



RAY LC.

Assistant Professor of Creative Media.
City University of Hong Kong School of Creative Media.

[raylc.org | portfolio]
[recfro.github.io | studio]

EDUCATION.

2017-2020 [Parsons School of Design](#).
MFA in [Design and Technology](#) [thesis], NYC.

2006-2012 [University of California, Los Angeles](#).
PhD in [Neuroscience](#) [thesis], Los Angeles.

CURATED EXHIBITIONS SINCE 2019.

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|------|--------------------------------------------------------------------------------------------------------------------------|------|----------------------------------------------------------------------------------------------------------------------------|
| 2024 | Re:Generate @ International Symposium on Electronic Art, video , exhibition . | 2022 | Home Alone @ Ammerman Center Connecticut Biennial on Art and Tech, exhibition . |
| 2023 | Time After Time and Carbon Copy @ PMQ Hong Kong Art.e.thing, video , exhibition . | 2022 | In/Active @ Thylab @ HKAC @ Dagao Art Center Beijing, performance, exhibition . |
| 2023 | Fragment of Our Imagination @ Acentricspace Qingpu Shanghai, video , exhibition . | 2022 | Light Up and Dance Fusion @ Hong Kong Arts Centre @ Goethe Institute, exhibition . |
| 2023 | Beyond Human Spaces @ CityU HK SCM "future post-human spaces", exhibition . | 2022 | Catch and Release @ Jumping Frames Expanded Space, "Body Dis-Ordered", exhibition . |
| 2023 | The Present in the Future is the Past @ Goethe Institute, Urban Walk, web , exhibition . | 2022 | Gravity @ Quinzana de Danca, Kiez Berlin, Exeter Dance Film, Tanzahoi Festivals, film . |
| 2023 | Street Scene Dream @ WIP Festival @ Cyprus CYENS Thinker Maker Space, exhibition . | 2022 | 1.5 Degree Celsius @ Science Gallery MSU Detroit, Chikyuchi (network vers), exhibition . |
| 2023 | Cosmotropolis Cityscape @ Macao Biennale @ Art Macao London Pavilion , exhibition . | 2022 | Day-Daycare Night Nightcare @ Hong Kong Art Centre Cultural Masseur, performance . |
| 2023 | Together Enough @ Designing Interactive Systems, CMU Pittsburgh USA, exhibition . | 2022 | Unduplicated @ Videotage, "perspectives and artificial agency", curation, exhibition . |
| 2023 | CAVES @ Hong Kong Institute of Architects Micro Film Competition Semi Finalist, film . | 2022 | Hitchhiker's Guide to the Dream @ VR Digital Exhibit, Duke Kunshan VRChat, exhibition . |
| 2023 | Fragments of Knossos @ Mudhouse Residency @ Agio Ioannis Crete, exhibition . | 2022 | Looking Backward @ Mind(e)scape Soho House, "forward re-play in time", exhibition . |
| 2023 | Human Enough @ Organic Creative Spaces @ ACM Creativity and Cognition, exhibition . | 2022 | Light Up @ Soho House, "arrival of night through machine-learning", exhibition . |
| 2023 | Human Post-Human @ Scala Mata and La Storta @ Venezia Contemporanea, exhibition . | 2022 | Whopper @ TalkToMe Festival Ukraine, "games and conflict", exhibition , online . |
| 2023 | Transfusion @ Jockey Club Creative Arts Centre "human-machine cross-talk", exhibition . | 2022 | Drizzle @ University of Graz Wegener Center for Climate Change, exhibition . |
| 2023 | Glimpses of the Recognizable @ Heritage of Mei Ho Museum, projection, exhibition . | 2022 | Chikyuchi (mobile vers) and Drizzle @ Data Art for Climate Action Gallery, exhibition . |
| 2023 | Land Enough Kyoto Version @ FabCafe Kyoto, "participatory climate action", exhibition . | 2021 | Make4Green @ JCCAC Floating Projects, "participatory sustainability art", exhibition . |
| 2023 | Stages on One's Way @ Elastic Mind @ Broward College Art Gallery, exhibition . | 2021 | Prismatic @ CityU SCM MFA showcase, JCCAC, "on bodily interactions", exhibition . |
| 2023 | City Lights @ Art.Growth @ 16th Hangzhou Culture and Creative Expo, exhibition . | 2021 | Insphere @ Sketch 2, Floating Projects Hong Kong, ML drawings, exhibition . |
| 2022 | Land Enough @ SIGGRAPH Asia Daegu Art Center Nabi, "non-fungibility", exhibition . | 2021 | Presentation of Self in Machine Life @ NYSCI @ Brick Theatre @ CityU, performance . |
| 2022 | Intersective @ CityU School of Creative Media, "technology and community", exhibition . | 2021 | Down to the Holograph @ Ars Electronica Artificial Intentionalities, exhibition , online . |
| 2022 | Space in Time @ Timestamp Hub @ Yrellag Gallery, "NFT machines of time", exhibition . | 2021 | Home Alone @ Ars Electronica .art Concrete House Global Gallery, exhibition . |
| 2022 | Presentation of Self @ IEEE VISAP Oklahoma City, "robot mingling space", performance . | 2021 | I'm Always Here @ Osage Gallery Hong Kong, VR and machine learning, exhibition . |
| 2022 | Street Scene Dream @ M3 Beyond Territories: Hangzhou-Beijing-New York, exhibition . | 2021 | I Love You Project @ SDGs X ARTs, Museum of Tokyo University of the Arts, exhibition . |

