

RAY LC.

Assistant Professor of Creative Media.
City University of Hong Kong School of Creative Media.
Centre Level 7, 18 Tat Hong Avenue, Kowloon Tong, Hong Kong.



[raylc.org | [portfolio](#)]
[recfro.github.io | studio]

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 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 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 @ ISCMA 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](#).

EMPLOYMENT HISTORY.

[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](#) in the [Centre for Applied Computing and Interactive Media](#). Instructor of [courses](#) in machine learning, robotics, HCI, and media arts.

[Northeastern University](#), Boston, MA (2020-2021).

Visiting Assistant Professor of Game Design in the [College of Arts, Media, and Design](#). Instructor of [courses](#) in psychology of play, game development, biometrics, mixed research methods, and player experience. Program leader: Casper Harteveld.

Wendy Ju Research (FARm lab) at Cornell Tech, New York, NY (2019-2020).

Investigated palette of gestures of autonomous robot chairs that speak to audiences using movement. Designed interactions amongst groups of chairs that belie networks of machine interactions based on user involvement. Mentored by Wendy Ju of [Cornell Tech](#).

Carla Diana Research at Parsons School of Design, New York, NY (2018-2019).

Built a robotic lamp that changes lighting and movements based on facial and gestural responses from the viewer using computer vision. Part of project on “social lives of objects” using intelligent machines. Worked with Carla Diana of [Cranbrook Academy of Art](#).

Johansen Neural Circuitry of Memory Lab at RIKEN BSI, Tokyo, Japan (2013-2016).

Found that dopamine triggers recovery from post-traumatic stress. Recorded *in vivo* from optogenetically identified dopamine neurons in the VTA, and determined their projection targets in fear and extinction learning tasks. Found that dopamine neurons, in particular those projecting to nucleus accumbens, is necessary for fear extinction learning. Worked with Josh Johansen of [RIKEN Brain Science Institute](#).

Tom Otis's Lab at UCLA, Los Angeles, CA 90095 (2007-2012).

Used diolistics and whole cell patch to inject lipophilic dyes onto cerebellar cell membranes for use in FRET with voltage sensing DPA. Found that in the cerebellar molecular layer, parallel fiber conduction velocity is increased by GABA receptor activation, in slice and in a computational model with a customized Hodgkin-Huxley Na activation curve. Worked with Tom Otis of [UCLA Neurobiology Department](#).

Palo Alto Research Center, Palo Alto, CA 94304 (2003-2004).

Developed code for tracking a human figure in a cluttered video stream using a particle filter algorithm with hybrid Monte Carlo sampling. Experimented with metrics of performance of Markov chain Monte Carlo algorithms. Incorporated steerable phase information into an edge-based likelihood function for improved prediction. [Documentation available](#). Worked with David Fleet of [Digital Video Analysis](#).

REFERRED 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. Alveiro, 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**, 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, 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:

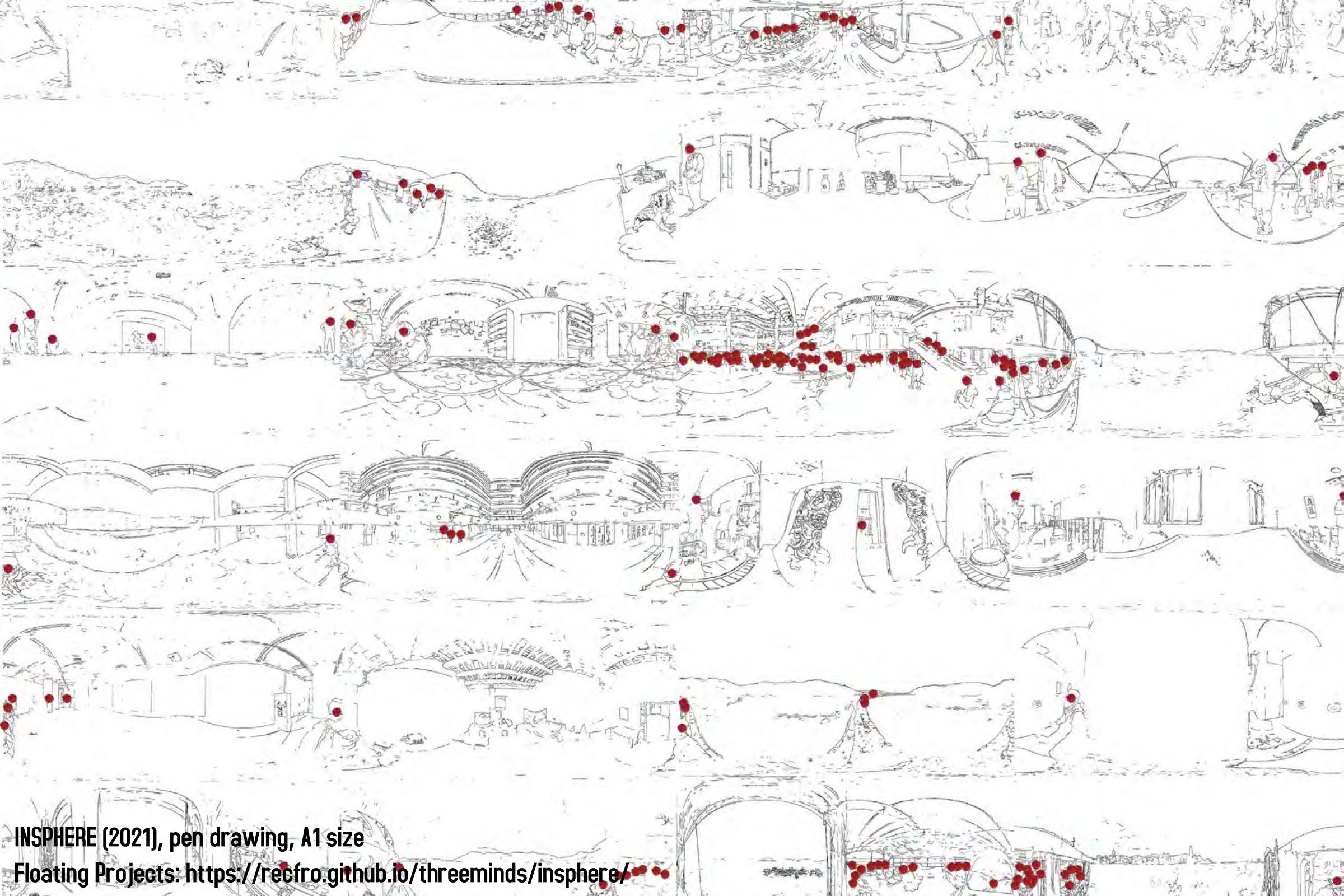
- Designing incidental interactions with arrangements and gestures." *HRI '20 Workshop: The Forgotten HRI: Incidental encounters with robots in public spaces*. In 2020 ACM IEEE International Conference on Human-Robot Interaction
- Cambridge UK. [Online](#).
- 2020 Coutu Y, Chang Y, Zhang W, Sengun S, and **LC R.** (2020) "Immersiveness and usability in VR: a comparative study of Monstrum and Fruit Ninja." In Boston: *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](#).
- 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](#).



