Chapters

- 2020 **"Memory, Storytelling and GIS Digital Archive: Introducing the Covid-19 Memory Archival Project,"** Benjamin Bacon and Weijing (Vivian) Xu, In: James Miller (eds) *The Coronavirus*. Palgrave Macmillan, Singapore. https://doi.org/10.1007/978-981-15-9362-8_2

Selected Articles, Essays & Papers

- 2018 **"Post: Thoughts on Post Planetary and Speculative Design,"** Design 3.0 Forum Catalogue, Academy of Arts & Design, Tsinghua University
- 2013 **"Activate! China Stewardship Report,"** AMD Foundation, AMD Inc.
- 2010 **"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,"** Benjamin Bacon, Simone Douglas and James Ramer. Hawaii International Conference on Arts and Humanities (HICAH), Honolulu, Hawaii.
- 2009 **"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,"** Benjamin Bacon, Simone Douglas and James Ramer. 2nd International Conference of Education, Research and Innovation (ICERI), Madrid, Spain. ISBN: 978-84-613-2953-3

- 2008 **“Contextual History and Visual Timeline of AHLTA and VistA/CPRS Products,”** Benjamin Bacon and Sayoko Yoshida. Parsons Institute for Information Mapping (PIIM)/Parsons Journal for Information Mapping (PJIM).
http://piim.newschool.edu/media/pdfs/PIIMRESEARCH_AHLTA_VISTA_History.pdf
- 2008 **“Web 2.0 System Architecture Guidelines,”** Parsons Institute for Information Mapping (PIIM)/Parsons Journal for Information Mapping (PJIM).
http://piim.newschool.edu/media/pdfs/PIIMRESEARCH_DeploymentReadyApplicationDevelopmentMethodology.pdf
- 2007 **“5.2.7 Development: Scaling Geospace and Media Tool Delivery,”** Contributing author, Parsons Institute for Information Mapping (PIIM)
- 2007 **“5.2.6 System Architecture and Configuration Management Geospace and Media Tool Delivery TO9 / CDRL 3”** Contributing author, Parsons Institute for Information Mapping (PIIM)
- 2006 **“Geospace and Media Tool Overview Information,”** Contributing author, Parsons Institute for Information Mapping (PIIM)
- 2006 **“Concept of Operations, TO 9.3: Geospace and Media Tool,”** Contributing author, Parsons Institute for Information Mapping (PIIM)

Conferences, Invited Talks, Lectures, & Workshops

Selected Peer-Reviewed Conferences

- 2010 **“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,** Benjamin Bacon, Simone Douglas and James Ramer. Hawaii International Conference on Arts and Humanities (HICAH), Honolulu, Hawaii.
- 2010 **“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,** Benjamin Bacon, Simone Douglas and James Ramer. Claiming Creativity Conference. Columbia College of the Arts and the European League of the Institutes of the Arts, Chicago, IL
- 2009 **“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,** Benjamin Bacon, Simone Douglas and James Ramer. 2nd International Conference of Education, Research and Innovation (ICERI), Madrid, Spain.

Selected Invited and Peer-Reviewed Talks

- 2023 **“PROBE Series: Machine Perception Through Synthetic Sensory Systems,”** ACM SIGGRAPH Digital Arts Community SPARKS session, Robotic Arts, Online
- 2023 **“Transcending Waves: Sound, Technology and Creativity,”** SWISSNEX Art X Science Dialogues + Leonardo LASER TALKS + Montreux Jazz Festival China, Duke Kunshan University, Kunshan, China
- 2023 **“Artist Talk: Exploratory Trajectories,”** American University of Central Asia, Bishkek, Kyrgyzstan
- 2022 **“Keynote: The Current State of Computation and Media,”** International Conference on Art Design and Digital Technology (ADDT), Nanjing, China
- 2021 **“Inside Dogma Lab,”** ArtSci Salon + Leonardo LASER TALKS, University of Toronto, Toronto, Canada