- 2021 Chikyuchi @ Art Machines 2 Constructing Contexts exhibit, Hong Kong, [exhibition](#).
- 2021 Mimicry of Hollows @ The 5th Floor Gallery, Tokyo Japan, [exhibition](#).
- 2021 I Was of Three Minds @ Floating Projects, JCCAC, machine learning art, [exhibition](#).
- 2021 D-Normal V-Essay @ Floating Projects, choreographing a VR dance, [exhibition](#).
- 2020 Navigating in Place @ Generative Art Conference, place and grid cells, [exhibition](#).
- 2020 NeurIPS, "Imitations of Immortality," GPT-2-human poetic variations, [exhibition](#).
- 2020 Decertainfy @ Burning Man BRCVR and Ars Electronica .art Gallery, [film](#).
- 2020 Just a Stage @ Elektron Tallinn residency "dis/placed," [performance](#).
- 2020 Skin of Our Sheath @ New Museum EdgeCut "VR in situ dance," [performance](#).
- 2020 NYC Short Documentary Film Festival, "Shamima" official selection, [film](#).
- 2020 Navigating in Place @ Kone Foundation Saari Residency, [exhibition](#), [online](#).
- 2020 Network Intelligence @ CICA Museum 6th International New Media Art, [exhibition](#).
- 2019 A Case for Play @ NeON Digital Arts fest, "Empowering Rohingya Refugees", [exhibition](#).
- 2019 Technology and Social Good @ Columbia University curator and artist, [exhibition](#).
- 2019 Expressive Motions @ IEEE ICRA-X Robotic Art, "Secret Lives of Machines", [exhibition](#).
- 2019 An Immersive Rohingya Experience @ Ars Electronica Linz, [exhibition](#).
- 2019 Rohingya Documentaries and VR Experience @ THP ArtLab Lahore, [exhibition](#).
- 2019 Machine Gaze @ New York Hall of Science, "a curious surveillance camera", [exhibition](#).
- 2019 Creative Flow @ DeConstruct NYC, "generative dance with wearable beats", [exhibition](#).
- 2019 Flora @ Java Studios NYC, "evolution of digital TVs in physical interaction", [exhibition](#).
- 2019 Artistic Intelligence @ ISMA Art Machines, "visually speaking sculpture", [exhibition](#).

SELECT PUBLICATIONS SINCE 2018.