PRESENTATION OF SELF IN MACHINE LIFE (2021), hybrid performance, 17:30
Brick Theatre, NYSCI, CityU HK: <https://recfro.github.io/presentation-of-self/>

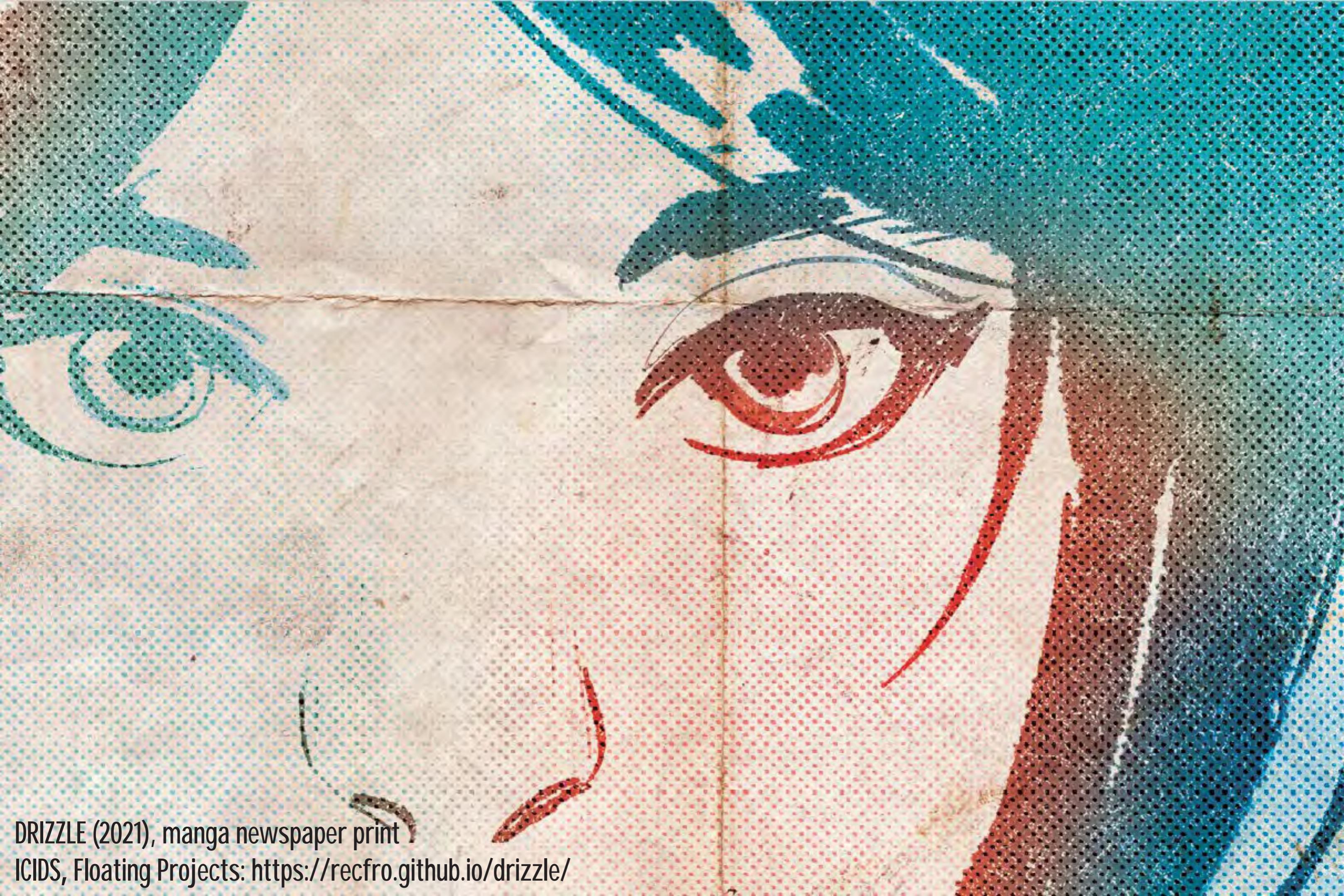


DOWN TO THE HOLOGRAPH (2021), machine learning video installation, 1:00
Ars Electronica: <https://recfro.github.io/threeminds/downtotheholograph/>