- 2021 **"The Fourth Industrial Revolution and Creative Industries,"** Luca School of the Arts, Brussels, 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, China
- 2021 **"Artist Talk and Panel,"** Under the Viral Shadow: Networks in the Age of Technoscience and Infection - Art Laboratory Berlin, Berlin, Germany
- 2021 **"Transmedia, Reality and Experience,"** New Engineering New Design International Seminar, Hunan University Design School, Changsha, China
- 2021 **"Hacking Machine Learning for Creative Projects,"** Cronus Art Center, Shanghai, China
- 2021 **"Machine Learning for Art and Design,"** West Bund Art Museum, Shanghai, China
- 2021 **"Artist Talk,"** Art and Design Symposium for the graduate class of 2021, NY Institute of Technology, NYC, NY
- 2020 **"Co-Evolution of 2 AI's: China 2020 Education + Media,"** Inter-World-View (World Young Scientist Summit), China Academy of Art and Zhejiang Association of Science and Technology, Wenzhou, China
- 2020 **"Artist Talk and Panel,"** Near Future: Possible Life, 6th Annual Intermedia Festival: International Academic Seminars, China Academy of Art, Ningbo, China
- 2020 **"COVID-19 Memory Archival Project,"** Aegon-Industrial Global Health Symposium Series, Global Health Research Center, Duke Kunshan University
- 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
- 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,"** Maker Carnival, KIK, Shanghai, China
- 2018 **"Keynote: Experimental Art and Design Platforms: Dogma Lab,"** MANA Salon, ExtraArt Gallery, Shanghai, China
- 2017 **"Future Design,"** Shanghai Institute of Visual Art (SIVA), Shanghai, China
- 2017 **"Designer Talk and Panel,"** Lumiere Shanghai Forum, The Hub, Shanghai, China
- 2017 **"New Music Technologies,"** Wetware Music Festival Forum, Beijing, China
- 2017 **"Magnetic Body Instrument: Transhumanism and New Musical 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: Transhumanism and New Musical Interface,"** "++" Audiovisual Interaction International Forum, China Academy of Art, Shanghai Institute for Design, Shanghai, China
- 2016 **"Fourth Industrial Revolution and 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: Dogma Lab,"** Tsinghua University, Beijing, China
- 2014 **"Experimental Art and Design: Dogma Lab,"** China Academy of Art: New Art Forms, Hangzhou, China

- 2013 **"Keynote: Future Art & Design,"** Graphic Design China (GDC2013), 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 Interaction 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 **"Present and Future Modes 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, 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 Innovation,"** Nokia Research Center Shenzhen Opening Conference, Nokia Research Center Shenzhen Lab, Shenzhen, China

Selected Lectures & Workshops

- 2023 **3D Printing and Digital Fabrication,** Duke Kunshan University, Kunshan, China
- 2022 **From Radical to Speculative Design,** Hunan University, Design School, Changsha, China
- 2021 **Machine Learning for Art and Design,** West Bund Art Museum, Shanghai, China
- 2019 **Speculative Design,** University of Science and Technology, Beijing, China
- 2018 **Posthuman Design,** Design 3.0 Conference, Tsinghua University, Beijing, China
- 2018 **CAC Atelier: DIY Atari Punch Console,** Cronus Art Center, Shanghai, China
- 2015-2016 **Arcade Game Design,** Bigger Lab, Shanghai, China
- 2013 **Tangible Data Design,** International Conference on Interaction Design, Tsinghua University, Beijing, China
- 2013 **Data Visualization,** Guangzhou Academy of Fine Art, Guangzhou, China
- 2012 **Physical Computing,** Beijing Design Week CCD, Beijing, China
- 2011 **Physical Computing,** Beijing Design Week, Beijing, China
- 2011 **FM Transmission,** Homeshop, Beijing, China
- 2007 **Physical Computing,** Tsinghua University, Beijing, China
- 2006 **Spin Microcontroller,** Parsons School for Design, New York, USA

Academic Courses

Duke Kunshan University

Undergraduate Courses

Signature Work (Thesis) Capstone I & II
Speculative and Discursive Design
Digital Design
Design Perspectives
Foundation of Interactive Game Design
Computer Graphics (openFrameworks)
Media, Technology and Society
Interaction & Physical Computing
Audio Documentary & Storytelling

Mini-Terms

2021 Mini-Term: Digital Fabrication: 3D Printing for your SW projects
2022 Mini-Term: The Planetary Sensorium: Artistic Explorations of a Networked World (with Prof. Vivian Xu)

Summer Research Scholars

2022 BCI for Creative Production (openBCI and Unreal/Unity)

Independent Study

Developing FPS Games in Unreal Engine
Arduino and Interface Design

Signature Work Mentoring *(2-year undergraduate thesis)*

Class of 2022 Cullen Peters, Yixuan Li, Ruiwen Wu, Bei Chen, Hongshuo Wang, Xinyue Zhou, Zhexuan Huang
Class of 2023 Naol Bassaye
Class of 2024 Yantao Mei, Qingyang He, Shiwen Xu, Rongfan Liu, Weitian Xue, Zhiyu Zhou, Xinyu Qian
Class of 2025 Fan Yu, Grant Pederson, Qianyue Jiao, Qirui Zhao, Wenqing Pan, Yiyang Zhang, Rodney Willoughby

Pedagogical Initiatives

The Covid-19 Memory Archival Project (with Vivian Xu)

