



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.

- | | | | |
|------|--|------|--|
| 2025 | Nonhumotion: Participatory Art for Climate Action @ Taikwun , exhibition . | 2023 | The Present in the Future is the Past @ Goethe Institute , Urban Walk, web , exhibition . |
| 2025 | Future Tense “cultural heritage future” @ Hong Kong Arts Centre , exhibition . | 2023 | Street Scene Dream @ WIP Festival @ Cyprus CYENS Thinker Maker Space, exhibition . |
| 2025 | Black, Bird @ eXMeLab @ Arizona State University Arts and Sciences. | 2023 | Cosmotropolis Cityscape @ Macao Biennale @ Art Macao London Pavilion , exhibition . |
| 2024 | Archive For/In the Future @ National Asia Culture Center Gwangju (ACC) , exhibition . | 2023 | Together Enough @ Designing Interactive Systems, CMU Pittsburgh USA, exhibition . |
| 2024 | Eternagram: Post-Climate @ Art Gallery of VINCI, Hsinchu, Taiwan, exhibition . | 2023 | CAVES @ Hong Kong Institute of Architects Micro Film Competition Semi Finalist, film . |
| 2024 | The Present is in the Future @ Art Gallery of VINCI, Hsinchu, Taiwan, exhibition . | 2023 | Fragments of Knossos @ Mudhouse Residency @ Agio Ioannis Crete, exhibition . |
| 2024 | On the Street (Feeling Invisible) @ Chinese CHI Art Gallery, exhibition . | 2023 | Human Enough @ Organic Creative Spaces @ ACM Creativity and Cognition, exhibition . |
| 2024 | Play It Again, For the Next Time @ Chinese CHI Art Gallery, exhibition . | 2023 | Human Post-Human @ Scala Mata and La Storta @ Venezia Contemporanea, exhibition . |
| 2024 | Alternative Values @ City University of Hong Kong Singing Waves Gallery, exhibition . | 2023 | Transfusion @ Jockey Club Creative Arts Centre “human-machine cross-talk”, exhibition . |
| 2024 | Play It Again, For the Next Time @ Dreamscaping @ Fringe Club Hong Kong, exhibition . | 2023 | Glimpses of the Recognizable @ Heritage of Mei Ho Museum, projection, exhibition . |
| 2024 | Re:Locations @ Magdalena Abakanowicz University of Arts, Poznań, Poland, exhibition . | 2023 | Land Enough Kyoto Version @ FabCafe Kyoto, “participatory climate action”, exhibition . |
| 2024 | The Present in the Future is the Past @ Future of Reality SIGGRAPH Denver , exhibition . | 2023 | Stages on One’s Way @ Elastic Mind @ Broward College Art Gallery, exhibition . |
| 2024 | “ReVerie” work with Pinyao Liu @ SIGGRAPH Immersive Pavilion, exhibition . | 2023 | City Lights @ Art.Growth @ 16th Hangzhou Culture and Creative Expo, exhibition . |
| 2024 | Time Enough @ ACM Creativity and Cognition “Organic Creative Spaces”, exhibition . | 2022 | Land Enough @ SIGGRAPH Asia Daegu Art Center Nabi, “non-fungibility”, exhibition . |
| 2024 | Archive for the Future @ Studio Kura @ Matsusue Itoshima Japan, exhibition , video . | 2022 | Intersective @ CityU School of Creative Media, “technology and community”, exhibition . |
| 2024 | Re:generate @ CVPR AI Art Gallery @ Seattle Washington USA, exhibition . | 2022 | Space in Time @ Timestamp Hub @ Yrellag Gallery, “NFT machines of time”, exhibition . |
| 2024 | Carbon Copy 2.0 “AI-created dating profiles” @ Athens Digital Arts Festival, exhibition . | 2022 | Presentation of Self @ IEEE VISAP Oklahoma City , “robot mingling space”, performance . |
| 2024 | Land Enough “how to express sustainability?” @ A4 Art Museum Chengdu , exhibition . | 2022 | Street Scene Dream @ M3 Beyond Territories: Hangzhou-Beijing-New York, exhibition . |
| 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 . |

