

Dan Xu

B. 1993, China

Based in the Netherlands

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Education

MAR 2019 - PRESENT

PhD candidate | Leiden University, Leiden, NL

Exploring social interaction mediated by interactive artworks in public space.

MAR - JUN 2019

Instruments for A Tactile Future Workshops | Amsterdam, NL

'Experimental music instruments that explore other ways of sensing and operating'

2-13 JUL 2018

Digital Methods Summer School | University of Amsterdam, NL

'Retraining the machine: Addressing algorithmic bias'

17-21 APR 2018

MakeLAB 2018 | Architectural Association School of Architecture, London, UK

'Off-the-Grid' Habitation without address

SEP 2015 - AUG 2017

MSc. Media Technology (cum laude) | Leiden University, Leiden, NL

SEP 2011 - JUN 2015

BSc. Applied Physics | Beijing Institute of Technology, Beijing, CN

Experience

APR 2021 - MAR 2022

Artist/researcher in residency | Theatre Utrecht Innovation Lab, Utrecht, NL

- Explore the future of theatre inspired by digital technology.
- Research on the design and experience of sonic virtual spaces and audience participation.
- Concept development and direction of an immersive participatory performance.

SEP 2020 - FEB 2022

Teaching assistant 'Human Computer Interaction' | Leiden University, Leiden, NL

- Coach and tutor student teams with human-computer interaction design projects.

FEB - JUL 2021

Coach for 'Science to Experience' | Leiden University, Leiden, NL

- Coach student team with a project that translates scientific insights into an experience for the general public.

JUL 2018 - JUL 2020

Digital Transformation Designer | Digital Society School, Amsterdam, NL

- Research on the design and imagination of a hybrid digital-physical future.
- Digital transformation project co-creation with industry partners.
- Coach multi-disciplinary and multi-cultural design team.
- Give workshops on design thinking, creative coding and multisensory interaction.

Selected Projects

12-13 MAR 2022

The Dreamer - *Innovation:Lab Experiences #1 'Redefining Live', Utrecht, NL*

- An immersive participatory performance in virtual sonic space.
- Research, concept, dramaturgy, interaction design, direction (collaborative).

25 JUN 2021

Pillars of Hope - *Permanent installation in Marineterrein, Amsterdam, NL*

- Eight light and sound pillars engage in a continuous dialogue about climate change.
- AI and interaction development (collaborative).

FEB 2020 - JUN 2020

Inclusive Arena - *Partner with Amsterdam Johan Cruiff ArenA, Amsterdam, NL*

- Inclusive fan experience for the visually impaired through sound and haptics.
- Research, project management, and coach the design team.

19-20 NOV 2019

5 Percent Piano - *Interactive poster exhibition at Half Way to the Future Symposium, Nottingham, UK*

- An augmented piano with a playful audio response.
- Research, concept, development.

9-11 NOV 2019

Deep Meaning II - *Exhibition Beyond Human Festival at Naturalis, Leiden, NL*

- A robot guru.
- Research, concept, AI text generation.

SEP 2019 - FEB 2020

Justice in the Digital Society - *Partner with the Ministry of Justice and Security of the Netherlands, Amsterdam, NL*

- Speculative future(s) research of digital transformation opportunities for forensic mental health care.
- Research, project management, and coach the design team.

FEB 2019 - JUN 2019

Connected Campus - *Partner with ING, Amsterdam, NL*

- Exploring the potential of interactive technologies to connect people in public space.
- Research, project management, and coach the design team.

SEP 2018 - FEB 2019

Smarter Campus - *Partner with Amsterdam University of Applied Sciences, Amsterdam, NL*

- An IoT device designed to engage campus users in co-creating the campus space.
- Research, project management, and coach the design team.

3-4 JUN 2016

Deep Meaning - *Open lab 'Futures' expo at Vrijplaats, Leiden, NL*

- An AI palm-reading spiritual guide.
- Research, concept, development.

3-9 FEB 2017

Flatlanders - *Media Technology Semester Project Exhibition at Hubspot, Leiden, NL*

- An installation challenges the foundation of perception.
- Research, concept, development (collaborative).

Publications

Xu, D., Nesta, A., Palavecino, F., Asamoah, G., Sandborgh, L., & Huisman, G. (2020). Co-Designing Future Technologies for Forensic Mental Health Care: A case study in a TBS clinic. In Proceedings of Design4Health2020 Conference. Editors: Kirsty Christer, Claire Craig & Paul Chamberlain, 116.

Xu, D., & Huisman, G. (2019, November). 5 Percent Piano: An Augmented Piano with Playful Audio Response. In Proceedings of the Halfway to the Future Symposium 2019 (pp. 1-4).

Xu, D., Zonda, I., Jongeling, M., & Huisman, G. (2019, May). Learning from Public Toilet Doors: Designing a Participatory Feedback Platform for a Connected Campus. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (pp. 1-6).

Creative Skills

- Creative coding: Processing, P5.js, Pure Data, Max/MSP, Python, Javascript, Latex, openFrameworks.
- Physical computing: electronics, Arduino, Raspberry Pi.