# CURRICULUM VITAE
## HECTOR RODRIGUEZ

Run Run Shaw Creative Media Centre, 7/F
18 Tat Hong Avenue,
Kowloon Tong, Kowloon, Hong Kong

**CITIZENSHIP:** Spain (European Union)
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http://www.concept-script.com/

## EDUCATION

| Subject/Institution | Degree | Date |
|---|---|---|
| *Cinema Studies*<br>New York University | Ph. D. | May 1995 |

- Doctoral Comprehensive Exams:
    - Contemporary Film Theory
    - Japanese Cinema History
    - US Cinema History

- Dissertation:
    - The Cinema of Taiwan: National Identity and Political Legitimation
    - Defended With Distinction

| Subject/Institution | Degree | Date |
|---|---|---|
| *Cinema Studies*,<br>New York University | M.A. | Jan 1989 |
| *Liberal Arts*<br>The New School For Social Research | B.A. | May 1987 |

## SCHOLARSHIPS AND AWARDS

- Teaching Award, School of Creative Media, City University of Hong Kong, 2018.
- Service Award, School of Creative Media, City University of Hong Kong, 2018.
- HKSAR Secretary for Home Affairs' Commendation Scheme 2014 for Outstanding Contribution to the Development of Arts and Culture.
- *Jay Leyda Award, outstanding Ph.D. student,* Tisch School of the Arts, NYU, 1995.
- *Teaching Assistantship,* Cinema Studies, N.Y.U., 1989-1994.
- *Graduate Fellowship,* Cinema Studies, N.Y.U., 1988-1990.
- *Paulette Goddard Scholarship,* Tisch School of the Arts, N.Y.U., 1988-1989
- *Jay Leyda Award for outstanding MA student,* Tisch School of the Arts, N.Y.U., 1989.
- *Kodak Company Outstanding Cinematography Award* for the experimental film *Equilibrium,* The New School for Social Research, 1985.

**FULL-TIME EMPLOYMENT**

## 1. SCHOOL OF CREATIVE MEDIA
**City University of Hong Kong, Hong Kong**

Associate Professor                                    2002 - Present
Assistant Professor                                    1998 - 2002

Selected Courses Taught
- Interdisciplinary Practices in the Arts, Sciences, and Humanities
    - Foundation year course with over 200 students
- Software Art
- Generative Art
- Artists in the Labs
    - Collaboration with the departments of Biology and Chemistry, Applied Physics, and Mathematics
- Art and Mathematics Studio
    - Dollaboration with the department of Mathemtaics
- New Media Art: Theory and History
- Game and Play Studies
- Critical Theory and Participatory Art
- Contemporary Art
- Aesthetics of Editing
- Visual Studies (Principles of Visual Thinking and Design)
- Film Theory and History
- Biology and Art
    - Collaboration with the department of Biology and Chemistry.
- Introduction to the Sciences for Artists
    - Collaboration with the departments of Biology and Chemistry and Applied Physics.

Leadership and Administration
- *Quality Assurance Coordianator  (2017 -  present).*
    - Responsible for quality assurance in teaching and learning.
- *Bachelor of Art and Science  Progrmame Leader (2011 - 2017)*
    - Conceived of the overall vision for the art and science programme curriculum.
    - Worked with scientists in other faculties of my university (Biology and Chemistry, Mathematics, Applied Physics) to develop the core curriculum.
    - Responsible for the day-to-day management of the program.
    - Head of curriuclum development.
- *Acting Associate Dean* (2009 - 10)
- *Planning Team for MA programme in games and playable media   (2013 - 4)*
- *Critical Intermedia Laboratory Stream Leader (2008)*
- *Bachelor of Arts Degree Programme Leader (2002 - 2008)*
- *Associate of Arts Degree Programme Leader (1999 - 2008)*
- *Member of the School's Mansagement Team (2003 - 2005)*

- Chairperson, Undergraduate Curriulum Committee (2003 - 2006).
- *Admissions Tutor* (1998-2003)
    - Duties include: collecting information about applicants; screening portfolios; organizing the written examination and interview of applicants.
- Time-Tabling (scheduling) Officer (1998-2000)
- Ph.D. and M.Phil student supervision.
- Membership in University committees:
    - Task Force on Teaching Critical and Creative Thinking
    - Task force on the Credit Unit System.
    - Quality Assurance Committee.
    - University Undergraduate Admissions Committee
    - Bachelor of Science in Creative Media programme committee member
- Membership in other departmental committees:
    - Student Exchange Committee
    - Validation and Monitoring Committee
    - Strategic Planning Committee