- 2022 Gravity @ Quinzana de Danca, Kiez Berlin, Exeter Dance Film, Tanzahoi Festivals, [film](#).
- 2022 1.5 Degree Celsius @ **Science Gallery MSU** Detroit, Chikyuchi (network vers), [exhibition](#).
- 2022 Day-Daycare Night Nightcare @ Hong Kong Art Centre Cultural Masseur, [performance](#).
- 2022 Unduplicated @ **Videotage**, “perspectives and artificial agency”, curation, [exhibition](#).
- 2022 Hitchhiker’s Guide to the Dream @ VR Digital Exhibit, Duke Kunshan VRChat, [exhibition](#).
- 2022 Looking Backward @ Mind(e)scape Soho House, “forward re-play in time”, [exhibition](#).
- 2022 Light Up @ Soho House, “arrival of night through machine-learning”, [exhibition](#).
- 2022 Whopper @ TalkToMe Festival Ukraine, “games and conflict”, [exhibition](#), [online](#).
- 2022 Drizzle @ University of Graz Wegener Center for Climate Change, [exhibition](#).
- 2022 Chikyuchi (mobile vers) and Drizzle @ 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 “Imitations of Immortality,” **NeurIPS**, 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 “Shamima” official selection, **NYC Short Documentary Film Festival**, [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](#).

FULL PUBLICATIONS SINCE 2018.

- 2025 He ZT, Su JY, Chen L, Wang TQ, **LC R.** (2025) “I Recall the Past: Exploring How People Collaborate with Generative AI to Create Cultural Heritage Narratives.” *Proceedings of the ACM on Human-Computer Interaction (CSCW’25)*. October 18-22, Bergen, Norway. ACM, NY, USA, 30 pages. [To Appear](#).
- 2025 Zhang F, Chen Y, Zeng XK, Wang TQ, Ling L, **LC R.** (2025) “An Image of Ourselves in Our Minds: How College-educated Online Dating Users Construct Profiles for Effective Self Presentation.” *Proceedings of the ACM on Human-Computer Interaction (CSCW’25)*. October 18-22, Bergen, Norway. ACM, NY, USA, 29 pages. [To Appear](#).
- 2025 Zhang F, Li ML, Chang XY, Fu KX, Allen RW, **LC R.** (2025) “Becoming My Own Audience: How Dancers React to Avatars Unlike Themselves in Motion Capture-Supported Live Improvisational Performance.” *Proceedings of CHI Conference on Human Factors in Computing Systems (CHI ’25)*, April 26-May 1, 2025, Yokohama, Japan. ACM, NY. [Online](#).
- 2025 Zhang QS, Wen RY, Hendra LB, Ding ZJ, **LC R.** (2025) “Can AI Prompt Humans? Multimodal Agents Prompt Players’ Game Actions and Show Consequences to Raise Sustainability Awareness.” *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI ’25)*, April 26-May 1, 2025, Yokohama, Japan. ACM, NY. [Online](#).
- 2025 Zeng YH, Shi YX, Huang XH, Nah F, **LC R.** (2025) “Ronaldo’s a poser!: How the Use of Generative AI Shapes Debates in Online Forums.” *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI ’25)*, April 26-May 1, 2025, Yokohama, Japan. ACM, NY, USA. [Online](#).
- 2025 Shen XM, Li X, Kamiyama Y, Hynds D, Barbareschi G, **LC R**, Wakisaka S, Horie A, Minamizawa K. (2025) “It’s Like Being On Stage: Conveying Dancers’ Expressiveness Through A Haptic-Installed Contemporary Dance Performance.” *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI ’25)*, April 26-May 1, 2025, Yokohama, Japan. ACM, NY, USA. [Online](#).
- 2025 Agcal B, Yin ZY, Miller M, **LC R.** (2025). “Bricolage: Aligning with Climate Action through Playful Participatory Design in

