



## RAY LC.

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

[[raylc.org](http://raylc.org) | portfolio]  
[[recfro.github.io](https://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 @ <b>Taikwun</b> , <a href="#">exhibition</a> , to appear.                  | 2023 | Beyond Human Spaces @ CityU HK SCM "future post-human spaces", <a href="#">exhibition</a> .                                      |
| 2025 | Future Tense "cultural heritage future" @ <b>Hong Kong Arts Centre</b> , <a href="#">exhibition</a> , to appear.              | 2023 | The Present in the Future is the Past @ <b>Goethe Institute</b> , Urban Walk, <a href="#">web</a> , <a href="#">exhibition</a> . |
| 2025 | Black, Bird @ eXMeLab @ Arizona State University Arts and Sciences, to appear.  | 2023 | Street Scene Dream @ WIP Festival @ Cyprus CYENS Thinker Maker Space, <a href="#">exhibition</a> .                               |
| 2025 | Replay @ Cabinet of Curiosities @ Hanart Forum Hong Kong, to appear.  | 2023 | Cosmotropolis Cityscape @ Macao Biennale @ Art Macao <a href="#">London Pavilion</a> , <a href="#">exhibition</a> .              |
| 2024 | Archive For/In the Future @ <b>National Asia Culture Center Gwangju</b> ( <a href="#">ACC</a> ), <a href="#">exhibition</a> . | 2023 | Together Enough @ Designing Interactive Systems, CMU Pittsburgh USA, <a href="#">exhibition</a> .                                |
| 2024 | Eternagram: Post-Climate @ Art Gallery of VINCI, Hsinchu, Taiwan, <a href="#">exhibition</a> .                                | 2023 | CAVES @ Hong Kong Institute of Architects Micro Film Competition Semi Finalist, <a href="#">film</a> .                           |
| 2024 | The Present is in the Future @ Art Gallery of VINCI, Hsinchu, Taiwan, <a href="#">exhibition</a> .                            | 2023 | Fragments of Knossos @ Mudhouse Residency @ Agio Ioannis Crete, <a href="#">exhibition</a> .                                     |
| 2024 | On the Street (Feeling Invisible) @ Chinese CHI Art Gallery, <a href="#">exhibition</a> .                                     | 2023 | Human Enough @ Organic Creative Spaces @ ACM Creativity and Cognition, <a href="#">exhibition</a> .                              |
| 2024 | Play It Again, For the Next Time @ Chinese CHI Art Gallery, <a href="#">exhibition</a> .                                      | 2023 | Human Post-Human @ Scala Mata and La Storta @ Venezia Contemporanea, <a href="#">exhibition</a> .                                |
| 2024 | Alternative Values @ City University of Hong Kong Singing Waves Gallery, <a href="#">exhibition</a> .                         | 2023 | Transfusion @ Jockey Club Creative Arts Centre "human-machine cross-talk", <a href="#">exhibition</a> .                          |
| 2024 | Play It Again, For the Next Time @ Dreamscaping @ <b>Fringe Club</b> Hong Kong, <a href="#">exhibition</a> .                  | 2023 | Glimpses of the Recognizable @ Heritage of Mei Ho Museum, projection, <a href="#">exhibition</a> .                               |
| 2024 | Re:Locations @ Magdalena Abakanowicz University of Arts, Poznań, Poland, <a href="#">exhibition</a> .                         | 2023 | Land Enough Kyoto Version @ FabCafe Kyoto, "participatory climate action", <a href="#">exhibition</a> .                          |
| 2024 | The Present in the Future is the Past @ Future of Reality <b>SIGGRAPH Denver</b> , <a href="#">exhibition</a> .               | 2023 | Stages on One's Way @ Elastic Mind @ Broward College Art Gallery, <a href="#">exhibition</a> .                                   |
| 2024 | "ReVerie" work with Pinyao Liu @ SIGGRAPH Immersive Pavilion, <a href="#">exhibition</a> .                                    | 2023 | City Lights @ Art.Growth @ 16th Hangzhou Culture and Creative Expo, <a href="#">exhibition</a> .                                 |
| 2024 | Time Enough @ ACM Creativity and Cognition "Organic Creative Spaces", <a href="#">exhibition</a> .                            | 2022 | Land Enough @ <b>SIGGRAPH Asia Daegu</b> Art Center Nabi, "non-fungibility", <a href="#">exhibition</a> .                        |
| 2024 | Archive for the Future @ Studio Kura @ Matsusue Itoshima Japan, <a href="#">exhibition</a> , <a href="#">video</a> .          | 2022 | Intersective @ CityU School of Creative Media, "technology and community", <a href="#">exhibition</a> .                          |
| 2024 | Re:generate @ <b>CVPR AI Art Gallery</b> @ Seattle Washington USA, <a href="#">exhibition</a> .                               | 2022 | Space in Time @ Timestamp Hub @ Yrellag Gallery, "NFT machines of time", <a href="#">exhibition</a> .                            |
| 2024 | Carbon Copy 2.0 "AI-created dating profiles" @ Athens Digital Arts Festival, <a href="#">exhibition</a> .                     | 2022 | Presentation of Self @ <b>IEEE VISAP Oklahoma City</b> , "robot mingling space", <a href="#">performance</a> .                   |
| 2024 | Land Enough "how to express sustainability?" @ <b>A4 Art Museum Chengdu</b> , <a href="#">exhibition</a> .                    | 2022 | Street Scene Dream @ M3 Beyond Territories: Hangzhou-Beijing-New York, <a href="#">exhibition</a> .                              |
| 2024 | Re:generate @ International Symposium on Electronic Art, <a href="#">video</a> , <a href="#">exhibition</a> .                 | 2022 | Home Alone @ Ammerman Center Connecticut Biennial on Art and Tech, <a href="#">exhibition</a> .                                  |
| 2023 | Time After Time and Carbon Copy @ PMQ Hong Kong Art.e.thing, <a href="#">video</a> , <a href="#">exhibition</a> .             | 2022 | In/Active @ <b>Thylab</b> @ HKAC @ Dagao Art Center Beijing, <a href="#">performance</a> , <a href="#">exhibition</a> .          |
| 2023 | Fragment of Our Imagination @ Acentricspace Qingpu Shanghai, <a href="#">video</a> , <a href="#">exhibition</a> .             | 2022 | Light Up and Dance Fusion @ Hong Kong Arts Centre @ Goethe Institute, <a href="#">exhibition</a> .                               |