- 2024 Dong KX, Zhang ZY, Chang XY, Chirarattananon P, **LC R**. (2024) "Dances with Drones: Spatial Matching and Perceived Agency in Improvised Movements with Drone and Human Partners." In [Proceedings of the CHI Conference on Human Factors in Computing Systems \(CHI '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA. [Online](#).
- 2024 Han YN, Qiu ZY, Cheng JL, **LC R**. (2024) "When Teams Embrace AI: Human Collaboration Strategies in Generative Prompting in a Creative Design Task." In [Proceedings of the CHI Conference on Human Factors in Computing Systems \(CHI '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA, 14 pages. [Online](#).
- 2024 Zhou SF, Hendra LB, Zhang QS, Holopainen J, **LC R**. (2024) "Eternagram: Probing Player Attitudes in Alternate Climate Scenarios Through a ChatGPT-Driven Text Adventure." In [Proceedings of the CHI Conference on Human Factors in Computing Systems \(CHI '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA, 23 pages. [Online](#).
- 2024 Li ZY, Liang MH, **LC R**, Luo YH. (2024) "StayFocused: Examining the Effects of Reflective Prompts and Chatbot Support on Compulsive Smartphone Use." In [Proceedings of the CHI Conference on Human Factors in Computing Systems \(CHI '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA, 19 pages. [Online](#).
- 2024 Shen CXR, Xu Y, **LC R**, Lu ZC. (2024) "Seeking Soulmate via Voice: Understanding Promises and Challenges of Online Synchronized Voice-Based Mobile Dating." In [Proceedings of the CHI Conference on Human Factors in Computing Systems \(CHI '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA, 14 pages. [Online](#).
- 2024 **LC R**, Zamfirescu-Pereira JD, Friedman N, Fu KX, Li YH, Ju W. (2024) "Sit on me please: Investigating Perception of Furniture Robotic Movements Using Video Prototyping." In [Extended Abstracts of the CHI Conference on Human Factors in Computing Systems \(CHI EA '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA. [Online](#).
- 2024 Liu PY, Kitson A, Picard-Deland C, Carr C, Liu SJ, **LC R**, Chen ZT. (2024) "Virtual Dream Reliving: Exploring Generative AI in Immersive Environment for Dream Re-experiencing." In [Extended Abstracts of the CHI Conference on Human Factors in Computing Systems \(CHI EA '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA. [Online](#).
- 2024 Lewis M, et. al, incl. **LC R**. (2024) "Travelling Arts x HCI Sketchbook: Exploring the Intersection Between Artistic Expression and Human-Computer Interaction." In [Extended Abstracts of the CHI Conference on Human Factors in Computing Systems \(CHI EA '24\)](#), May 11-16, 2024, Honolulu, HI, USA. ACM, NY, USA. [Online](#).
- 2024 Chang XY, Li YH, Liu SJ, Ma L, **LC R**. (2024) "Sorry to Keep You Waiting: Recovering from Negative Consequences Resulting from Service Robot Unintended Rejection. In [Proceedings of the 2024 ACM/IEEE International Conference on Human-Robot Interaction \(HRI '24\)](#), March 11-14, 2024, Boulder, CO, USA. ACM, NY, USA. [Online](#).
- 2024 Friedman N, Bremers A, Amgalan B, **LC R**, Parry AJ, Love K, Ju W. (2024) "Clothing for Robot Identity." In [Human-Robot Interaction '24: Robo-Identity Workshop](#), March 11-14, 2024, Boulder, CO, USA. ACM, NY, USA. [Online](#).
- 2023 Li YH, Bai L, Mao YX, Ren HL, Qiao Y, Tong X, **LC R**. (2023) Rethinking Pain Communication of Patients with Alzheimer's Disease Through E-Textile Interaction Design. [Frontiers in Physiology](#), 14: 1248893. [Online](#).
- 2023 **LC R**, Man SH, Bao XY, Wan JH, Wen B, Song ZJ. (2023) "Contradiction pushes me to improvise: Performer Expressivity and Engagement in Distanced Movement Performance Paradigms." [Proceedings of the ACM on Human-Computer Interaction](#), Vol. 7, CSCW 2, No. 333, 26 pages. [Online](#).
- 2023 **LC R**, Liu SJ, Lyu QS. (2023) "IN/ACTIVE: A Distance-Technology-Mediated Stage for Performer-Audience Telepresence and Environmental Control." In [Proceedings of the 31st ACM International Conference on Multimedia \(MM '23\)](#), October 29-November 23, 2023, Ottawa, ON, Canada. ACM, New York, NY, USA, 9 pages. [Online](#).
- 2023 Li ZY, Liang MH, Le HT, **LC R**, Luo YH. (2023) "Exploring Design Opportunities for Reflective Conversational Agents to