## 2. SCHOOL OF GENERAL EDUCATION
**Lingnan University, Hong Kong**

**Assistant Professor**                                   1997 - 1998

Courses Taught
- Film Art and Society
- Science, Technology and Human Values

Additional Duties
- Fund-raising and conference organizing
- Student advisement
- Faculty board membership
- Designed the film theory component of a new degree program in Cultural Studies

## 3. DEPARTMENT OF ENGLISH
**Sacred Heart University, USA**

**Assistant Professor**                                   1994 - 1996

Courses Taught
- Introduction to Mass Communication
- Film History: 1895-1945
- Third World Cinemas
- Advanced Seminar on Mass Media

**ARTISTIC AND CURATORIAL PROJECTS**


**A. ARTISTIC PROJECTS**


*Hidden Networks (2021)*. Algorithmic eight-channel video installation.
- El Tanque Cultural Center, Canary Islands, Tenerife, Spain, 03 July - 25 September 2021.

*Deep Archetypes: Mediation on Violence (2021).* Algorithmic video.
- Conference on Computer Vision and Pattern Recognition (CVPR) 2021: Computer Vision Art Gallery, Virtual, 19-19 June 2021.

*Errant v2* (2020). Algorithmic three-channel video installation.
- *Neural Information Process Ing Systems* (NIPS) 2020, Virtual exhibition due to covid, 09 December 2020.
- Extended version shown at: Art Machines: Past/Present, Indra and Harry Banga Gallery, Hong Kong, China, 24 November 2020 - 21 February 2021.

*Latent Embeddings* (2019). Interactive media art project co-authored with Jeffrey Shaw.
- Osage Gallery, Hong Kong, November 2019-June 2020.

*Codex: Folio 307* (2019). Digital print co-authored with Felipe Cucker.
- *Leonardo Da Vinci: Art and Science, Then and Now*, Indra and Harry Banga Gallery, City University of Hong Kong (co-presented by the Veneranda Biblioteca), September 2019 – September 2020.

*Errant: The Kinetic Propensity of Images* (2018). Algorithmic video installation.
- *Algorithmic Art: Shuffling Space and Time*, exhibition, Hong Kong City Hall, December 2018-Jan 2019.
- Art Gallery, *Siggraph Asia*, Brisbane, Australia, 17-20 November 2019.

*Theorem 9* (2018). Algorithmic video installation.
- *Hidden Variables*, Hector Rodriguez solo exhibition, Writing Machine, Hong Kong, October 2018.
- A.I. Art Gallery, Conference on Neural Information Processing Systems 2018, Palais de Congres de Montreal, Canada.

*The Uncertainty Principle* (2018). Algorithmic video installation and interactive application.
- *Hidden Variables*, solo exhibition, Writing Machine, Hong Kong, October 2018.
- *Shenzhen International Animation Festival* 2018, Shenzhen, China.
- *European Conference on Computer Vision*, September 2018.
- *Traverse Video Festival*, Toulouse, France 2019.

*Gestus Redux* (2018). Algorithmic video installation.
- *Hidden Variables*, solo exhibition, Writing Machine, Hong Kong, October 2018.
- *European Conference on Computer Vision*, September 2018.

*Entropic Envelope  (Mothlight )* : Frequency Domain Representation (2017).
- *Hidden Variables*, solo exhibition, Writing Machine, Hong Kong, October 2018.
- *Instants Video*, Toulousse, France, March 2018.

Within the Walls (2017). Algorithmic video.
- EXiM, Cross-Straits Experimental Animation Festival in Macau, November 2017.
- *Instants Video*, Toulousse, France, March 2018.

Approximation Theory *(2017)*, visual mathematics project made with F elipe Cucker.
- RIXC Art Science Festival, Riga, Latvia, October 2017.
- XX Generative Art Conference/Exhibition, Ravenna, Italy, December 2017.
- Athens Media Art Festival, Athens, Greece, May 2018.
- Technische Universität Berlin, Berlin, Germany, 19-23 August 2019.