2022	Catch and Release @ <b>Jumping Frames Expanded Space</b> , "Body Dis-Ordered", <a href="#">exhibition</a> .	2021	Mimicry of Hollows @ The 5th Floor Gallery, Tokyo Japan, <a href="#">exhibition</a> .
2022	Gravity @ Quinzana de Danca, Kiez Berlin, Exeter Dance Film, Tanzahoi Festivals, <a href="#">film</a> .	2021	I Was of Three Minds @ Floating Projects, JCCAC, machine learning art, <a href="#">exhibition</a> .
2022	1.5 Degree Celsius @ <b>Science Gallery MSU</b> Detroit, Chikyuchi (network vers), <a href="#">exhibition</a> .	2021	D-Normal V-Essay @ Floating Projects, choreographing a VR dance, <a href="#">exhibition</a> .
2022	Day-Daycare Night Nightcare @ Hong Kong Art Centre Cultural Masseur, <a href="#">performance</a> .	2020	Navigating in Place @ Generative Art Conference, place and grid cells, <a href="#">exhibition</a> .
2022	Unduplicated @ <b>Videotage</b> , "perspectives and artificial agency", curation, <a href="#">exhibition</a> .	2020	"Imitations of Immortality," <b>NeurIPS</b> , GPT-2-human poetic variations, <a href="#">exhibition</a> .
2022	Hitchhiker's Guide to the Dream @ VR Digital Exhibit, Duke Kunshan VRChat, <a href="#">exhibition</a> .	2020	Decertainfy @ Burning Man BRCVR and Ars Electronica .art Gallery, <a href="#">film</a> .
2022	Looking Backward @ Mind(e)scape Soho House, "forward re-play in time", <a href="#">exhibition</a> .	2020	Just a Stage @ Elektron Tallinn residency "dis/placed," <a href="#">performance</a> .
2022	Light Up @ Soho House, "arrival of night through machine-learning", <a href="#">exhibition</a> .	2020	Skin of Our Sheath @ New Museum EdgeCut "VR in situ dance," <a href="#">performance</a> .
2022	Whopper @ TalkToMe Festival Ukraine, "games and conflict", <a href="#">exhibition</a> , <a href="#">online</a> .	2020	"Shamima" official selection, <b>NYC Short Documentary Film Festival</b> , <a href="#">film</a> .
2022	Drizzle @ University of Graz Wegener Center for Climate Change, <a href="#">exhibition</a> .	2020	Navigating in Place @ Kone Foundation Saari Residency, <a href="#">exhibition</a> , <a href="#">online</a> .
2022	Chikyuchi (mobile vers) and Drizzle @ Data Art for Climate Action Gallery, <a href="#">exhibition</a> .	2020	Network Intelligence @ CICA Museum 6th International New Media Art, <a href="#">exhibition</a> .
2021	Make4Green @ JCCAC Floating Projects, "participatory sustainability art", <a href="#">exhibition</a> .	2019	A Case for Play @ NeON Digital Arts fest, "Empowering Rohingya Refugees", <a href="#">exhibition</a> .
2021	Prismatic @ CityU SCM MFA showcase, JCCAC, "on bodily interactions", <a href="#">exhibition</a> .	2019	Technology and Social Good @ <b>Columbia University</b> curator and artist, <a href="#">exhibition</a> .
2021	Insphere @ Sketch 2, Floating Projects Hong Kong, ML drawings, <a href="#">exhibition</a> .	2019	Expressive Motions @ IEEE ICRA-X Robotic Art, "Secret Lives of Machines", <a href="#">exhibition</a> .
2021	Presentation of Self in Machine Life @ <b>NYSCI</b> @ Brick Theatre @ CityU, <a href="#">performance</a> .	2019	An Immersive Rohingya Experience @ Ars Electronica Linz, <a href="#">exhibition</a> .
2021	Down to the Holograph @ Ars Electronica Artificial Intentionalities, <a href="#">exhibition</a> , <a href="#">online</a> .	2019	Rohingya Documentaries and VR Experience @ THP ArtLab Lahore, <a href="#">exhibition</a> .
2021	Home Alone @ Ars Electronica .art Concrete House Global Gallery, <a href="#">exhibition</a> .	2019	Machine Gaze @ <b>New York Hall of Science</b> , "a curious surveillance camera", <a href="#">exhibition</a> .
2021	I'm Always Here @ <b>Osage Gallery Hong Kong</b> , VR and machine learning, <a href="#">exhibition</a> .	2019	Creative Flow @ DeConstruct NYC, "generative dance with wearable beats", <a href="#">exhibition</a> .
2021	I Love You Project @ SDGs X ARTs, <b>Museum of Tokyo University of the Arts</b> , <a href="#">exhibition</a> .	2019	Flora @ Java Studios NYC, "evolution of digital TVs in physical interaction", <a href="#">exhibition</a> .
2021	Chikyuchi @ Art Machines 2 Constructing Contexts exhibit, Hong Kong, <a href="#">exhibition</a> .	2019	Artistic Intelligence @ ISCOMA Art Machines, "visually speaking sculpture", <a href="#">exhibition</a> .

