

RAY LC.

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EDUCATION.

- 2017-2020 [Parsons School of Design](#).
MFA in [Design and Technology](#) [thesis], New York, NY 10011.
School of [Art, Media, and Technology](#), advised by Jess Irish and Sven Travis.
- 2006-2012 [University of California, Los Angeles](#).
PHD in [Neuroscience](#) [thesis], Los Angeles, CA 90095.
Department of [Neurobiology](#), advised by Dr. Tom Otis.
- 2000-2003 [University of California, Berkeley](#).
BS in [Electrical Engineering and Computer Sciences](#) [thesis], Berkeley, CA 94720.
Departments of [EECS](#) and [Mathematics](#), advised by Dr. James Landay.

CURATED EXHIBITIONS.

- 2022 Whopper @ TalkToMe Festival Ukraine, “games and conflict”, [exhibition](#), [online](#).
- 2022 Drizzle @ University of Graz Wegener Center for Climate Change, [exhibition](#).
- 2022 Drizzle and Chikyuchi (mobile vers) @ Data Art for Climate Action Gallery, [exhibition](#).
- 2021 Make4Green @ JCCAC Floating Projects, “participatory sustainability art”, [exhibition](#).
- 2021 Prismatic @ CityU SCM MFA showcase, JCCAC, “on bodily interactions”, [exhibition](#).
- 2021 Insphere @ Sketch 2, Floating Projects Hong Kong, ML drawings, [exhibition](#).
- 2021 Presentation of Self in Machine Life @ NYSCI @ Brick Theatre @ CityU, [performance](#).
- 2021 Down to the Holograph @ Ars Electronica Artificial Intentionalities, [exhibition](#), [online](#).
- 2021 Home Alone @ Ars Electronica .art Concrete House Global Gallery, [exhibition](#).
- 2021 I’m Always Here @ Osage Gallery Hong Kong, VR and machine learning, [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](#).
- 2018 Flora @ Java Studios NYC, “evolution of digital TVs in physical interaction”, [exhibition](#).
- 2018 Artistic Intelligence @ ISOMA Art Machines, “visually speaking sculpture”, [exhibition](#).
- 2018 G[AR]MENT @ NYC Media Lab, “augmented reality fashion show”, [exhibition](#).
- 2018 Secret Lives of Machines @ Parsons Major Major, “emotional devices,” [exhibition](#).
- 2018 Tektiles Resident @ Brooklyn Fashion Design Accelerator, [exhibition](#).
- 2017 Gesturize @ Loomia Creator Lab, “fashion tech design for embodied action”, [exhibition](#).
- 2017 Process Space LMCC Governor’s Island, gesture recognition dance improv, [exhibition](#).
- 2015 3rd Skin @ Tokyo Golden Egg, “fashion tech painting”, [performance](#).
- 2015 Artificial Gaze @ Tokyo Bunka Gakuen, “computer vision inspired fashion”, [exhibition](#).
- 2014 ダンス目なし @ 12th 1_Wall Gallery show, “movement with seeing” photos, [exhibition](#).
- 2014 Kapayaan @ Bohol Center Philippines, “Philippines before Haiyan”, [exhibition](#).
- 2014 A Fable @ Gallery Hana Shimokitazawa, “machine-made stories”, [exhibition](#).
- 2013 Implicit Mirror @ BankArt NYK, TPAM Yokohama Japan residency, [exhibition](#).
- 2013 Species Descent @ Kiyoshi Saito Museum group residency, [exhibition](#).

SELECTED ENGAGEMENTS.

- 2022 Collaborative Writing for Purposed Design @ Goethe Institute, [workshop](#).
- 2022 Technology, Identity, and Power @ M+, “on neuro psych art game design”, [panel](#).
- 2022 ACM IUI Intelligent User Interfaces HAI-GEN workshop on human-AI, [workshop](#), [paper](#).
- 2022 Game Kitchen @ Goethe Institute @ Current Plans, “Games for Social Good”, [talk](#).
- 2021 Dance Fusion @ Hong Kong Art Center, Art Factory performance fellow, [course](#).
- 2021 Climate Fiction for Social Purpose @ ICIDS Interactive Storytelling, [workshop](#).
- 2021 IASDR Congress of Design Research “Emotional Capacities in Design” panel, [chair](#).
- 2021 HKUST Computational Media Arts Seminar “HCI in artistic interventions”, [talk](#).
- 2021 Cranbrook Academy artist’s workshop “Creative explorations in machine learning”, [talk](#).
- 2021 Tsinghua-Politecnico Milano Future Fashion, “Second Organ” Aria Bao, contest [winner](#).
- 2021 ACM UIST, “LineUp: Projection-based AR language learning” Hongni Ye, contest [winner](#).
- 2021 Remote Bodies @ Digitally Engaged Learning DEL conference HKBU AVA, [paper](#).
- 2021 Posthuman Art @ Ars Electronica Hong Kong Garden, “Mind the Machine”, [talk](#).
- 2021 ACM IDC Interaction Design and Children, “KOMI: smart toy for feline pets,” [talk](#).
- 2021 Clothes for Robots @ ACM IEEE HRI Human Robot Interaction, [workshop](#).
- 2020 ACM FDG, “Echo Hunt: A case study in player interaction in VR vs 2D screen,” [demo](#).
- 2020 Alien Life @ Angewandte Festival “Uncertainty in quantum and human scale,” [talk](#).
- 2020 Just a Stage @ Elektron Tallinn mentor “Fruitful Misunderstandings,” [talk](#).
- 2020 CHI Play, “Effects of NPC player type on moral responses in interrogation.” [poster](#).