- Speculative Scenarios." *International Journal of Play*, 14(2), 30 pages. [To Appear](#).
- 2025 Li M, Li YN, He CY, Wang HX, Zhong JQ, Jiang SX, He MT, Qiao ZN, Chen JW, Yin Y, **LC R**, Han J, Yang ZY, Shidujaman M. (2025) "Navigating the Role of Generative AI in Shaping Self-Efficacy and Design Thinking Process of Novice Designers: A Case Study in Sustainable Design Education." *International Journal of Human-Computer Interaction*. To Appear.
- 2024 Ling L, Chen XY, Wen RY, Li JJ, **LC R**. (2024) "Sketchar: Supporting Character Design and Illustration Prototyping Using Generative AI." *Proceedings of the ACM on Human-Computer Interaction*, Vol. 8, CHI PLAY, No. 337, 28 pages. [Online](#).
- 2024 **LC R**. *Interactive*, edited by YH Li, 1st ed. Hong Kong: [Floating Projects Press](#) 2024, 84 pgs, ISBN 978-988-75664-3-4.
- 2024 Fu KX, Wu RS, Tang YY, Chen YX, Liu BW, **LC R**. (2024) "Being Eroded, Piece by Piece: Enhancing Engagement and Storytelling in Cultural Heritage Dissemination by Exhibiting GenAI Co-Creation Artifacts." In *Designing Interactive Systems Conference (DIS'24)*, July 1-5, 2024, IT University of Copenhagen, Denmark. ACM, NY, USA. 18 pages. [Online](#).
- 2024 Li Y, Bai L, Mao YX, Peng XN, Zhang ZH, Chan AB, Li JX, Tong X, **LC R**. (2024) "Affecting Audience Valence and Arousal in 360 Immersive Environments: How Powerful Neural Style Transfer Is?" In: Chen JYC, Fragomeni G (eds). *Augmented and Mixed Reality HCII 2024: Lecture Notes in Computer Science*, vol 14706. Springer, Cham. [Online](#).
- 2024 Li M, Li YN, He CY, Wang HX, Zhong JQ, Jiang SX, He MT, Qiao ZN, Chen JW, Yin Y, **LC R**, Han J, Yang ZY, Shidujaman M. (2024) "Generative AI for Sustainable Design: A Case Study in Design Education Practices." In: Kurosu M, Hashizume A (eds). *Human-Computer Interaction HCII 2024: Lecture Notes in Computer Science*, vol 14687. Springer, Cham. [Online](#).
- 2024 Liu SJ, Fu KX, Zeng XK, **LC R**. (2024) "Falling Echoes: Expressing the Act of Falling in Dreams Through Generative AI." In *Proceedings of the 29th International Symposium on Electronic Art (ISEA'24)*, Brisbane, Australia, 21-29 June. [Online](#).
- 2024 Wu RS, Gong CL, Chen L, Su JY, **LC R**. (2024) "The Present in the Future is the Past: Applying Generative AI to Visualize and Imagine Cultural Heritage Sites in Both Augmented and Physical Reality." In *Proceedings of the 29th International Symposium on Electronic Art (ISEA'24)*, Brisbane, Australia, 21-29 June. [Online](#).
- 2024 Wang SX, Huang SM, Guo ZR, Huang YF, **LC R**. (2024) "Digital Death: an Interactive Exploration of Mourning over the End of Digital Existences." In *Proceedings of the 29th International Symposium on Electronic Art (ISEA'24)*, Brisbane, Australia. [Online](#).
- 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 **Honorable Mention Award – top 5%**
- 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 Xiao YP, Deng BF, Chen SQ, Zhou ZX, **LC R**, Zhang LY, Tong X. (2024) "Centralized or Decentralized?: Concerns and Value Judgments of Stakeholders in the Non-Fungible Tokens (NFTs) Market." *Proceedings of the ACM on Human-Computer Interaction*, Vol. 8, CSCW 1, No. 28, 28 pages. [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](#).
- 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 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](#).
- 2022 Sun YQ, Ni XR, Feng HZ, **LC R**, Lee CH, Asadi-pour 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 **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: 10-16 June. [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](#).
- 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](#). 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 Bruyns G, Wei H (eds). [IJ With Design: Reinventing Design Modes, Proceedings of IASDR 2021](#). Springer, Singapore. [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.” [IJ With Design: Reinventing Design Modes, Proceedings of IASDR 2021](#). Springer. [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 Song ZJ, 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](#).
- 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 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](#).
- 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](#).
- 2009 Bradley J, **Luo R**, Otis TS, and DiGregorio DA. “Submillisecond optical reporting of membrane potential *in situ* using a neuronal tracer dye.” [Journal of Neuroscience](#), (2009) 29: 9197-209. [Online](#).