#### FULL PUBLICATIONS SINCE 2018.

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

- 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 29<sup>th</sup> 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 29<sup>th</sup> 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 29<sup>th</sup> 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, 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 **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, Uzunay E, **LC R**. (2021) "SOUND OF(F): Contextual storytelling using machine learning representations of sound and music." In Wölfel M, Bernhardt J (eds), [Interactivity and Game Creation: ArtsIT 2021. Lecture Notes of the Institute for Computer Sciences, Social Informatics, Telecommunications](#). Springer, Cham. [Online](#).
- 2021 Song ZJ, Sun Y, Ruijters V, **LC R**. (2021) "Climate Influence: Implicit game-based interactive storytelling for climate action purpose." In Mitchell A, Vosmeer M (eds). [Interactive Storytelling ICIDS 2021: Lecture Notes in Computer Science](#). Vol 13138, Springer, Cham. doi: 10.1007/978-3-030-92300-6\_42. [Online](#).
- 2021 Song ZJ, Sun Y, **LC R**. (2021) "Drizzle: A comic for covert climate action influence." In 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. Alveiro, 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<sub>A</sub> 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, <a href="#">talk</a> .          | 2024 | Archive For/In the Future @ <b>ACC Creators Residency</b> artist talk, Gwangju Korea, <a href="#">talk</a> . |
| 2024 | Read the Future: Tarot Reading with Generative AI, ACC Open Studio, <a href="#">workshop</a> .         | 2024 | A Tangible Future: Teaching Climate Change @ Digitally Engaged Learning, <a href="#">paper</a> .             |
| 2024 | Imagining the Past from the Future @ Sogang University Art Tech Imagination, <a href="#">seminar</a> . | 2024 | More Than Just An Object @ Singapore Management University HCI Seminar, <a href="#">talk</a> .               |



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

- 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.