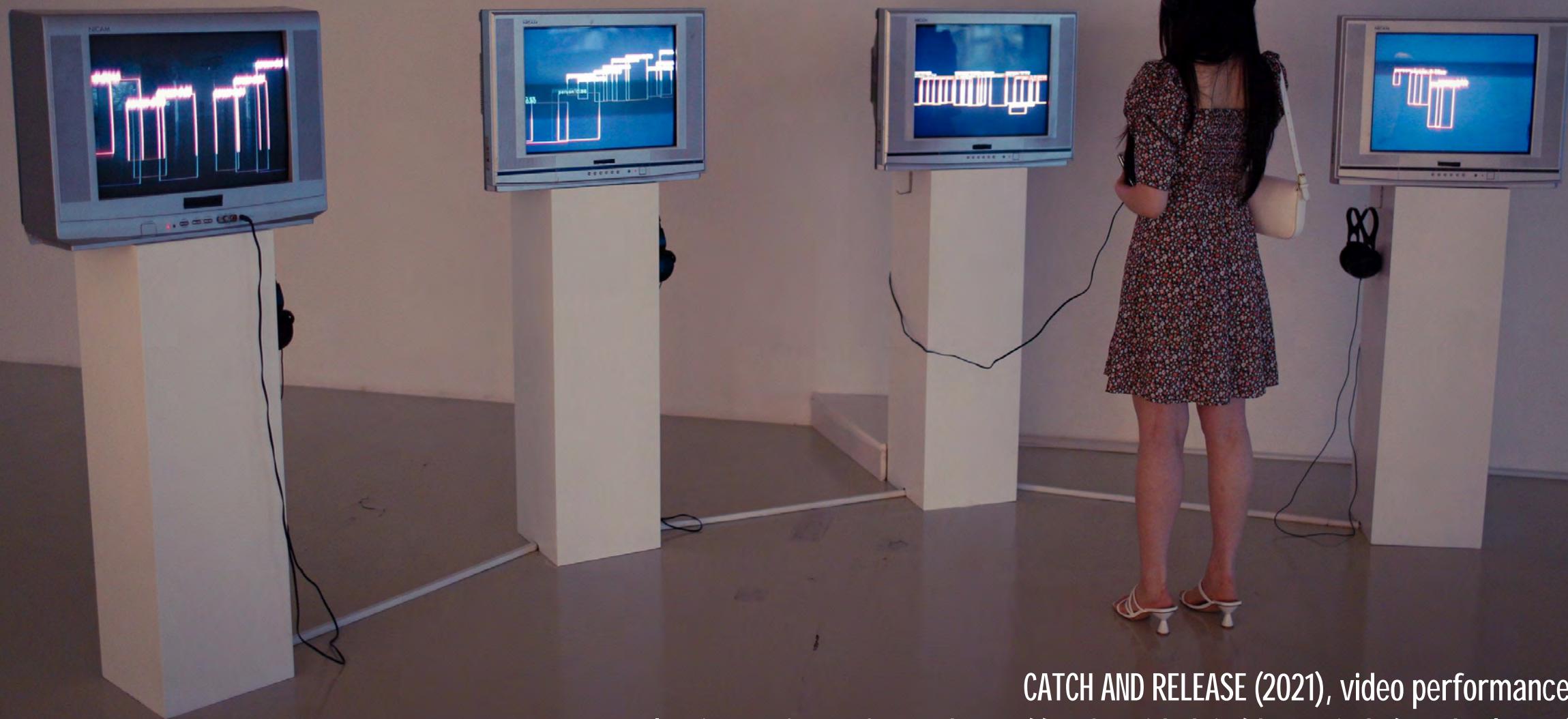


INSPHERE (2021), pen drawing, A1 size

Floating Projects: <https://recfro.github.io/threeminds/insphere/>



DRIZZLE (2021), manga newspaper print
ICIDS, Floating Projects: <https://recfro.github.io/drizzle/>



CATCH AND RELEASE (2021), video performance
Floating Projects, 0usage: <https://recfro.github.io/threeminds/catchrelease/>

