What can we expect from this project?

- Sustainable platform building for every future Olympics & World Cups
- Can be more powerful for version 2.0 with AR glasses
- Increase in exposure to NYT's high quality photo journals in an immersive way
- Provide immersive experience as an end-benefit for users with their supporting team
- Exploration of NYT's assets such as 5G & photogrammetry & spatial computing

Who are we?

Anna Oh

- Product designer
- Previously Senior art director

Vork experienc

products at NYU IT.Senior Art director and supervisor of advertising &

brand strategy at Samsung

Created a sustainable Design System for digital

- Experienced a brand marketing for 2018 Russian world cup
- Worked creative concept development including brand strategy, film production. storyboarding, social campaigns, digital marketing campaign and etc

- Adobe Photoshop / Illustrator / After effect / Premiere
- Sketch / Figma / Invision / Principle
- Cinema4d / Unity / ARkit
- Html / CSS / Javascript

Interactive Telecommunications Program (MA)

Visual communication design (BA)

Jiwon Shin (Leader)

- Creative technologist
- Previously Creative Coder / Educator

Participant of Google Summer of Code for Processing Foundation for development of p5.serial library & application.

- Developer of The Flow Room (collaboration with J.H Moon and Lisa Jamhoury) with NYU Visual Arts Initiative Fund.
- Resident Research Fellow at Interactive Media Arts (IMA) department at NYU Shanghai
- Experience with web development and creative coding for creating interactive experiences with focus on depth data and 3D environments
- HTML / CSS / Javascript
- Three.js / p5.js / React.js
- Java / Python / C / C++
- openFrameworks / Processing / TensorFlow
- Interactive Telecommunications Program (MA)
- Computer Science and Visual Arts (BA)

Chenyu Sun

- Creative technologist
- Previously Sound designer

Creative technologist director and co-founder of NEONBLACK studio.

- Curated interactive media exhibitions, developed and designed immersive interactive experience in different spaces.
- Built responsive website for NYU ISDM that include a registration funnel, catalog browsing, viewing history and up-to-date events management.
- Collabrated with American Museum of Natural
 History in the mobile app and unity game develop of
 a playful interactive installation for an educational
 public museum event "Space Festival".
- Sketch / Figma / Invision / Principle
- Cinema4d / Unity / ARkit / TouchDesigner / Arduino
- Html5 / CSS3 / Javascript / C# / Swift / Python
- Interactive Telecommunications Program (MA)
- Music (BA)