- Reduce Compulsive Smartphone Use." In [ACM Conference on Conversational User Interfaces \(CUI '23\)](#). July 19-21, 2023, Eindhoven, Netherlands. ACM, New York, NY, USA, 6 pages. [Online](#).
- 2023 **LC R.** (2023) "TOGETHER ENOUGH: Collaborative Constructions of Adaptations to Climate Futures." In [Designing Interactive Systems \(DIS Companion '23\)](#). July 10-14, 2023, Pittsburgh, PA, USA. ACM, NY, USA, 5 pages. [Online](#).
- 2023 **LC R.** (2023) "HUMAN ENOUGH: A Space for Reconstructions of AI visions in Speculative Climate Futures." In [Creativity and Cognition \(C&C '23\)](#), June 19–21, 2023, Virtual Event, USA. ACM, New York, NY, USA, 6 pages. [Online](#).
- 2023 Fu KX, Chen YX, Cao JX, Tong X, **LC R.** (2023) "I Am a Mirror Dweller: Probing the Unique Strategies Users Take to Communicate in the Context of Mirrors in Social Virtual Reality." In [Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems \(CHI '23\)](#), Hamburg, Germany. ACM, New York, NY, USA, 19 pages. [Online](#).
- 2023 Cao JX, He QY, Wang Z, **LC R.**, Tong X. (2023) "Dream VR: an Autobiographical Design Research on Curating a Socially Engaging and Informative Virtual Exhibition in Social VR." In [Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems \(CHI '23\)](#), Hamburg, Germany. ACM, New York, NY, USA, 18 pages. [Online](#).
- 2023 Tang XR, Chang X, Chen NR, Ni YJ, **LC R.**, Tong X. (2023) "Community-Driven Information Accessibility: Online Sign Language Content Creation within d/Deaf Communities." In [Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems \(CHI '23\)](#), Hamburg, Germany. ACM, New York, NY, USA, 24 pages. [Online](#).
- 2023 **LC R.** "Poems, Continued" in *AI Creative Writing Anthology*, Ch 19, 1st ed, edited by Davis G. London: [Leopard Print Publishing](#) 2023, 16 pages.
- 2023 Li YH, Lin LY, Li XY, Mao YX, **LC R.** (2023) "Nice to Meet You!: Expressing Emotions with Movement Gestures and Textual Content in Automatic Handwriting Robots." In [Companion of the 2023 ACM/IEEE International Conference on Human-Robot Interaction \(HRI '23\)](#), pg 71-75. Stockholm, Sweden. ACM, New York, NY, USA. [Online](#).
- 2023 Wang YB, Zhang CW, Wang HQ, Lu SY, **LC R.** (2023) "Gesture-Bot: Design and Evaluation of Simple Gestures of a Do-it-yourself Telepresence Robot for Remote Communication." In [Companion of the 2023 ACM/IEEE International Conference on Human-Robot Interaction \(HRI '23\)](#), pg 102-106. Stockholm, Sweden. ACM, New York, NY, USA. [Online](#).
- 2022 **LC R** and Kappa M. "Presentation of Self in Machine Life: A Human-Machine Performance." [IEEE VIS Arts Program \(VISAP\)](#), Oklahoma City, OK, USA. pp 12-13. [Online](#).
- 2022 Agcal B, **LC R.**, Yin ZY. "Land Enough." In [Proceedings of the SIGGRAPH Asia 2022 Art Gallery \(SA '22\)](#). ACM, New York, NY, USA, Article 25, 1. [Online](#).
- 2022 Sun YQ, Ni XR, Feng HZ, **LC R.**, Lee CH, Asadipour A. (2022) "Bringing Stories to Life in 1001 Nights: A Co-creative Text Adventure Game Using a Story Generation Model." In Vosmeer M, Holloway-Attaway L (eds). [Interactive Storytelling ICIDS 2022: Lecture Notes in Computer Science](#), vol 13762. Springer, Cham. [Online](#).
- 2022 Tang XR, Sun YL, Zhang BW, Liu ZM, **LC R.**, Lu ZC, Tong X. (2022) "I Never Imagined Grandma Could Do So Well with Technology: Evolving Roles of Younger Family Members in Older Adults' Technology Learning and Use." [Proceedings of the ACM on Human-Computer Interaction](#), Vol. 6, CSCW 2, No. 478, pp 1-29. [Online](#).
- 2022 Ye HN, Zhang CY, Xu HS, **LC R.**, Tong X. (2022) "Twilight Rohingya: The Design and Evaluation of Different Navigation Controls in a Refugee VR Environment." [International Conference on Cyberworlds \(CW\)](#), Kanazawa: 27-29 Sep. [Online](#).
- 2022 **LC R.**, Song Z, Sun Y and Yang C. (2022) Designing Narratives and Data Visuals in Comic Form for Social Influence in Climate Action. [Frontiers in Psychology](#), 13:893181. [Online](#).
- 2022 **LC R** and Monir F. (2022) "A Case for Play: Immersive Storytelling of Rohingya Refugee Experience." In Alsina P, Mor E (eds). [Proceedings of the 27th International Symposium on Electronic Art \(ISEA'22\)](#). Barcelona, Spain. [Online](#).
- 2022 Xu HS, **LC R.** (2022) "Cohesiveness of Robots in Groups Affects the Perception of Social Rejection by Human Observers." [Proceedings of 2022 ACM IEEE Conference on Human-Robot Interaction \(HRI'22\)](#). IEEE, 1100-1104. [Online](#).
- 2022 **LC R.**, Ruijters V. (2022) "CHIKYUCHI: In-person/remote game exhibition for climate change influence." [Proceedings of the 16th International Conference on Tangible, Embedded, and Embodied Interaction \(TEI'22\)](#). 81, 1-4. February 13-16, Daejeon, Republic of Korea. ACM, New York, USA. [Online](#).
- 2022 Yang D, Zhou YP, Zhang ZY, Li JJ, **LC R.** (2022) "AI as an Active Writer: Interaction strategies with generated text in human-AI collaborative fiction writing." [Joint Proceedings of the ACM Intelligent User Interfaces Workshops \(IUI HAI-GEN'22\)](#). March 21-22, Virtual Event, Helsinki, Finland. [Online](#).
- 2022 **Best Student Paper Award – top 1%**
- Song ZJ, Sun Y, **LC R.** (2022) "Narrating Climate Change: Speculative data stories in comic form for affecting climate action." In Lindborg PM (eds). [DACA 2022: Proceedings of Data Art for Climate Action Conference](#). Hong Kong. [Online](#).
- 2022 Hart BM, et. al, incl. **LC R.** (2022) "Neuromatch Academy: a 3-week, online summer school in computational neuroscience." [Journal of Open Source Education](#), 5(49), 118. <https://doi.org/10.21105/jose.00118>. [Online](#).
- 2021 Erol Z, Zhang ZY, Uzunay E, **LC R.** (2021) "SOUND OF(F): Contextual storytelling using machine learning representations of sound and music." In Wölfel M, Bernhardt J (eds), [Interactivity and Game Creation, ArtsIT 2021. Lecture Notes of the Institute for Computer Sciences, Social Informatics, Telecommunications](#). Springer, Cham. [Online](#).
- 2021 Song ZJ, Sun Y, Ruijters V, **LC R.** (2021) "Climate Influence: Implicit game-based interactive storytelling for climate action purpose." In Mitchell A, Vosmeer M (eds). [Interactive Storytelling ICIDS 2021: Lecture Notes in Computer Science](#). Vol 13138, Springer, Cham. doi: 10.1007/978-3-030-92300-6_42. [Online](#).
- 2021 Song ZJ, Sun Y, **LC R.** (2021) "Drizzle: A comic for covert climate action influence." In Lee KP, Lou YQ (eds). [IASDR 2021: Proceedings of International Association of Societies of Design Research](#). Hong Kong: 6-8 December. Springer. [Online](#).
- 2021 Liu HJ, **LC R.**, Cormio C, Yu MX, Kim M. (2021) "Designing for Distance Nursing: Reconnecting nursing students with