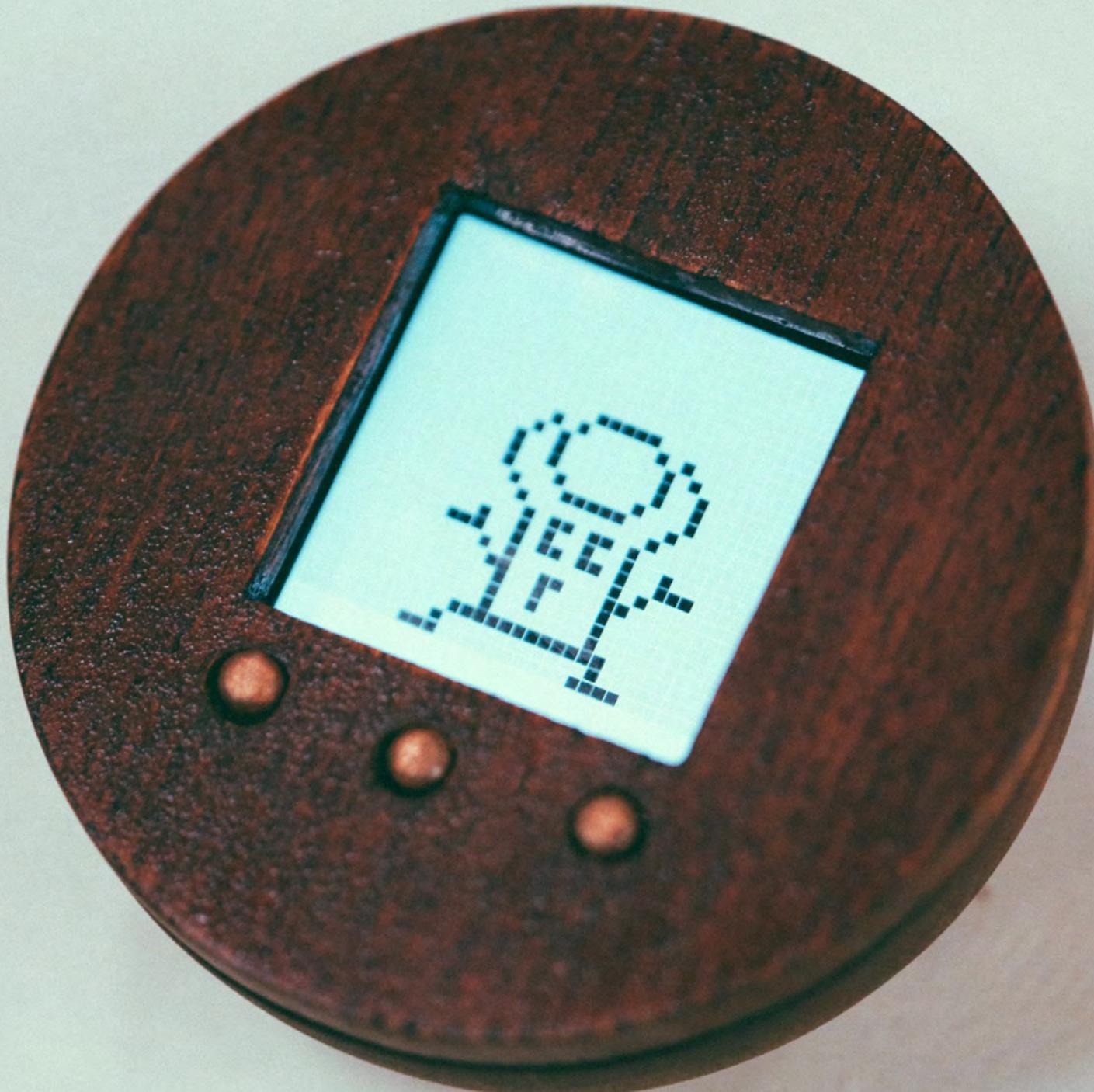


HOME ALONE (2021), video projection wood frame
Jockey Club Creative Arts Centre:
<https://recfro.github.io/threeminds/homealone/>