Boxing Mothlight (2016-7). Experimental video in visual mathematics.
- EXIS, Experimental Film and Video Festival, Art Sonje Centre, Seoul, Korea, July 2017.
- Floating Projects Collective, Hong Kong, July 2017.

Theorem 8.1 (2016) three-screen installation.
- GAMEC (Gallery of Modern and Contemporary Art), xCoAx co nference on computation and art, June -July Bergamo, Italy, 2016.
- Finalist, *CyNetArt* (Cybernetic Networked Art) competition, Dresden, Germany, 2016.
- Angewndte Innovation Lab (AIL), University of Applied Arts, Vienna, December 2016.

Z (2016). Software art video installation.
- *Hidden Variables*, solo exhibition, Writing Machine, Hong Kong, October 2018.
- ISEA (International Symposium on Electronic Art) 2016, City University of Hong Kong.
- Angewndte Innovation Lab (AIL), University of Applied Arts, Vienna, December 2016.

Theorem 8 (2013-4) three-screen installation
- 16th Media Art Biennale WRO, Wroclaw ,Poland, 2015.

Theorem 8 (2014), short single-screen version
- *Instants Video*, Toulousse, France, March 2018.
- EXIS, Experimental Film and Video Festival, Ar t Sonje Centre, Seoul, Korea, July 2017.
- "In the Realm of Forms" exhibition, Pearl Connard Gallery, Ohio State University, 2015.
- Carnival of e-Creativity, Northern-Eastern Hills University, India, 2015.
- Institut für Alles Mögliche, Berlin/Germany , 2014
- Triennale di Milano (Generative Art Conference) 2013
- 10th International VideoArt Festival of Cologne, Germany.
- "Tracing Data" exhibition, Connecting Spaces Gallery, Hong Kong. .

- "Tracing Data" exhibition, Connecting Spaces,  Zurich University of the Arts, Switzerland (special exhibition version)
- Gwacheon National Science Musem, Seoul Korea (Bridges Art and Mathematics Conference)

Fluxions. Digital video (2013).
- « Collision 19 » Exhibition, Cyberarts Gallery, Boston.

Flowpoints (9). Digital prinst (2012).
- Saatchi Gallery, London, UK.
- ArtistTree Gallery, Hong Kong.


Inflections. Algorithmic video (2012).
- « Collision 19 » Exhibition, Cyberarts Gallery, Boston.
- « New Cinema and Contemporary Art », Rencontres Internationales, Palais de Tokyo, Paris and House of World Cultures, Berlin.
- "Projections Exhibition", Manifest Gallery, Cincinatti, Ohio.

Gestus: Judex. Interactive installation (2012-2013).
- **Achievement Award**, Hong Kong Contemporary Art Awards.
- **Jury Selection**: Japan Media Art Festival.
- Videomedeja, Serbia, 2015.
- Friedericianum Museum (Kasseler Kunstverein), Kassel, Germany
- Art and Science Innovation exhibition, Tenerife Espacio Arte (TEA), Spain
- 15th WRO Media Art Biennale, Wroclaw, Poland, 2013.
- International Festival of Digital Art and New Media, Athens, Greece;
- Taipei Digital Art Center, Taiwan.
- Siggraph Asia 2012, Singapore.

Gestus: Blow Job. Algorithmtic video (2012).
- "Inside is Not The Opposite of Outside" Exhibition, Bronx Art Space, New York, USA.
- "Haptic Interface" Exhibition, Academy of Visual Arts, Hong Kong.

Gestus (Beta). Algorithmic video installation (2011).
- Writing Machine Exhibition, Hong Kong Yourth Square (funded by the Hong Kong Art Development Council).

Flowpoints: Kiss. Experimental video (2011).
- Loop Video Art Festival, Barcelona, 2015.
- Naoussa International Film Festival, Municipal Theater, Naoussa, Greece (September 2011);
- Writing Machine Exhibition, Hong Kong Youth Square, 2011;
- Kuala Lumpur Experimental Video Festival, Annexe Gallery, Malysia, 2011;
- Asian Experimental Video Festival in Macao (EXiM), Ox Warehouse, Macau,  2011;

Res Extensa (Version 2). Video (2009)
- AllArtNow International New Media Art Festival, Damascus, Syria Ma y 2010.