- senior home residents during COVID-19." *IASDR 2021: Proceedings of International Association of Societies of Design Research*. Hong Kong: 6-8 December. Springer, Cham. [Online](#).
- 2021 **LC R.** (2021) "Imitations of Immortality: Learning from Human Imitative Examples in Transformer Poetry Generation." *ARTECH 2021: Proceedings of the 10th International Conference on Digital and Interactive Arts*. 8: 1-9. ACM. [Online](#).
- 2021 **LC R**, Benayoun M, Lindborg PM, Xu HS, Chan HC, Yip KM, Zhang TY. (2021) "Power Chess: Robot-to-Robot Nonverbal Emotional Expression Applied to Competitive Play." *ARTECH 2021: Proceedings of the 10th International Conference on Digital and Interactive Arts*. 2:1-11. Alveiro, Portugal: 13-15 October. ACM, NYC. [Online](#).
- 2021 **LC R.** *Imitations of Immortality*, 1st ed. Hong Kong: [Floating Projects Press](#) 2021, 60 pgs, ISBN 978-988-75664-1-0.
- 2021 Song ZJ, Sun Y, **LC R.** *Drizzle*, 1st ed. Hong Kong: [Floating Projects Press](#) 2021, 18 pgs, ISBN 978-988-75664-2-7.
- 2021 **Honorable Mention Award – top 5%**
- Friedman N, Love K, **LC R**, Sabin JE, Hoffman G, Ju W. (2021) "What Robots Need From Clothing." In *ACM Designing Interactive Systems Conference (DIS'21)*. June 28-July 2, ACM, New York, USA, 1345-1355. [Online](#).
- 2021 **LC R**, and Mizuno D. (2021) "Designing for Narrative Influence: Speculative Storytelling for Social Good in Times of Public Health and Climate Crises." In *CHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI'21)*. May 8-13, Yokohama, Japan. ACM, New York, USA, Article 29, 1-13. [Online](#).
- 2021 Zamfirescu-Pereira JD, Sirkin D, Goedicke D, **LC R**, Friedman N, Mandel I, Martelaro N, Ju W. (2021) "Fake It to Make It: Exploratory Prototyping in HRI." *Companion Proceedings of the 2021 ACM IEEE International Conference on Human-Robot Interaction (HRI'21)*. March 8-11, Boulder, CO, USA. ACM, New York, USA. [Online](#).
- 2021 Friedman N, Love K, Bremers A, Parry AJ, **LC R**, Amgalan B, Liu J, Ju W. (2021) "Designing Functional Clothing for Human-robot Interaction." *Companion Proceedings of the 2021 ACM IEEE International Conference on Human-Robot Interaction (HRI'21)*. March 8-11, Boulder, CO, USA. ACM, New York, USA. [Online](#).
- 2021 **LC R.** (2021) "Now You See Me, Now You Don't: Revealing personality and narratives from playful interactions with machines being watched." *Proceedings of the 15th International Conference on Tangible, Embedded, and Embodied Interaction (TEI'21)*. 43, 1-7. February 14-17, Salzburg, Austria. ACM, New York, USA. [Online](#).
- 2020 Liu Y, Si Y, **LC R**, Hartevelde C. (2020) "cARd: Mixed Reality Approach for a Total Immersive Analog Game Experience." In: Arai K., Kapoor S., Bhatia R. (eds) *Proceedings of the Future Technologies Conference (FTC)*, Vol. 2. Advances in Intelligent Systems and Computing, vol 1289. Springer, Cham. doi: 10.1007/978-3-030-63089-8_58. [Online](#).
- 2020 **LC R**, Alcibar A, Baez A, Torossian S. (2020) "Machine Gaze: Self-Identification Through Play With a computer Vision-Based Projection and Robotics System." *Frontiers in Robotics and AI: Human-Robot Interaction*. 7:580835, [Online](#).
- 2020 **LC R**, Zhou S, and Lin L. "Remapping and replay in generative spaces." In: Soddu, C. and Colabella, E. (eds) *GA '20: Proceedings of the 23rd International Conference on Generative Art*. Milan. 253-268. Domus Argenia, Rome. [Online](#).
- 2020 **LC R**, Friedman N, Zamfirescu-Pereira JD, and Ju W. (2020) "Agents of Spatial Influence: Designing incidental interactions with arrangements and gestures." *HRI '20 Workshop: The Forgotten HRI: Incidental encounters with robots in public spaces. In 2020 ACM IEEE International Conference on Human-Robot Interaction*. Cambridge. [Online](#).
- 2020 Coutu Y, Chang Y, Zhang W, Sengun S, and **LC R.** (2020) "Immersiveness and usability in VR: a comparative study of Monstrum and Fruit Ninja." In Bostan: *Game User Experience and Player-Centered Design*. International Series on Computer Entertainment and Media Technology: Springer, 437-448. doi: 10.1007/978-3-030-37643-7_20. [Online](#).
- 2019 **LC R** and Fukuoka Y. (2019) "Machine Learning and Therapeutic Strategies in VR." *ARTECH 2019: Proceedings of the 9th International Conference on Digital and Interactive Arts*. Braga, Portugal: 42, 1-6. ACM, NY. [Online](#).
- 2019 **LC R.** (2019) "Secret Lives of Machines." *Proceedings of IEEE ICRA-X Robotic Art Program*. 23-25: Elektra. [Online](#).
- 2018 **LC R.** "Artistic Intelligence." *Proceedings of International Symposium on Computational Media Art*. 12-19: HK. [Online](#).
- 2018 **LC R**, Tranquilli M, Wardrop A. "Midi-Rox: A reversible wrap dress to empower one-handed dressing." *Annual Proceedings of the American Occupational Therapy Association*. 120 (2018): New Orleans, US. [Online](#).
- 2018 **Luo R***, Uematsu A*, Weitemier A, Aquili L, Koivumaa J, McHugh TJ, and Johansen JP. "A dopaminergic switch for fear to safety transitions." *Nature Communications*, 16 (30087B) (2018). (* - equal contribution) [Online](#).