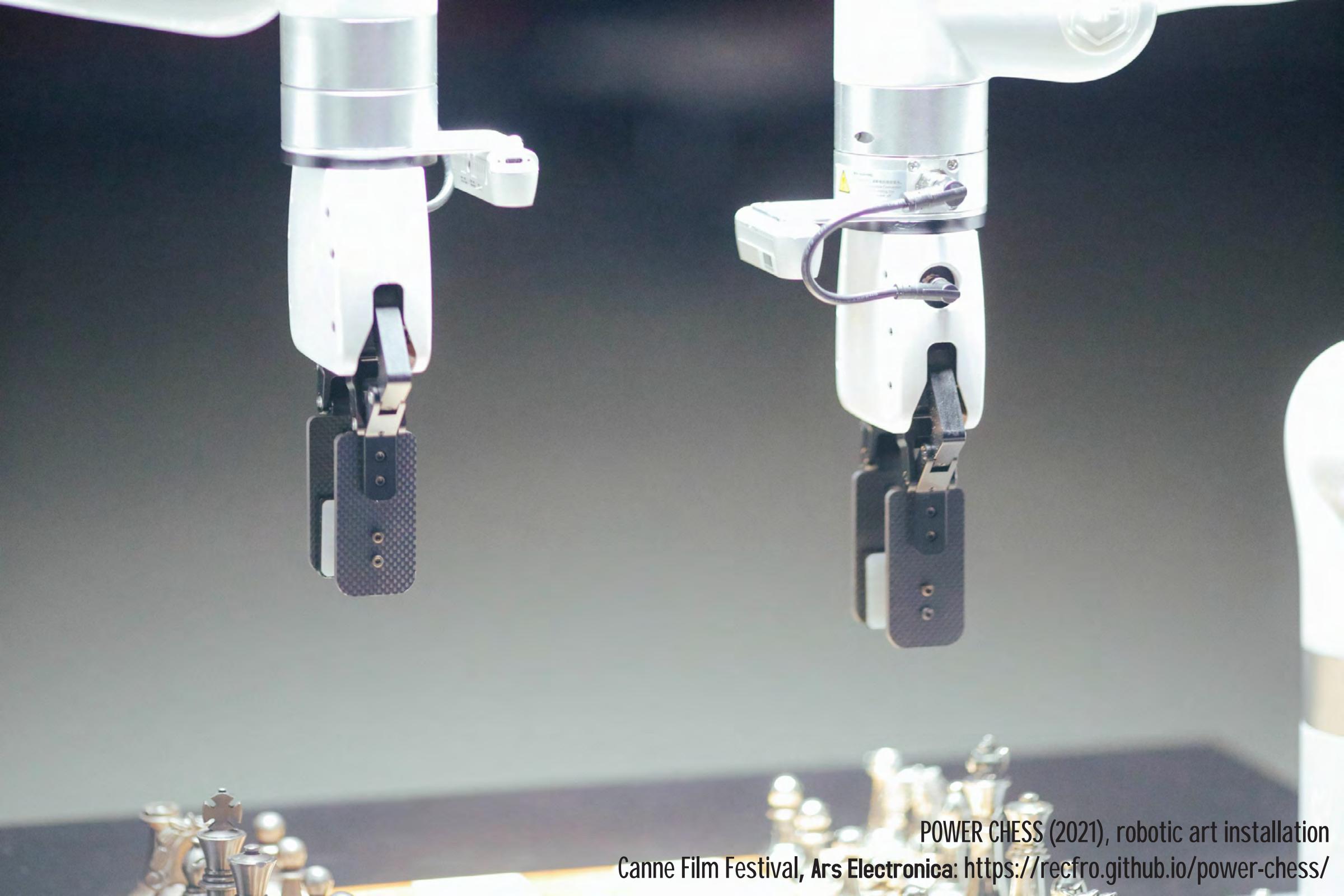


SOUND OF(F) (2021), VR installation

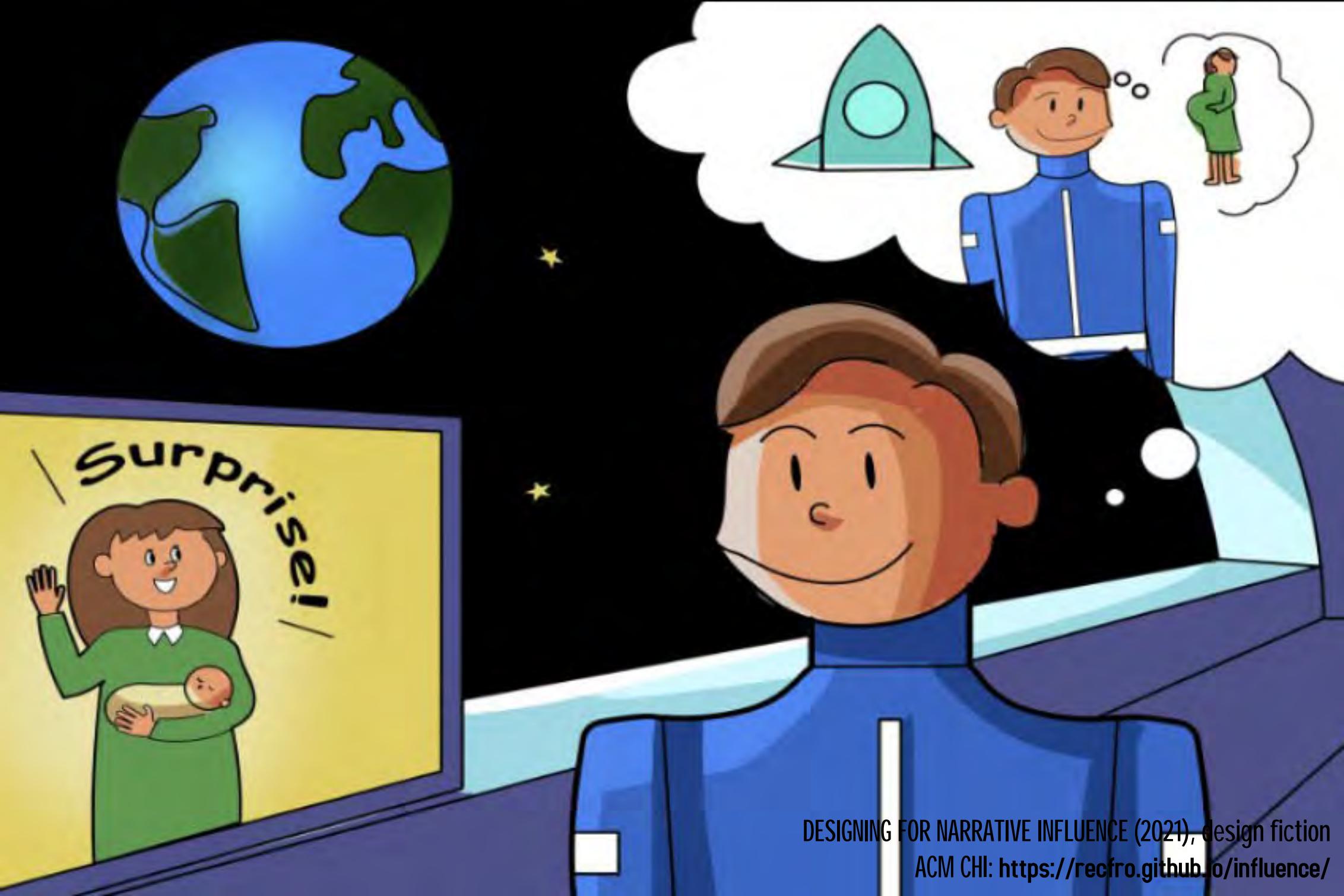
Osage Gallery: <https://recfro.github.io/threeminds/soundoff/>



CHIKYUCHI (2021), wood and electronics
Geidai Museum, Art Machines 2: <https://recfro.github.io/chikyuchi/>



POWER CHESS (2021), robotic art installation
Canne Film Festival, Ars Electronica: <https://recfro.github.io/power-chess/>



DESIGNING FOR NARRATIVE INFLUENCE (2021), design fiction
ACM CHI: <https://recfro.github.io/influence/>