<u>Blow I</u>. Digital print (2009).
- Artsdepot Open exhibition, Apthorp Gallery, London.

<u>Blow</u>. Experimental Video (2009).
- Athens Video Art Festival.

<u>DeadCode</u>. Internet art (2009).
- ElectroFringe Festival (Electro_Online, 2009), Newcastle, Australia.

<u>State Change</u> (with Vasco Paiva). Performance and video documentation (2008).
- *Living as Form* exhibition, Independent Curator's International, New York, 2013.
- *Living as Form* exhibition, Videotage,. Hong Kong, 2012.
- *CITIES OF DESIRE, Galerie IG Bildende Kunst, Vienna, Austria*, Oct. 2008.
- **Award**: Most Creative Activist Work, Hijacking Time Square Competition, Hong Kong, April 2008.

<u>Kinematograph</u>. Digital installation (realtime software + digital print) (2008).
- Digitalogue, Hong Kong Museum of Art, Hong Kong.

<u>Aphasia</u>. Experimental video (2008).
- Unpack 2008, China Art Academy, Hangzhou, China.

<u>CoPerspective</u>. Interactive software project (2005-6).
- Playground Exhibtion, Kao Yuan Art Center (Kao Yuan University), Taiwan, December 2005 – January 2006.
- <u>Eurographics</u> (Conference of the European Association for Computer Graphics), Vienna, September 2006.
- **Award:** Finalist at the "Graphics Meets Games" Competition, a Juried competition organized by <u>Eurographics</u> September 2006.

<u>Res Extensa</u>. Digital animation.
- 64th International Leipzig Festival for Documentary and Animated Film
- Microwave Festival 2003 (Hong Kong)
- Hong Kong Art Biennial 2003
- India International Centre, Delhi, India, March 2004 .
- Atlantic Center for Modern Art, Las Palmas, Spain, February – March 2006.
- *Award:*: Best work (Digital Moving Images), <u>Hong Kong Art Biennial 2003</u>

<u>Station</u>. Interactive Fiction.
- Writing Machine Collective and 1a Space gallery, Hong Kong, 2006.

<u>Projectile</u>. Interactive installation to demonstrate the nature of perspective projection. 2004
- Presented at the Conference <u>The Architecture Co-Laboratory: Game Set and Match II Conference on Computer Games, Advanced Geometries and Digital Technologies</u>. Delft University of Technology, Delft, the Netherlands.

<u>Fruztum: Nomadic Perception</u>. Interactive software (in collaboration with Mike Wong),
- Third Text media festival, Hong Kong, May 2003;

- India International Centre, Delhi, India, March 15, 200 4.

Family Secrets. Video
- "Social Club" exhibition, Para/Site Art Space, Hong Kong, February 2002.

Exquisite Corpse. Video commissioned by Radio Television of Hong Kong (RTHK).
- Hong Kong Arts Centre, February 2000.
- Broadcast by Radio Television Hong Kong, February 2000.

Equilibrium. 16mm student film, New School For Social Researc h.
- **Award:** Kodak award for outstanding cinematography, 1985.


## B. ARTS ADMINISTRATION

Co-Director, *Art Machines*: International Symposium on Machine Learning and Art. City University of Hong Kong, January 2019.

Director. Ars incognita: A Symposium on Art and Artificial intelligence (March 2018). C3A (Centro de Creación Contemporánea de Andalucía), Cordoba, Spain. This event is an international symposium on the impact of machine learning on scoiety and the arts. It took place in a major new museum in the City of Cordoba, Spain.

Research Director. Writing Machine Art Collective (2006-Present). Duties include the selection of artists for exhibitions, the preparation of grant proposals , and the development of public lectures and workshops.

Artistic Director. Microwave International Media Art Festival (2004-2006). This annual festival is the major Hong Kong new media art event. I wrote the grants for two editions of the festival and developed the overall vision for both editions.

Curator, 2005 Microwave Festival, exhibition on the theme "Culture as Play". Hong Kong City Hall and Hong Kong Film Archive, October 2005.

Co-curator. Someone Has Done it Before. Art exhibit, Para/Site Art Space, Ju ne 2002.


## PUBLICATIONS, PRESENTATIONS AND CONFERENCE PAPERS

"Crisis, critique and technological understanding" (keynote lecture), *Art Machines 2: International Symposium on Machine Learning and Art* 2021 (AM2), City University of Hong Kong, Hong Kong, China, 10-14 June 2021.