- 2019 NeON Digital Arts Festival REACT, “360 Filmmaking for Empowerment,” [workshop](#).
- 2019 Ars Electronica Future Innovators Summit and Exhibit, “Future Humanity,” [talk](#).
- 2019 Immersive Storytelling of Rohingya Refugee Experience @ THP ArtLab Lahore, [talk](#).
- 2019 Creative Tech Week Conference NYC, “Secret Lives of Machines,” [talk](#).
- 2019 Critical Creative Practice, CAMD Symposium at Northeastern University Art Media, [talk](#).
- 2019 International Symposium on Computation Media Art, City Univ of Hong Kong, [talk](#).
- 2018 VRbal @ Microsoft Imagine Cup finals, “ML-based VR training for speech”, [talk](#).
- 2018 Serendicity @ Verizon AI Design Jam Parsons School of Design, [talk](#).
- 2016 Falling Walls Tokyo invited by Euraxess Japan, “Extinguishing Fear”, [talk](#).
- 2016 7th International Symposium on Optogenetics, Tokyo Medical Dental University, [poster](#).
- 2015 45th Society for Neuroscience meeting, Chicago IL, [poster](#).
- 2015 38th Japan Neuroscience Society annual meeting, Kobe Japan, [poster](#).
- 2015 Doshisha University Faculty of Medical Sciences, invite Hiroaki Taniguchi, Kyoto, talk.
- 2014 Juntendo University Medical School M2/M3 series, invite Dr. Junichi Azuma, Tokyo, talk.
- 2013 RIKEN BSI Annual Retreat, Karuizawa, Japan, [poster](#).
- 2012 Harvard Genetics Seminar talk and visit, invite Dr. Jesse Gray, Boston, MA, talk.
- 2012 UCLA Undergraduate Research Fellowship Program colloquium, Los Angeles CA, [poster](#).
- 2011 2nd Cold Spring Harbor Computational Cognitive Neurobiology, China, [workshop](#).
- 2011 UCLA Interdepartmental Neuroscience Program retreat, Los Angeles CA, [talk](#).
- 2011 Gordon Conference on Cerebellum in Health and Disease, New London NH, [poster](#).
- 2010 Cold Spring Harbor computational neuro summer workshop, Suzhou China, [talk](#).
- 2010 13th Annual UCLA Science Poster Day, Los Angeles, CA, [poster](#).
- 2010 7th Forum of European Neuroscience, Amsterdam Netherlands, [poster](#).
- 2010 7th Okinawa Computational Neuroscience Course, Okinawa Japan, [talk](#).
- 2010 17th Cognitive Neuroscience meeting, Montreal Canada, [article](#).
- 2009 RIKEN Brain Science Institute Summer Program, Tokyo Japan, [poster](#).
- 2009 4th UCLA Dynamics of Neural Microcircuits Symposium, Los Angeles CA, [poster](#).
- 2008 UCLA Neuroscience Graduate Forum, Los Angeles CA, [talk](#).
- 2008 12th UCLA Brain Research Institute Neuroscience poster, Los Angeles, CA, [poster](#).
- 2008 38th Society for Neuroscience meeting, Washington DC, [poster](#).
- 2008 25th Microelectrode Techniques for Cell Physiology, Plymouth UK, [workshop](#).
- 2006 Berkeley Scientific “Anticipatory postural adjustment in unloading”, Berkeley CA, [paper](#).
- 2006 Berkeley Scientific “Protein sequence alignment folding simulation”, Berkeley CA, [paper](#).
- 2005 UC Berkeley Psychology undergraduate research fair, Berkeley CA, [poster](#).
- 2005 Palo Alto Research Center undergraduate colloquium, Palo Alto CA, [poster](#).

REFEREED PUBLICATIONS.

- 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: 10-16 June. [In Press](#).
- 2022 Xu HS, **LC R**. (2022) “Cohesiveness of Robots in Groups Affects the Perception of Social Rejection by Human Observers.” [Proceedings of the 2022 ACM IEEE International Conference on Human-Robot Interaction \(HRI’22\)](#). IEEE Press, 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  **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: 22-26 February. [Online](#).
- 2021 Erol Z, Zhang ZY, Uzgunay 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 Engineering*](#). 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 Mateas M, Lamas D (eds). [*Interactive Storytelling ICIDS 2021: Lecture Notes in Computer Science*](#). Tallinn, Estonia: 7-10 December. Springer, Cham. [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, Cham. [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. Aveiro, Portugal: ACM, NYC. [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. Aveiro, Portugal: 13-15 October. ACM, NYC. [Online](#).
- 2021 **LC R**. *Imitations of Immortality*, edited by Zijing Song, 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, and 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 (2020). [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](#). December 15-17, Milan, Italy. 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 UK. [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. doi:10.1145/3359852.3359908. [Online](#).
- 2019 **LC R**. (2019) "Secret Lives of Machines." [Proceedings of IEEE ICRA-X Robotic Art Program](#). 23-25: Elektra, Montreal, Canada. [Online](#).
- 2018 **LC R**. "Artistic Intelligence." [Proceedings of International Symposium on Computational Media Art](#). 12-19 (2018): City University of Hong Kong School of Creative Media. [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](#).
- 2012 Dellal SS*, **Luo R***, and Otis TS. "GABA_A receptors increase excitability and conduction velocity in cerebellar parallel fiber axons." [J. Neurophysiology](#), 107(11):2958-2970 (2012). (* equal contribution) [Online](#).
- 2012 **Luo R**. [Fast Times: Excitatory effects of GABA in axonal compartments in the cerebellar molecular layer](#). UCLA Interdepartmental Neuroscience Program: (2012). [Online](#).