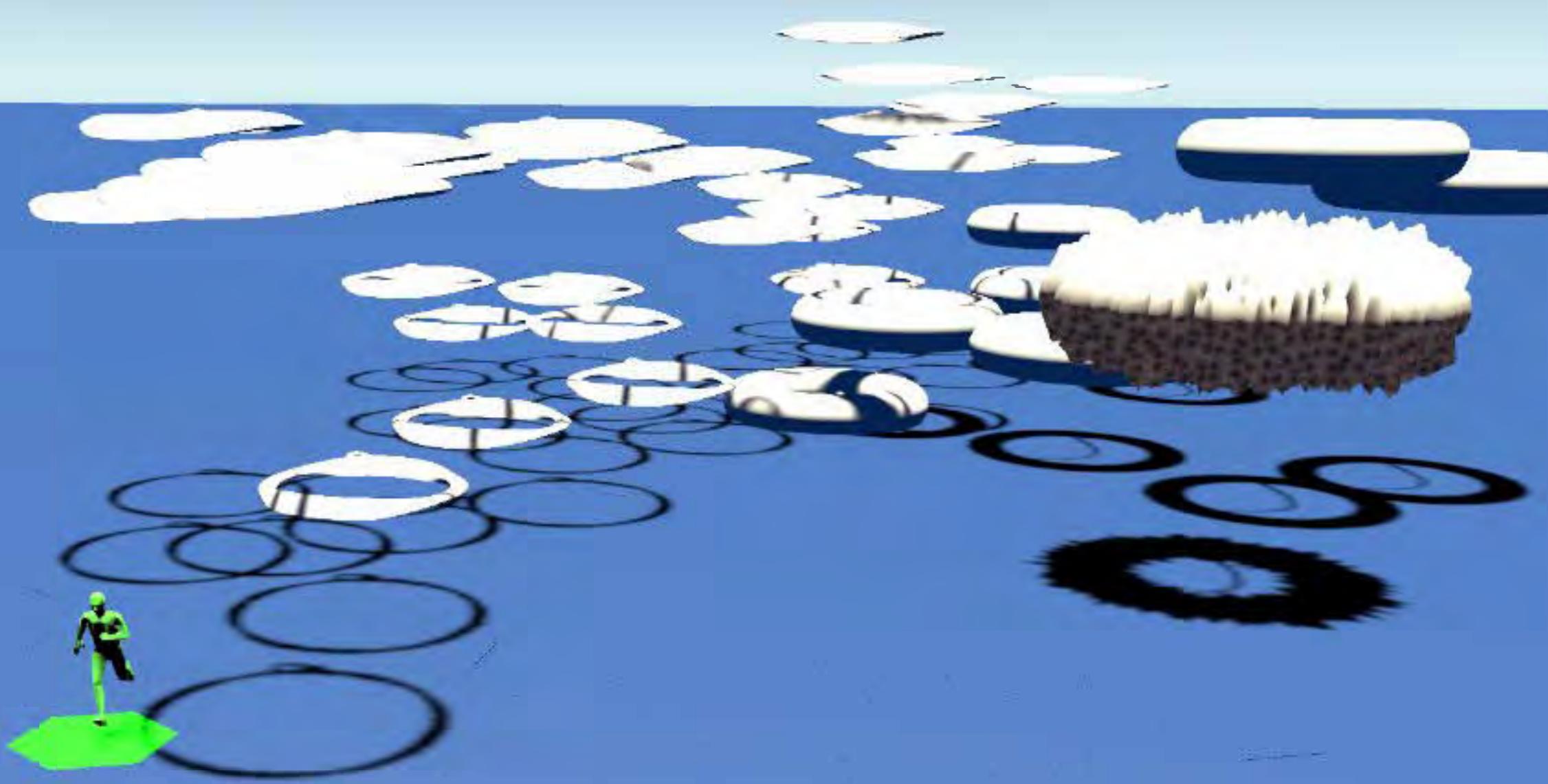


NETWORK INTELLIGENCE (2020), video installation, 12:10

CICA Museum: <https://recfreq.wordpress.com/portfolio/flora-network-intelligence/>

- 01 abscond the fabled glorious primrose way
- 02 sex
- 03 mommy
- 04 twelves ways of Listening to Maria
- 05 variations on the word rain
- 06 eulogy contra severance
- 07 The science
- 08 聞きたかっただけ





NAVIGATING IN PLACE (2020), web installation
Generative Art 2020, Saari: <https://recfro.github.io/navigating-in-place/>

A blurry, abstract image showing a person's face and upper body. The person appears to be wearing a light-colored shirt and has dark hair. The image is heavily out of focus, giving it a dreamlike or abstract quality.

DECERTAINFY (2020), video installation, 5:25
Burning Man BRCvr: <https://youtu.be/Zz67HIZXLp8>



THE SKIN OF OUR SHEATH (2020), VR-physical performance, 9:18

New Museum EdgeCut: <https://vimeo.com/394947962>



MACHINE GAZE (2019), robot projection installation, 3x5x8m
New York Hall of Science: <https://youtu.be/kVoqkzZT4I0>



A LAMP ODYSSEY (2017), mixed media wood electronics aluminum, 0.5x0.2x0.2m
IEEE ICRA-X Robotic Art Montreal: <https://vimeo.com/330690484>



SECRET LIVES OF MACHINES (2017), mixed media wood electronics plastic, 0.6x0.6x0.3m
Creative Tech Week NYC: <https://youtu.be/b8liAWU8XXM>



ARTISTIC INTELLIGENCE (2018), mixed media electronics plaster, 0.3x0.3x1m
Art Machines ISCMA City University HK: <https://youtu.be/fCf6rx2enDc>



LOOK AT ME, THINK OF ME (2018), electronics two-way mirror wood, 4x4x2m

Parsons Major Major Exhibit: https://youtu.be/nm0smr_ct6E

You are exploring a junkyard of
entertainment and technology waste.

Use the glowing controller.
Entertain yourself at all costs.



Floating Projects, L3-06D,

Jockey Club Creative Arts Centre (JCCAC),

30 Pak Tin St, Shek Kip Mei, Kowloon

PRISMATIC

PRISMATIC (2021), exhibition curation, Floating Projects:

<https://fabcityu.wordpress.com/portfolio/prismatic-an-exhibition-at-floating-projects/>