(co-editor, with Richard Allen, Malina Siu, Tobias Klein, Harald Kraemer and Olli Tapio Leno), *Art Machines 2 - International Symposium on Machine Learning and Art* 2021 Proceedings, School of Creative Media, City University of Hong Kong, ISBN: 978 -962-

442-448-5,9789624424485, Hong Kong, 10 June 2021

"The Entropic Envelope" *Leonardo* 2019 52:5 455-460.

"Algorithmic Analysis and Visualization of Motion in Cinema", 12th ACM SIGGRAPH
Conference and Exhibition on Computer Graphics and Interactive Techniques in
Asia, SIGGRAPH Asia 2019, Brisbane, Australia, 17-20 November 2019.

"Explorations in Art and Technology", Complexity of Numerical Computation,
Technische Universität Berlin, Berlin, Germany, 19-23 August 2019.

"Computation and the Cinematic Archive," *Ars Incognita: Poetics of Artificial Creativitty*,
Symposium on Art and Artificial Intelligence, Centro de Creación Contemporánea de
Andalucía*, March 2018.*

"Approximation Theory" (with Felipe Cucker), *20th Generative Art Conference Proceedings*,
Ravena, Italy, December, 2017.

"Computation and Cinematic Analysis", *Recreative Media Between East and West:
Technological Innoviations and New Forms of Narration in Cinema*, Symposium
organized by the School of Creative Media and Paris 3 Sorbonne Nouvelle. Hong
Kong, March 2015.

"Homelessness and Self-disclosure: Evans Chan's 'Minor' Cinema," in *Postcolonialism,
Diaspora, and Alternative Histories: The Cinema of Evans Chan*, Tony Williams (ed),
Hong Kong University Press and Columbia University Press, Hong Kong, 2015, pp
35-40.

"Abstract Spaces" (with Felipe Cucker), Datafied Research Conference, Hong Kong, October
2014. Organized by: Transmediale, Aarhus University, and City University of Hong
Kong.

"Theorem 8" (with Felipe cucker), *Generative Art 2013* - 16th International Conference, La
Triennale di Milano Museum and Domius Argenia Center, Milan, Italy, 10-12
December 2013, pp 293-299.

Artist's Talk. "Optical (De)Composer". Department of Cinema Studies, New York University.
April 2013, New York.

Artist's Talk. "Cinematics and Computation". Department of Cinema Studies, New York
University, Feb. 2013, New York.

"Cinematics as Computation" Keynote Conference. Microwave International Media Arts
Festival. November 2012, Hong Kong.

"Experimenting the Future of New Media" (Conference Presentation),
One World Exposition. December 2011, Videotage, Hong Kong.

"Gestus" (Conference Paper). ISEA (Inter-Society for Electronic Arts). September 2011,
Istanbul, Turkey.

"The Principle of Reciprocity" (Keynote Speech). Wikitopia Conference. September, 2010, Hong Kong.

"Flowpoints: A Generative Image Creation Method Using Optical Flow," Generative Art Conference (Conference Paper). December 2010. Milan, Italy. Published in GA 2010 Conference Proceedings (Milan: Domus Argenia, 2010).

"Human Resources: A documentary Project" in Who Cares? 16 Essays on Curating in Asia, ed. Michael Lee and Alvaro Fominaya. (Hong Kong and Singapore: Studio Bibliotheque, Seed Projects, and Para/Site Art Space, 2010): 165-8.

"The Black Box," International Conference on the Histories of Media Art, Science and Technology (Conference Paper), November 2009, organized by the Database of Virtual Art and Leonardo/ISAST (International Society for Art, Science and Technology), melbourne, Australia.

"The Perception-Desire Nexus", Future and Reality of Games Conference (Conference Paper), September 2009, organized by the Digital Games Researcher Association( DiGRA), Vienna, Austria.

"Reflexive Role Play as a Medium of Social Learning", International Simulation and Gaming Association Conference (Conference Paper), June-July 2009, organized by the Internal Simulation and Gaming Association jointly with the National University of Singapore.

"Kinematograph", Generative Art Conference (Conference Paper) December 2008, Polytechnic University of Milan, Milan, Italy.