Student Thesis Conferences & Exhibitions

2022- Signature Work Conference & Exhibition (SWCE), Organizer
2020- Signature Work Fair, Organizer

Roy Ascott Technoetic Art Program

Undergraduate Courses

BFA Thesis

BFA Thesis Advising

Class of 2019 Aimee Du, Davika Tang, Jessie Zhang, Lee Li

Shanghai Institute of Visual Art (SIVA)

Undergraduate Core Courses

Design Practice & Theory
Prototyping & Physical Computing

New York University Shanghai

Undergraduate Core Courses

Interaction Lab (Physical Computing)

Undergraduate Elective Courses

Sound + Vision (Max MSP)

Parsons School of Design (The New School)

Graduate Core Courses

MFA Thesis
Major Studio: Computation
Creative Computing

Undergraduate Core Courses

BFA Thesis
Design Lab 3: Multimedia Programming
Design Lab 4: Physical Computing
Design Lab 5: Physical Media
Core Lab: Space

Elective Courses

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

Collaboration Studios

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

Independent Study

Solar Decathlon
Parsons Institute for Information Mapping: 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, NYC, NY

Selected Academic Service

Duke Kunshan University

2020- Inaugural Director, Office of Signature Work (2-year undergraduate thesis)
2020- Chair, Signature Work Committee
2020- Undergraduate Studies Committee
2020-2022 Institutional Review Board
2022-2023 Computation, Data and Arts Research Pillar
2022- DKU Degree-Granting Evaluation Committee
2022 Reappointment Review Committee
2020- Senior Faculty Lead, Media Arts Major and Digital Media Track, Computation and Design Major
2022- Design, Technology and Radical Media Lab – Phase II Fabrication Lab
2023- Graduate Program Development, MFA Digital Arts and Cinematic Arts
2020-2022 Creative Maker Space Committee
2022- Signature Work Conference & Exhibition
2020- Signature Work Fair
2022- DKU Signature Work Portfolio & SWCE Thesis Website

Shanghai Institute of Visual Art (SIVA)

2017-2018 School of New Media Arts Committee
2017-2018 Interaction Design Thesis Committee
2017-2018 Interaction Design Curriculum Committee

Parsons School of Design (The New School)

2012 Parsons Summer 2012 Summer Internships and Nokia Research Center, Beijing, China
2010-2013 PETLab Activate! China, Dandelion School, Beijing, China
2010-2011 Program Director of BFA Design & Technology Program
2010-2011 Art, Media and Technology Leadership Committee
2010-2011 Parsons CEA Web Committee
2010-2011 Parsons Technical Advisory Committee
2010-2011 RSCP Student Assistant Fund
2010 US-China Foundation Leadership Exchange Program (FLEP), “Effective Philanthropy”
2009-2011 University Facilities Committee
2009-2010 P3 Committee

2009 Parsons Schools Web Magazines
2009 Parsons Learning Portfolio
2007-2013 Parsons in China Projects

Selected Professional Service

2024 **Politics of the Machine Conference**, Co-chair of the Shifting Cosmologies track with Vivian Xu and Boris Debackere
2023 **VINCI 2023**, Art Exhibition Program Committee and Juror
2023 **Arts and Design Discipline (Tenure and Promotion) Review Committee**, Academy of Arts and Design, Tsinghua University, Beijing, China
2023 **AAC&U Institute on E-Portfolios**
2022- **Shifting Cosmologies Talk Series**, DTRM + V2_Lab for the Unstable Media
2022 **Mysticism and Technology**, Duke Kunshan University, Humanities Research Center, Panel Chair
2022 **PhD Graduation Research External Examiner**, Victorian College of the Arts, University of Melbourne
2022 **External Reviewer for Appointment, Tenure and Promotion**, Parsons School of Design
2021- **Media & Arts: Art, Science and Technology Talks**, Co-organizer with Vivian Xu
2021 **Technoetic Arts Journal**, Reviewer
2021-2022 **Glow Shenzhen**, Expert Advisor and Juror
2020 **AAC&U Institute on Integrated Learning and Signature Work**
2020 **Arts and Design Discipline (Tenure and Promotion) Review Committee**, Academy of Arts and Design, Tsinghua University, Beijing, China
2019 **Denny Awards**, University of Colorado, Juror
2018 **Life Geek New Media Arts Awards**, MANA, Juror
2014 **1st US-China Young Makers Competition**, China/USA, Mentor and Juror
2013 **Graphic Design Competition (GDC)**, Juror
2012 **Beijing Design Week: Caochangdi**, (RAWR!) Event and Production Partner
2009-2011 **Parsons Journal for Information Mapping**, Reviewer
2009-2011 **SIGCHI**, Paper and Workshop Reviewer