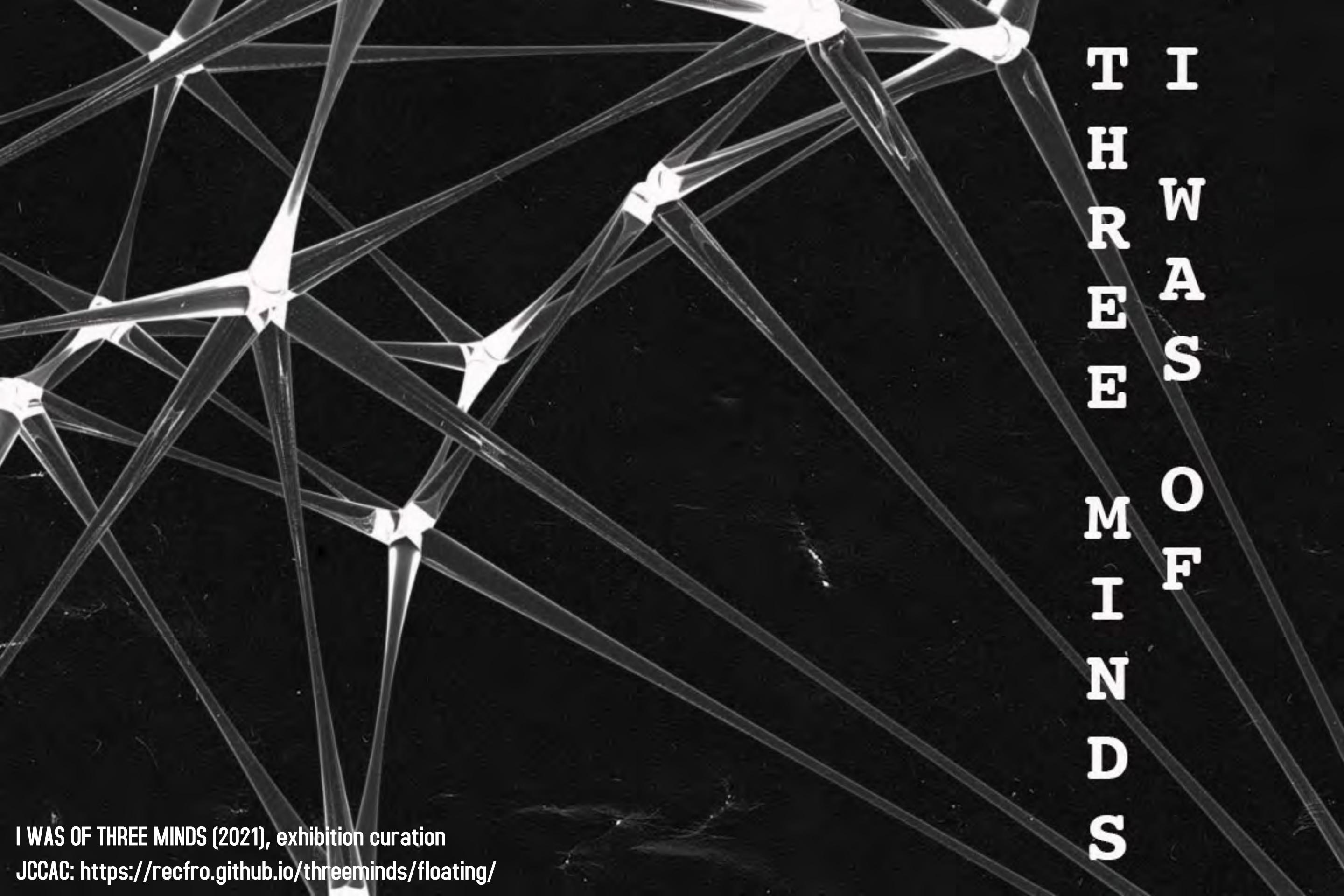
osage

I'M ALWAYS HERE

Ryo Ikeshiro, RAY LC, PerMagnus Lindborg, Chi Wong
curated by Rodrigo Guzman-Serrano

25.07 2021 - 22.08 2021

I'M ALWAYS HERE (2021), art exhibition
Osage Gallery: <https://recfro.github.io/threeminds/osage/>

A black and white abstract geometric background featuring a complex network of intersecting lines forming a three-dimensional lattice structure, resembling a wireframe or a molecular model.

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I WAS OF THREE MINDS (2021), exhibition curation
JCCAC: <https://recfro.github.io/threeminds/floating/>



DIS/PLACED (2020), online performance curation, 15:00
Elektron Tallinn: <https://vimeo.com/593548674/6c7b5ef5b6>

Mimicry of Hollows

虛擬態

June 11–July 2, 2021 The 5th Floor

Artist

Anne de Vries, Floris Schönfeld, Tanja Engelberts, Masahide Matsuda,
Nile Koetting, Vincent Ruijters & RAY LC,

Curated by Seiha Kurosawa, Vincent Ruijters

MIMICRY OF HOLLOW (2021), art exhibition
5th Floor Tokyo: <https://www.the5thfloor.org/mimicryofhollows>



METABOLISM II, BY BOLOR AMGALAN



THURS JULY 25 6:30 PM

TECHNOLOGY AND SOCIAL GOOD

AN ART EXHIBITION ON
THE POWER TO CREATE
CHANGE

REGISTER TO ATTEND | TO PRESENT

TECHNOLOGY AND SOCIAL GOOD (2019), exhibition curation
Columbia University, I-House: <https://raylc.org/exhibits/techgood/>