SELECT ENGAGEMENTS SINCE 2019.

- | | | | |
|------|--|------|--|
| 2025 | Distinguished Speaker @ 10th World Summit on Arts and Culture, IFACCA. talk . | 2024 | Residency artist talk, Gwangju Korea, talk . |
| 2024 | Read the Future: Tarot Reading with Generative AI, ACC Open Studio, workshop . | 2024 | A Tangible Future: Teaching Climate Change @ Digitally Engaged Learning, paper . |
| 2024 | Imagining the Past from the Future @ Sogang University Art Tech Imagination, seminar . | 2024 | More Than Just An Object @ Singapore Management University HCI Seminar, talk . |
| 2024 | Archive For/In the Future @ ACC Creators | 2024 | Authentic Human-Robot Relationships? with Giovanni Lion @ Mixed Initiative, talk . |

2024	Climate and Its Discontents @ HKUST	arts collections," talk .
	Guangzhou CMA APEX group lab talk, talk .	2022 Engage!! HCI Environmental Narratives @
2024	Choreographing Robot Movements Improv @	BaptistU Academy of Visual Arts CCL, talk .
	DIS Creative Robotics Theatre, workshop .	2022 Play Together: Games as Social Space @ Game
2024	Dreamscaping: dream-inspired visual stories @	Atlas M+, Goethe Institute, panel .
	ACM Creativity & Cognition, workshop .	2022 Games for Climate Action in the Arts @
2024	The Aha Agent @ International Symposium on	Meaningful Play Conference Panel, talk .
	Electronic Art artist talk V.2, talk .	2022 Immersive Arts and Dance Fusion @ Goethe
2024	The Present in the Future @ ACM SIGGRAPH	Institute Black Box Studio, workshop .
	Digital Arts SPARKS Future Architect, talk .	2022 Spatial Design in Online Teaching @ Digitally
2024	Welcome Back to the Future @ Southern	Engaged Learning DEL Penn State, paper .
	University of Science and Technology, talk .	2022 Environmental Student Societies HKCES Climate
2024	Neuroscience Interventions on Fear @ CityU	Emergency Summit, talk .
	Department of Neuroscience Seminar, talk .	2022 Cognitive Science Society Conference @ Hong
2023	"From Neuroscience to AI Arts" @ Not-in-hurry	Kong "Neuro-centric Design", talk .
	Radio Shanghai Arts ep122, podcast .	2022 ACM FDG, "1001 Nights: A narrative game using
2023	"Fragments" A Generative AI Workshop @	a text generation model," poster .
	Acentric Space Shanghai, workshop .	2022 Collaborative Writing for Purposed Design @
2023	"Dances with Technology" @ Duke Kunshan	Goethe Institute, workshop .
	University, "movement environment", talk .	2022 Technology, Identity, and Power @ M+ , "on
2023	"Embedding the Physical" @ East China Normal	neuro psych art game design", panel .
	University, "on virtualized spaces", talk .	2022 AI as Active Writer: ACM IUI Intelligent User
2023	Drone Dance Workshop @ Ars Electronica IDSA	Interfaces HAI-GEN workshop , paper .
	Founding Lab @ Future Lab, workshop .	2022 Game Kitchen @ Goethe Institute @ Current
2023	"Picturishows at an Exhibition" @ ACM	Plans, "Games for Social Good", talk .
	SIGGRAPH Digital Arts SPARKS Robotic Art, talk .	2021 Dance Fusion @ Hong Kong Art Center, Art
2023	"Our Future Selves" Generative AI Workshop @	Factory performance fellow, course .