SELECT ENGAGEMENTS SINCE 2019.

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| 2024 | Welcome Back to the Future @ Southern University of Science and Technology, talk . | 2023 | "Picturshows at an Exhibition" @ ACM SIGGRAPH Digital Arts SPARKS Robotic Art, talk . |
| 2024 | Neuroscience Interventions on Fear @ CityU Department of Neuroscience Seminar, talk . | 2023 | "Our Future Selves" Generative AI Workshop @ Goethe Institute HK, workshop . |
| 2023 | "From Neuroscience to AI Arts" @ Not-in-hurry Radio Shanghai Arts ep122, podcast . | 2023 | AR-Supported Urban Walk to Hong Kong Cultural Heritage @ Goethe Institute HK, talk . |
| 2023 | "Fragments" A Generative AI Workshop @ Acentric Space Shanghai, workshop . | 2023 | "Performing with Fresh Constraints" Engaging Tech with Performers @ CSCW, talk . |
| 2023 | "Dances with Technology" @ Duke Kunshan University, "movement environment", talk . | 2023 | AIGC Speculative Design in Climate Education @ Digitally Engaged Learning, paper . |
| 2023 | "Embedding the Physical" @ East China Normal University, "on virtualized spaces", talk . | 2023 | The Art of Human-Robot Interaction @ Ars Electronica IDSA Founding Lab Fellow, talk . |
| 2023 | Drone Dance Workshop @ Ars Electronica IDSA Founding Lab @ Future Lab, workshop . | 2023 | "Dance Meets AI" @ ARTsOUT Podcast season2 ep30 with Lingzi, podcast . |