"Constraint, Cruelty and Conversation" in Mette Hjort (ed.). Dekalog: The Five Obstructions (London: Wallflower Press, 2008), 38-56.

"Art and Things: A Re-Evaluation of Critical Discourse", Second International Conference on the Arts in Society (Conference Paper) August 2007 (held at the University of Kassel and the Documenta 12 art exhibition) Kassel, Germany.

(with Kam Wong) "P3", Techniques of the Visible: Painting in Media-Based Reality (Conference Paper) March 2007, Guangzhou, People's Republic of China.

(with Kam Wong). "CoPerspective", Eurographics 2006, Sept. 2006, published in Graphics meets Games Proceedings, p.8.

"The Playful and the Serious", Game Studies: The International Journal of Computer Game Research 6: 2 (December 2006).

"Technology as an Artistic Medium", International IEEE conference on Systems, Man, and Cybernetics (Conference Paper). October 2006, Taipei, Taiwan. Published in the conference proceedings.

"Metaesthesis", paper presented at the conference The Architecture Co-Laboratory: Game Set and Match II Conference on Computer Games, Advanced Geometries and Digital

Technologies. Delft University of Technology, April 2006. Published in: Oosterhuis, K. and Feireiss, L. (eds), GameSetAndMatch II. On Computergames, Advanced Geometries and Digital Technologies (Rotterdam: Episode Publishers, 2006).

"Expanded Cinema and the Idea of Experimental Art," The Film Scene: Cinema, the Arts, and Social Change (International Conference). The University of Hong Kong, April 2006.

"Artistic Applications of Programmable Graphics Hardware," Strategic Development Grant, City University of Hong Kong, 2005.

"Art and Mathematics," Teaching Development Grant, City University of Hong Kong, 2004.

"The Logic of the Virtual: Science and the Method of Variations," Ciberart Conference: Challenges for a Ubiquitous Identity, Bilbao, Spain, April 2004.

[With Mike Wong] "Nomadic Art" Hong Kong/Hollywood at the Borders: Alternative Perspectives, Alternative Cinemas (Conference Paper) University of Hong Kong and the Hong Kong Film Archive, April 2004.

"Res Extensa" Reflexions (Conference Presentation), International Conference on Film, Literature, and Culture, organized by the Department of English, University of Delhi, India, March 2004.

"Rule-driven creativity and contemporary science," An Open Rule: Blink Space & Drifting Presence, February, 2004, Para/Site Art Space, Hong Kong; funded by the Hong Kong Arts Development Council.

"The Great Game to Come: Situationist Concepts and New Media Art", Edges of the Earth (International conference on Asian art) China Academy of Art, Hangzhou, People's Republic of China, November 2003.

"Mathematics in the Creative Arts." Teaching Development Grant, City University of Hong Kong, Spring-Fall 2003-4. [Grant used to develop a course about geometry and art, in collaboration with the Mathematics Department of City University.]

"The Shape of Space," Strategic Development Grant, City University of Hong Kong, 2003-4. [Grant used to develop my digitally animated film Res Extensa.]

"The fragmented Commonplace: Alternative Arts and Cosmopolitanism in Hong Kong," Jenny Lau, ed. Multiple Modernities: Cinema and Popular Media in Transcultural East Asia (Temple University Press, 2003), 114-127.

"Alternatives to Photorealism: Divergent Perspective and Digital Imaging," Strategic Development Grant, City Univeristy of Hong Kong, Spring 2003. [Grant used to develop my interactive artwork Fruztum.]

"Collective Forces: A Reassessment of the Situationist International," Temporal Being: Microwave International Media Art Festival 2002, Hong Kong Polytechnic University, November 2002.

"The Emergence of the Hong Kong New Wave," in Esther Yau (ed), At Full Speed: Hong Kong Cinema in the Transnational Era (Minneapolis: University of Minnesota Press, 2001), 53-69.

"Electronic Art: An Overview" and "Education in a Digital Age," in The Development of Electronic Media Art in Hong Kong. Research Project Commissioned by The Hong Kong Arts Development Council (February 2001), 4-20, 27-32.

"Arts Education and the Decolonization of Everyday Life," Contemporary Asian Popular Culture (Conference organized by the Department of Cultural Studies, Lingnan University and New York's East Asia Regional Adivsory Panel of the Social Sciences Research Council), Hong Kong, Oct. 2001.