	Goethe Institute HK, workshop .	2021 Climate Fiction for Social Purpose @ ICIDS
2023	AR-Supported Urban Walk to Hong Kong Cultural	Interactive Storytelling, workshop .
	Heritage @ Goethe Institute HK, talk .	2021 IASDR Congress of Design Research "Emotional
2023	"Performing with Fresh Constraints" Engaging	Capacities in Design" panel, chair .
	Tech with Performers @ CSCW, talk .	2021 HKUST Computational Media Arts Seminar "HCI
2023	AIGC Speculative Design in Climate Education @	in artistic interventions," talk , panel .
	Digitally Engaged Learning, paper .	2021 Cranbrook Academy artist's workshop "Creative
2023	The Art of Human-Robot Interaction @ Ars	explorations in machine learning," talk .
	Electronica IDSA Founding Lab Fellow, talk .	2021 Tsinghua-Politecnico Milano Future Fashion,
2023	"Dance Meets AI" @ ARTsOUT Podcast season2	"Second Organ" Aria Bao, contest winner .
	ep30 with Lingzi, podcast .	2021 ACM UIST, "LineUp: Projection-based AR
2023	"Our Stories with Technology" @ Let's Talk	language learning" Hongni Ye, contest winner .
	Robotics ep114 with Nicci Rossouw, podcast .	2021 Remote Bodies @ Digitally Engaged Learning DEL
2023	Communicating Failure Recovery with Robotic	conference HKBU AVA, paper .
	Body Movement @ IEEE ICRA, poster .	2021 Posthuman Art @ Ars Electronica Hong Kong
2023	"Human Post-Human" @ Venice Contemporanea	Garden, "Mind the Machine," talk .
	Scala Mata Residency, talk .	2021 ACM IDC Interaction Design and Children,
2023	"Imitations of Immortality" @ Computer Arts	"KOMI: smart toy for feline pets," talk .
	Society @ BCS Chartered Institute, talk .	2021 Clothes for Robots @ ACM IEEE HRI Human
2023	"What a Relief!" @ Brain Research Cluster	Robot Interaction, workshop .
	Symposium @ CLASS CityU, talk .	2020 ACM FDG, "Echo Hunt: A case study in player
2023	Machine Learning for Speculative Design @	interaction in VR vs 2D screen," demo .
	Cranbrook Academy @ BaptistU, workshop .	2020 Alien Life @ Angewandte Festival "Uncertainty
2023	"A Room of One's Own" @ Duke Kunshan	in quantum and human scale," talk .
	Anthropocene XR Lab speaker series, talk .	2020 Just a Stage @ Elektron Tallinn mentor "Fruitful
2023	Talent and Education Office research sharing by	Misunderstandings," talk .
	CityU Tiger student Stella Mao, talk .	2020 CHI Play, "Effects of NPC player type on moral
2023	Neural Style Transfer for Generating Affective	responses in interrogation," poster .
	360 VR Panorama @ IEEE VR, poster .	2019 NeON Digital Arts Festival REACT, "360
2022	Let's Talk HCI: Duke Kunshan Univ HCI Interview	Filmmaking for Empowerment," workshop .
	Series with Alice He and Xin Tong, talk .	2019 Ars Electronica Future Innovators Summit and
2022	Narratives for Participatory Climate Action Art-	Exhibit, "Future Humanity," talk .
	Making @ Fab Café Kyoto, workshop .	2019 Immersive Storytelling of Rohingya Refugee
2022	Spatial Temporal @ Yrellag Gallery, "on NFTs and	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](#).

