RAY LC.

Assistant Professor of Creative Media. [raylc.org | portfolio]
City University of Hong Kong School of Creative Media. [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.

2024 Re:Generate @ International Symposium on Electronic Art, video, exhibition.

2023 Time After Time and Carbon Copy @ PMQ Hong Kong Art.e.thing, video, exhibition.

2023 Fragment of Our Imagination @ Acentricspace Qingpu Shanghai, video, exhibition.

2023 Beyond Human Spaces @ CityU HK SCM "future post-human spaces", exhibition.

2023 The Present in the Future is the Past @ Goethe Institute, Urban Walk, web, exhibition.

2023 Street Scene Dream @ WIP Festival @ Cyprus CYENS Thinker Maker Space, exhibition.

2023 Cosmotropolis Cityscape @ Macao Biennale @ Art Macao London Pavilion, exhibition.

2023 Together Enough @ Designing Interactive Systems, CMU Pittsburgh USA, exhibition.

2023 CAVES @ Hong Kong Institute of Architects Micro Film Competition Semi Finalist, film.

2023 Fragments of Knossos @ Mudhouse Residency @ Agio Ioannis Crete, exhibition.

2023 Human Enough @ Organic Creative Spaces @ ACM Creativity and Cognition, exhibition.

2023 Human Post-Human @ Scala Mata and La Storta @ Venezia Contemporanea, exhibition.

2023 Transfusion @ Jockey Club Creative Arts Centre "human-machine cross-talk", exhibition.

2023 Glimpses of the Recognizable @ Heritage of Mei Ho Museum, projection, exhibition.

2023 Land Enough Kyoto Version @ FabCafe Kyoto, "participatory climate action", exhibition.

2023 Stages on One's Way @ Elastic Mind @ Broward College Art Gallery, exhibition.

2023 City Lights @ Art.Growth @ 16th Hangzhou Culture and Creative Expo, exhibition.

2022 Land Enough @ SIGGRAPH Asia Daegu Art Center Nabi, "non-fungibility", exhibition.

2022 Intersective @ CityU School of Creative Media, "technology and community", exhibition.

2022 Space in Time @ Timestamp Hub @ Yrellag Gallery, "NFT machines of time", exhibition.

2022 Presentation of Self @ IEEE VISAP Oklahoma City, "robot mingling space", performance.

2022 Street Scene Dream @ M3 Beyond Territories: Hangzhou-Beijing-New York, exhibition.

2022 Home Alone @ Ammerman Center Connecticut Biennial on Art and Tech, exhibition.

2022 In/Active @ Thylab @ HKAC @ Dagao Art Center Beijing, performance, exhibition.

2022 Light Up and Dance Fusion @ Hong Kong Arts Centre @ Goethe Institute, exhibition.

2022 Catch and Release @ Jumping Frames Expanded Space, "Body Dis-Ordered", exhibition.

2022 Gravity @ Quinzena 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.		Residency, exhibition, online.
2021	Mimicry of Hollows @ The 5th Floor Gallery, Tokyo Japan, exhibition.	2020	Network Intelligence @ CICA Museum 6th International New Media Art, exhibition.
2021	I Was of Three Minds @ Floating Projects, JCCAC, machine learning art, exhibition.	2019	A Case for Play @ NeON Digital Arts fest, "Empowering Rohingya Refugees", 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 @ DeConstrukt NYC, "generative dance with wearable beats", exhibition.

2019 Flora @ Java Studios NYC, "evolution of digital TVs in physical interaction", exhibition.

2019 Artistic Intelligence @ ISCMA 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 **LC R**, Tang YY. (2023) "Speculative Design with Generative AI: Applying Stable Diffusion and ChatGPT to imagining climate change futures." *ARTECH'23: Proceedings of the 11th International Conference on Digital and Interactive Arts*. 36: 1-8. Faro, Portugal. 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, 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 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**, Harteveld 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.

2024   Welcome Back to the Future @ Southern University of Science and Technology, talk.

2024   Neuroscience Interventions on Fear @ CityU Department of Neuroscience Seminar, talk.

2023   "From Neuroscience to AI Arts" @ Not-in-hurry Radio Shanghai Arts ep122, podcast.

2023   "Fragments" A Generative AI Workshop @ Acentric Space Shanghai, workshop.

2023   "Dances with Technology" @ Duke Kunshan University, "movement environment", talk.

2023   "Embedding the Physical" @ East China Normal University, "on virtualized spaces", talk.

2023   Drone Dance Workshop @ Ars Electronica IDSA Founding Lab @ Future Lab, workshop.

2023   "Pictureshows at an Exhibition" @ ACM SIGGRAPH Digital Arts SPARKS Robotic Art, talk.

2023   "Our Future Selves" Generative AI Workshop @ Goethe Institute HK, workshop.

2023   AR-Supported Urban Walk to Hong Kong Cultural Heritage @ Goethe Institute HK, talk.

2023   "Performing with Fresh Constraints" Engaging Tech with Performers @ CSCW, talk.

2023 AIGC Speculative Design in Climate Education @ Digitally Engaged Learning, paper.

2023 The Art of Human-Robot Interaction @ Ars Electronica IDSA Founding Lab Fellow, talk.

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.

2023 Communicating Failure Recovery with Robotic Body Movement @ IEEE ICRA, poster.

2023 "Human Post-Human" @ Venice Contemporanea Scala Mata Residency, talk.

2023 "Imitations of Immortality" @ Computer Arts Society @ BCS Chartered Institute, talk.

2023 "What a Relief!" @ Brain Research Cluster Symposium @ CLASS CityU, talk.

2023 Machine Learning for Speculative Design @ Cranbrook Academy @ BaptistU, workshop.

2023 "A Room of One's Own" @ Duke Kunshan Anthropocene XR Lab speaker series, talk.

2023 Talent and Education Office research sharing by CityU Tiger student Stella Mao, talk.

2023 Neural Style Transfer for Generating Affective 360 VR Panorama @ IEEE VR, poster.

2022 Narratives for Participatory Climate Action Art-Making @ Fab Café Kyoto, workshop.

2022 Spatial Temporal @ Yrellag Gallery, "on NFTs and arts collections," talk.

2022 Engage!! HCI Environmental Narratives @ BaptistU Academy of Visual Arts CCL, talk.

2022 Play Together: Games as Social Space @ Game Atlas M+, Goethe Institute, panel.

2022 Games for Climate Action in the Arts @ Meaningful Play Conference Panel, talk.

2022 Immersive Arts and Dance Fusion @ Goethe Institute Black Box Studio, workshop.

2022 Spatial Design in Online Teaching @ Digitally Engaged Learning DEL Penn State, paper.

2022 Environmental Student Societies HKCES Climate Emergency Summit, talk.

2022 Cognitive Science Society Conference @ Hong Kong "Neuro-centric Design", talk.

2022 ACM FDG, "1001 Nights: A narrative game using a text generation model," poster.

2022 Collaborative Writing for Purposed Design @ Goethe Institute, workshop.

2022 Technology, Identity, and Power @ M+, "on neuro psych art game design", panel.

2022 AI as Active Writer: ACM IUI Intelligent User Interfaces HAI-GEN 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, panel.

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.

COMPETITIVE GRANTS.

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

2022 [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.