"Art and Digital Culture," Transcode: Microwave International Media Art Festival and Symposium, Hong Kong City Hall, September 2001.

"Evolution and Interactivity in the Arts." Research Grant, City University of Hong Kong, summer 2001. [This grant was used to develop teaching materials about the relationship between art and Darwin's theory of evolution.]

"Film and Landscape." City Festival, The Goethe Institut Hong Kong, January 2001.

"Unseen Spaces: Computing, Creativity, and Human Values," Teaching Development Grant, 1999-2000. [Grant used to develop a course about the representation of space in art, with particular emphasis on computer graphics.]

"Automatism and Creativity." City Festival, The Fringe Club, January 2000.

"Organizational Hegemony in the Hong Kong Cinema," Post Script 19:1 (Fall 1999), 107-119.

[Book Review] "In the Realm of Defiance" Asiaweek 25:15 (04/16/99), 38-9.

[Book Review] "Stephen Teo's Hong Kong Cinema." Screen (Fall 1998).

"Questions of Chinese Aesthetics: Space and Narrative Form in the Cinema of King Hu," Cinema Journal 38:1 (Fall 1998), 73-97.

"Documentary film and Politics in Taiwan." Research Grant, Lingnan University, Spring 1998.

"Philosophy and Urban Art." Imagining the Site: Time-Based Art in an Urban Context Conference, Hong Kong Space Museum, December 1998.

"Anthropology and Fiction in the Films of Imamura." Paper presented at a seminar on Japanese film director Shohei Imamura and his films, Hong Kong Arts Centre, December 1998.

"Culture of the Imagined City." Fourth Annual Conference of the David C. Lam Institute for East-West Studies, sponsored by Ohio University and Hong Kong Baptist University, Hong Kong, November 1998.

"The One-Seventh Farmers." Cross-cultural Seminar on International Film Criticism, Goethe-Institut Hong Kong, October 1998.

"Ideology and film culture," in Richard Allen and Murray Smith (eds), Film Theory and Philosophy (Oxford: Oxford University Press, 1997), 260-81.

"Problems of Chinese Aesthetics", Film Art (Bimonthly publication of the China Film Association) 6 (1997): 56-71. [In Chinese]

"Hong Kong popular culture as an interpretive arena: the Huang Feihong film series." Screen 38: 1 (Spring 1997): 1-24.

"The Zhonglian film company in Hong Kong." Annual Society for Cinema Studies Conference, Ottawa, Canada, May 1997.

"The rise of Taiwan's New Wave: institutional and historical determinants." New Trends in East Asian Cinema: A Symposium, University of Wisconsin, Madison, February 1997.

"Popular Culture and Social Order in Hong Kong: The Wong Fei-hong Film Series." Society for Cinema Studies Conference, Dallas, Texas, March 1996

[Book Review] "Colonialism and Nationalism in Asian Cinema," FilmQuarterly 49: 3 (Spring 1996): 52-3.

"Ideology and Film Culture." The Seventeenth Annual Ohio University Film Conference, Athens, Ohio, November 1995.

"Political Legitimacy and Popular Culture in Taiwan's Cinema." Annual Society for Cinema Studies Conference, New York City, March 1995.

"Realism and Nativism: Taiwan's New Wave." The Sixteenth Annual Ohio University Film Conference, Athens, Ohio, November 1994.

"Alienation and Political Change: Chinese Film After the Cultural Revolution." Society for Cinema Studies Conference, Syracuse, NY, March 1994.

"Autonomy and Fetishism in Chinese film: Notes on Chen Kaige." Annual Conference on Literature and Film, Florida State University, 1994.

"Colonialism and the Hong Kong cinema: Ann Hui's Boat People." Society for Cinema Studies Conference, New Orleans, February, 1993.

"Melodramatic Realism in the Taiwanese Cinema." Asian Society for Cinema Studies Conference, New York City, June 1992.


## ADDITIONAL PROFESSIONAL ACTIVITIES

Co-organizer, "Workshop on Machine Learning for Creative Media," conducted by Gene ` Kogan, School of Creative Media, City University of Hong Kong, May 2018.

"Computation, concept-formation, and the cinematic", public lecture, London School of Film, Media, and Design, University of West London, May 2017.