COMPETITIVE GRANTS.

2025 [City University of Hong Kong Teaching Development Grant](#): Words to Images to Prototypes: GenAI Prototyping Tools; PI; 239,371 hkd; 18 months.
 2024 [National Asian Cultural Center Gwangju \(ACC\) Creators Residency Grant](#): Archive for/in the Future (AI, Humans, and Multiverse); PI; 130,000 hkd; 4 months.
 2024 [Hong Kong Arts Development Council Project Grant](#): Future Tense Hong Kong for Cultural Heritage Expression; PI; 227,800 hkd; 12 months.
 2024 [Hong Kong Arts Development Council Cultural Exchange Grant](#): Fragment of Our Imagination @ Shanghai; Principal Investigator; 37,500 hkd.
 2024 [Hong Kong Arts Development Council Project Grant](#): Participatory Art for Climate Education; PI; 90,400 + 80,000 (venue) hkd; 12 months.
 2023 [Hong Kong Arts Development Council Cultural Exchange Grant](#): Venezia Contemporanea Scala Mata; PI; 37,400 hkd; 3 months.
 2023 [Hong Kong Innovation and Technology Commission ITSP Program Grant](#): Future Cinema System; Co-I; budgeted 366,500 hkd; 12 months.
 2023 [Research Grants Council General Research Fund \(GRF\)](#): MOTION RESEARCH: Performing and Designing with Human-Robot Collaborative Movement Choreographies (11607623); PI; 574,354 hkd; 24 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](#): Kyoto Design Lab and FabCafe Kyoto; PI; 45,600 hkd; 6 months.
 2022 [Centre for Applied Computing and Interactive Media Group Research Grant](#): Narrative Spaces (9360119); Co-I; 50,000 hkd; 12 months.
 2022 [Innovative City University of Hong Kong Learning Award](#): Ohyay 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.
 2021 [Hong Kong Arts Development Council Cultural Exchange Grant](#): Remote Performance @ New York NYSCI; PI; 20,800 hkd; 12 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.
 2021 [University of Notre Dame Asia Research Collaboration Grant](#): Human-AI Collab Fiction (with Toby Li); Co-I; 20,000 usd; 12 months.
 2021 [New York Foundation for the Arts Artist Corps Grant](#): Human-Robot Dance Brick Theatre Brooklyn; PI; 5000 usd; 9 months.
 2021 [City University of Hong Kong Strategic Interdisciplinary Research Grant \(SIRG\)](#): Neuroscience of Isolation in VR Spaces; PI; 300,000 hkd; 24 months.
 2021 [City University of Hong Kong Teaching Development Grant](#): Empathic Design in Remote Learning; PI; 120,000 hkd; 18 months.
 2020 [Kyoto Institute of Technology Designer-in-Residence Award](#): Narrative Influence for Social Purpose; Residency; 1.2 mil jpy; 4 months.
 2020 [Kone Foundation Saari Residence Grant](#): Broken Machine Nets; Residency; 5600 euro; 3 months.
 2019 [Davis Peace Projects Prize](#): VR Documentary by Rohingya Refugees; PI; 10,000 usd; 6 months.
 2019 [NYSCI New York Hall of Science Designer-in-Residence Award](#): Educational Robotics Exhibition; Residency; 5500 usd; 5 months.
 2018 [Verizon-Yahoo Sports Media Startup Grant](#): AR Tech in Live Views; PI; 5000 usd; 3 months.
 2018 [Verizon Connected Futures III Grant](#): ML VR for Speech Therapy; PI; 10,000 usd; 6 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.