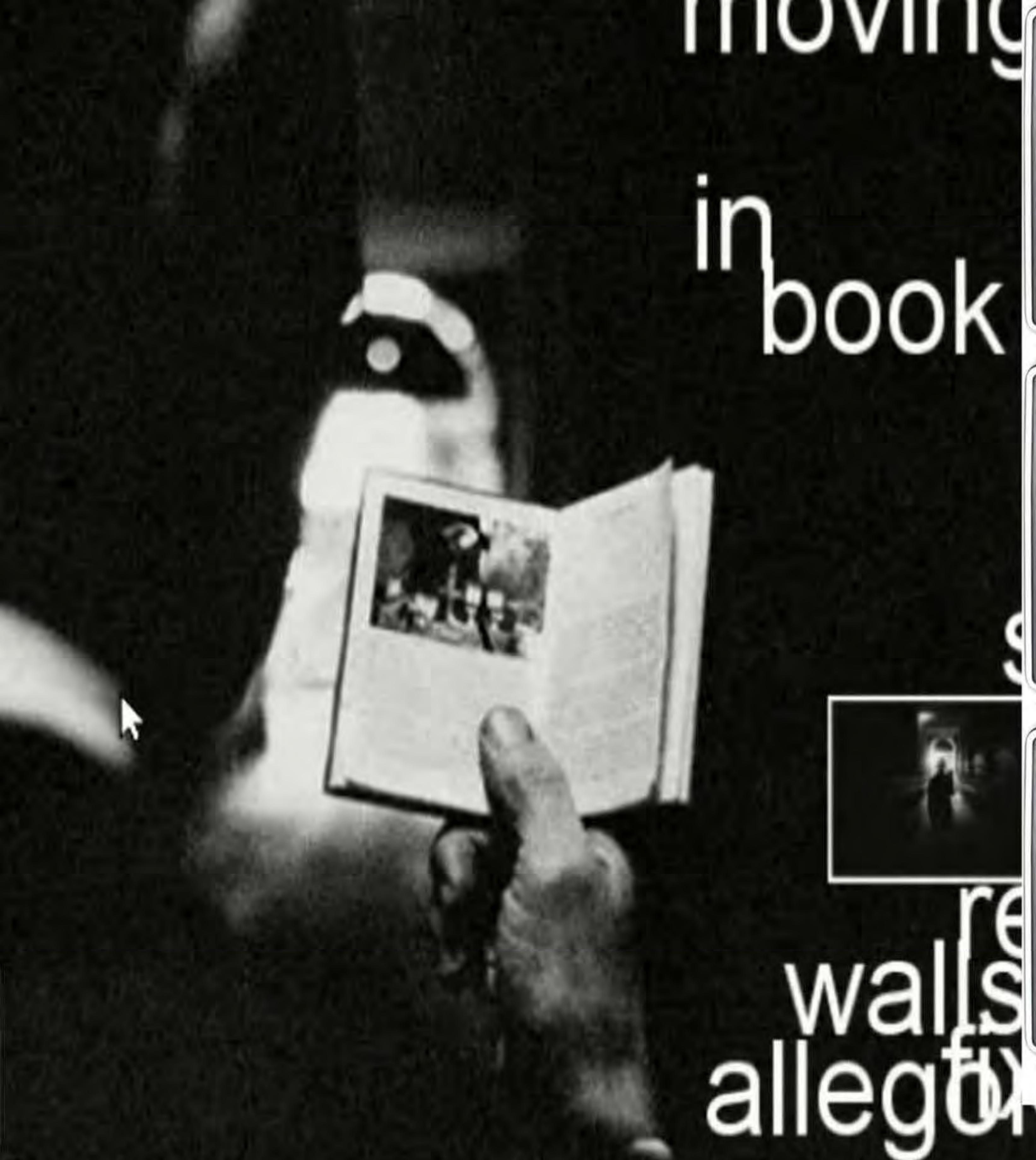


ROHINGYA IN VR (2019), virtual reality, 05:00

Ars Electronica Linz: <https://youtu.be/idn45nT54kw?t=69>



SHAMIMA: MEMORY IN MY HEART (2019), film, 04:20
NYC Short Documentary Film Festival: <https://youtu.be/y4zuTVrcvQw>



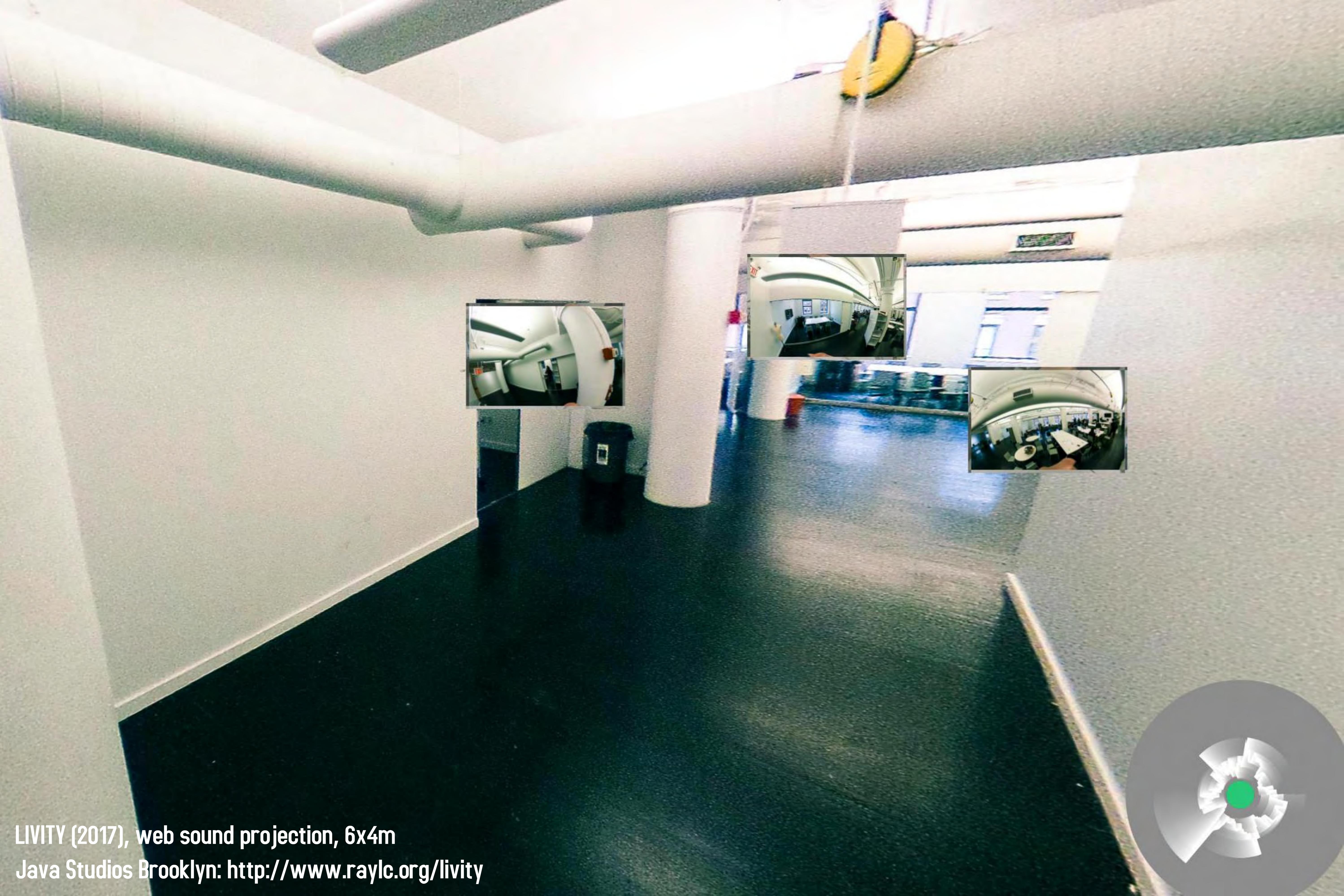
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STREAM (2017), interactive video poetry, 4:10

Parsons Dimension Exhibit: <http://www.raylc.org/stream>



LIVITY (2017), web sound projection, 6x4m
Java Studios Brooklyn: <http://www.raylc.org/livity>





G[AR]MENT (2018), electronics vinyl crinoline dress, 1.2x1.2x0.8m Pratt
Brooklyn Fashion Tektiles Exhibit: <https://youtu.be/00ycqRVfGQs>



CREATIVE FLOW (2019), boiled fabric electronics performance, 1x0.4x0.2m
DeConstruct Redhook NY: <https://vimeo.com/327750846>



INUS (2017), electronics vinyl dress, 1.8x0.3x0.2m

Tokyo MODE New Era Show: <http://www.raylc.org/inusfashion>



THIRD SKIN (2016), painting fashion performance, 30:10

Tokyo Golden Egg Kabukicho: <https://youtu.be/EODuRgCHPAY>