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| <p>2025 <a href="#">City University of Hong Kong Teaching Development Grant</a>: Words to Images to Prototypes: GenAI Prototyping Tools; PI; 239,371 hkd; 18 months.</p> <p>2024 <a href="#">National Asian Cultural Center Gwangju (ACC) Creators Residency Grant</a>: Archive for/in the Future (AI, Humans, and Multiverse); PI; 130,000 hkd; 4 months.</p> <p>2024 <a href="#">Hong Kong Arts Development Council Project Grant</a>: Future Tense Hong Kong for Cultural Heritage Expression; PI; 227,800 hkd; 12 months.</p> <p>2024 <a href="#">Hong Kong Arts Development Council Cultural Exchange Grant</a>: Fragment of Our Imagination @ Shanghai; Principal Investigator; 37,500 hkd.</p> <p>2024 <a href="#">Hong Kong Arts Development Council Project Grant</a>: Participatory Art for Climate Education; PI; 90,400 + 80,000 (venue) hkd; 12 months.</p> <p>2023 <a href="#">Hong Kong Arts Development Council Cultural Exchange Grant</a>: Venezia Contemporanea Scala Mata; PI; 37,400 hkd; 3 months.</p> <p>2023 <a href="#">Hong Kong Innovation and Technology Commission ITSP Program Grant</a>: Future Cinema System; Co-I; budgeted 366,500 hkd; 12 months.</p> <p>2023 <a href="#">Research Grants Council General Research Fund (GRF)</a>: MOTION RESEARCH: Performing and Designing with Human-Robot Collaborative Movement Choreographies (11607623); PI; 574,354 hkd; 24 months.</p> <p>2023 <a href="#">Chow Sang Sang Group Research Fund</a>: AI-Robotics-Enabled Co-Learning Spaces; PI; 200,000 hkd; 24 months.</p> <p>2023 <a href="#">Hong Kong Arts Development Council Cultural Exchange Grant</a>: Kyoto Design Lab and FabCafe Kyoto; PI; 45,600 hkd; 6 months.</p> <p>2022 <a href="#">Centre for Applied Computing and Interactive Media Group Research Grant</a>: Narrative Spaces (9360119); Co-I; 50,000 hkd; 12 months.</p> <p>2022 <a href="#">Innovative City University of Hong Kong Learning Award</a>: Ohayay Platform for Collaborative Narration; PI; 50,000 hkd; 6 months.</p> <p>2022 <a href="#">Hong Kong Arts Development Council Project</a></p> | <p><a href="#">Grant</a>: IN/ACTIVE Robotic Exhibition Performance; PI; 98,000 hkd; 9 months.</p> <p>2021 <a href="#">Hong Kong Arts Development Council Cultural Exchange Grant</a>: Remote Performance @ New York NYSCI; PI; 20,800 hkd; 12 months.</p> <p>2021 <a href="#">City University of Hong Kong Research Initiatives APRC Startup UGC Block Grant</a>: VR Methods for Isolation Stress; PI; 464,500 hkd; 26 months.</p> <p>2021 <a href="#">University of Notre Dame Asia Research Collaboration Grant</a>: Human-AI Collab Fiction (with Toby Li); Co-I; 20,000 usd; 12 months.</p> <p>2021 <a href="#">New York Foundation for the Arts Artist Corps Grant</a>: Human-Robot Dance Brick Theatre Brooklyn; PI; 5000 usd; 9 months.</p> <p>2021 <a href="#">City University of Hong Kong Strategic Interdisciplinary Research Grant (SIRG)</a>: Neuroscience of Isolation in VR Spaces; PI; 300,000 hkd; 24 months.</p> <p>2021 <a href="#">City University of Hong Kong Teaching Development Grant</a>: Empathic Design in Remote Learning; PI; 120,000 hkd; 18 months.</p> <p>2020 <a href="#">Kyoto Institute of Technology Designer-in-Residence Award</a>: Narrative Influence for Social Purpose; Residency; 1.2 mil jpy; 4 months.</p> <p>2020 <a href="#">Kone Foundation Saari Residence Grant</a>: Broken Machine Nets; Residency; 5600 euro; 3 months.</p> <p>2019 <a href="#">Davis Peace Projects Prize</a>: VR Documentary by Rohingya Refugees; PI; 10,000 usd; 6 months.</p> <p>2019 <a href="#">NYSCI New York Hall of Science Designer-in-Residence Award</a>: Educational Robotics Exhibition; Residency; 5500 usd; 5 months.</p> <p>2018 <a href="#">Verizon-Yahoo Sports Media Startup Grant</a>: AR Tech in Live Views; PI; 5000 usd; 3 months.</p> <p>2018 <a href="#">Verizon Connected Futures III Grant</a>: ML VR for Speech Therapy; PI; 10,000 usd; 6 months.</p> <p>2015 <a href="#">Japan Society for the Promotion of Science Kakenhi Wakate B Grant-in-Aid</a>: 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.</p> |
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#### 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.