2023	"Our Stories with Technology" @ Let's Talk Robotics ep114 with Nicci Rossouw, podcast .	2022	Game Kitchen @ Goethe Institute @ Current Plans, "Games for Social Good", talk .
2023	Communicating Failure Recovery with Robotic Body Movement @ IEEE ICRA, poster .	2021	Dance Fusion @ Hong Kong Art Center, Art Factory performance fellow, course .
2023	"Human Post-Human" @ Venice Contemporanea Scala Mata Residency, talk .	2021	Climate Fiction for Social Purpose @ ICIDS Interactive Storytelling, workshop .
2023	"Imitations of Immortality" @ Computer Arts Society @ BCS Chartered Institute, talk .	2021	IASDR Congress of Design Research "Emotional Capacities in Design" panel, chair .
2023	"What a Relief!" @ Brain Research Cluster Symposium @ CLASS CityU, talk .	2021	HKUST Computational Media Arts Seminar "HCI in artistic interventions," talk , panel .
2023	Machine Learning for Speculative Design @ Cranbrook Academy @ BaptistU, workshop .	2021	Cranbrook Academy artist's workshop "Creative explorations in machine learning," talk .
2023	"A Room of One's Own" @ Duke Kunshan Anthropocene XR Lab speaker series, talk .	2021	Tsinghua-Politecnico Milano Future Fashion, "Second Organ" Aria Bao, contest winner .
2023	Talent and Education Office research sharing by CityU Tiger student Stella Mao, talk .	2021	ACM UIST, "LineUp: Projection-based AR language learning" Hongni Ye, contest winner .
2023	Neural Style Transfer for Generating Affective 360 VR Panorama @ IEEE VR, poster .	2021	Remote Bodies @ Digitally Engaged Learning DEL conference HKBU AVA, paper .
2022	Narratives for Participatory Climate Action Art-Making @ Fab Café Kyoto, workshop .	2021	Posthuman Art @ Ars Electronica Hong Kong Garden, "Mind the Machine," talk .
2022	Spatial Temporal @ Yrellag Gallery, "on NFTs and arts collections," talk .	2021	ACM IDC Interaction Design and Children, "KOMI: smart toy for feline pets," talk .
2022	Engage!! HCI Environmental Narratives @ BaptistU Academy of Visual Arts CCL, talk .	2021	Clothes for Robots @ ACM IEEE HRI Human Robot Interaction, workshop .
2022	Play Together: Games as Social Space @ Game Atlas M+, Goethe Institute, panel .	2020	ACM FDG, "Echo Hunt: A case study in player interaction in VR vs 2D screen," demo .
2022	Games for Climate Action in the Arts @ Meaningful Play Conference Panel, talk .	2020	Alien Life @ Angewandte Festival "Uncertainty in quantum and human scale," talk .
2022	Immersive Arts and Dance Fusion @ Goethe Institute Black Box Studio, workshop .	2020	Just a Stage @ Elektron Tallinn mentor "Fruitful Misunderstandings," talk .
2022	Spatial Design in Online Teaching @ Digitally Engaged Learning DEL Penn State, paper .	2020	CHI Play, "Effects of NPC player type on moral responses in interrogation," poster .
2022	Environmental Student Societies HKCES Climate Emergency Summit, talk .	2019	NeON Digital Arts Festival REACT, "360 Filmmaking for Empowerment," workshop .
2022	Cognitive Science Society Conference @ Hong Kong "Neuro-centric Design", talk .	2019	Ars Electronica Future Innovators Summit and Exhibit, "Future Humanity," talk .
2022	ACM FDG, "1001 Nights: A narrative game using a text generation model," poster .	2019	Immersive Storytelling of Rohingya Refugee Experience @ THP ArtLab Lahore, talk .
2022	Collaborative Writing for Purposed Design @ Goethe Institute, workshop .	2019	Creative Tech Week Conference NYC, "Secret Lives of Machines," talk .
2022	Technology, Identity, and Power @ M+, "on neuro psych art game design", panel .	2019	Critical Creative Practice, CAMD Symposium at Northeastern University Art Media, talk .
2022	AI as Active Writer: ACM IUI Intelligent User Interfaces HAI-GEN workshop , paper .	2019	International Symposium on Computation Media Art, City Univ of Hong Kong, talk .

COMPETITIVE GRANTS.

2024	Hong Kong Arts Development Council Cultural Exchange Grant : Fragment of Our Imagination @ Shanghai; Principal Investigator; 37,500 hkd.		Movement Choreographies (11607623); PI; 574,354 hkd; 24 months.
2024	Hong Kong Arts Development Council Project Grant : Participatory Art for Climate Education; PI; 90,400 + 80,000 (venue) hkd; 12 months.	2023	Chow Sang Sang Group Research Fund : AI-Robotics-Enabled Co-Learning Spaces; PI; 200,000 hkd; 24 months.
2023	Hong Kong Arts Development Council Cultural Exchange Grant : Venezia Contemporanea Scala Mata; PI; 37,400 hkd; 3 months.	2023	Hong Kong Arts Development Council Cultural Exchange Grant : Kyoto Design Lab and FabCafe Kyoto; PI; 45,600 hkd; 6 months.
2023	Hong Kong Innovation and Technology Commission ITSP Program Grant : Future Cinema System; Co-I; budgeted 366,500 hkd; 12 months.	2022	Centre for Applied Computing and Interactive Media Group Research Grant : Narrative Spaces (9360119); Co-I; 50,000 hkd; 12 months.
2023	Research Grants Council General Research Fund (GRF) : MOTION RESEARCH: Performing and Designing with Human-Robot Collaborative	2022	Innovative City University of Hong Kong Learning Award : Ohayay Platform for Collaborative Narration; PI; 50,000 hkd; 6 months.
		2022	Hong Kong Arts Development Council Project

	Grant : IN/ACTIVE Robotic Exhibition Performance; PI; 98,000 hkd; 9 months.	2020	Kyoto Institute of Technology Designer-in-Residence Award : Narrative Influence for Social Purpose; Residency; 1.2 mil jpy; 4 months.
2021	Hong Kong Arts Development Council Cultural Exchange Grant : Remote Performance @ New York NYSCI; PI; 20,800 hkd; 12 months.	2020	Kone Foundation Saari Residence Grant : Broken Machine Nets; Residency; 5600 euro; 3 months.
2021	City University of Hong Kong Research Initiatives APRC Startup UGC Block Grant : VR Methods for Isolation Stress; PI; 464,500 hkd; 26 months.	2019	Davis Peace Projects Prize : VR Documentary by Rohingya Refugees; PI; 10,000 usd; 6 months.
2021	University of Notre Dame Asia Research Collaboration Grant : Human-AI Collab Fiction (with Toby Li); Co-I; 20,000 usd; 12 months.	2019	NYSCI New York Hall of Science Designer-in-Residence Award : Educational Robotics Exhibition; Residency; 5500 usd; 5 months.
2021	New York Foundation for the Arts Artist Corps Grant : Human-Robot Dance Brick Theatre Brooklyn; PI; 5000 usd; 9 months.	2018	Verizon-Yahoo Sports Media Startup Grant : AR Tech in Live Views; PI; 5000 usd; 3 months.
2021	City University of Hong Kong Strategic Interdisciplinary Research Grant (SIRG) : Neuroscience of Isolation in VR Spaces; PI; 300,000 hkd; 24 months.	2018	Verizon Connected Futures III Grant : ML VR for Speech Therapy; PI; 10,000 usd; 6 months.
2021	City University of Hong Kong Teaching Development Grant : Empathic Design in Remote Learning; PI; 120,000 hkd; 18 months.	2015	Japan Society for the Promotion of Science Kakenhi Wakate B Grant-in-Aid : 科研費若手 Young Scientists Grant (RIKEN), Optogenetic Manipulation of Dopamine Circuits in Traumatic Stress (25871125); PI; 4.16 mil jpy; 36 months.

EMPLOYMENT HISTORY.

2021	City University of Hong Kong , Hong Kong (2021-present). Assistant Professor of Creative Media in the School of Creative Media , director of Studio for Narrative Spaces .
2020	Northeastern University , Boston, MA (2020-2021): Visiting Assistant Professor of Game Design , courses taught .
2019	Cornell Tech at Cornell University , New York, NY (2019-2020): Research Associate.
2018	Parsons School of Design , New York, NY (2018-2019): Teaching Fellow.