"On the Relation between Art and Science", public lecture, Fotanian Open Studios, Hong Kong. (Lecture given at the Fotanian Artists' Village in Hong Kong).

Assessor, Social Sciences and Humanities Research Council of Canada, 2012-ongoing.

Assessor, Hong Kong Arts Development Council, 2012-ongoing.

Ppaer Reviewer. Siggraph Conference. 2013.

Visiting Scholar, Tisch School of the Arts, New York University, January – April 2013.

Panel chair. "Conjunctions of Artistic and Scientific Practices". Microwave International Media Art Festival. Hong Kong, 2011.

Committee member, International Symposium on the Intersection of Visualization, Art, and Design, London Univesity, 2011.

Public lecture, "Generative Art using optical flow", Xindanwai art space, Shanghai, July 2010.

Public lecture, "Media Art Education", Hong Kong Museum of Art, July 2008.

Workshop facilitator, "Writing Interactive Fiction", Writing Machine Collective 2, April 2007 (Workshop in Inform 7, a programming language designed for interactive fiction authoring).

Workshop facilitator. "Grow Your Own Animation", Microwave International Media Art Festival, August 2006. (Workshop to teach the Java Programming Language to artists).

Public lecture. "Only banalities still interest me: Thought, Image, Montage in the films of Chris Marker," deliverered at the Hong Kong Arts Center, May, 2006. The lecture was also given in the Macau Cultural Center, June 2006.

Invited guest. Study tour on new media art in Germany sponsored by the Goethe Institut and the German government, January 2006.

Member of the board of directors, Videotage Arts Collective, Hong Kong, 2004-5.

Member, Hong Kong Selection Committee, 2005 Venice Art Biennale.

Member, Hong Kong Selection Committee, 2003 Venice Biennale.

Manuscript reviewer for Duke University Press, the British Film Institute, and Hong Kong University Press.

Colloqium leader, Discussion with French-Chilean film director Raul Ruiz, The Hong Kong International Film Festival, April 2001.

Keynote speaker, City Festival, Hong Kong Convention and Exhibition Centre, January 21, 2000.

Colloqium leader, Discussion with Spanish film director Juanma Bajo Ulloa, European Film Festival, Hong Kong, November 1999.

Panelist, "Ride the French New Wave" seminar organized by the Hong Kong Arts Centre, May 1999,

Respondent, "Higher Education in Asia: A Focus on Liberal Arts," International Conference on Education, Lingnan College, Hong Kong, May 1998.

Panelist, "Chinese Silent Cinema", Giornate del Cinema Muto (Silent cinema Week), Pordenone, Italy, October 1996.

Respondent, Panel on the Hong Kong film industry in the 1960s, The Hong Kong International Film Festival, March 1996.

Speaker, "Evans Chan's Crossings", Anthology Film Archives, New York City, October 1995.

Programme notes on the film "Je Tu Il Elle," directed by Chantal Akerman, The Hong Kong Art Centre, Hong Kong, August 1995.

Speaker, Introduction to Kenji Mizoguchi's The Crucified Lovers, The Japan Society, New York City, February 1995.

Speaker, "Ann Hui's Song of the Exile," Hong Kong Festival, Columbia University, New York City, November 1994.

Speaker, " Sidney Pollack's The Yakuza," The Japan Society, New York City, March 199 4.

Panel chairperson, "Philippine Independent Films," Society for Cinema Studies Annual Conference, Syracuse, New York, March 1994.

Speaker, "Kenji Mizoguchi's Ugetsu Monogatari," Japanese Film Festival, Scarsdale, New York, November 1993.

Panel Chairperson, "Film and Colonialism," Annual Society for Cinema Studies Conference, New Orleans, Louisiana, February 1993.

Roundtable discussant, Panel on Hou Xiaoxian's City of Sadness, Society for Cinema Studies Conference, New Orleans, Louisiana, February 1993.

Roundtable discussant, Hong Kong Cinema in the Eighties Seminar, Asian Cinevision, New York City, February 1992.

## COMPUTER LANGUAGES

- Java, Processing, Javascript, HTML, C and C++, Prolog, Inform 6 and 7.

## OTHER RESEARCH AND TEACHING INTERESTS

- Computational art
- Visual mathematics
- Game Studies
- The Philosophy of Consciousness and Artificial Intelligence
- Digital art education: enhancing visual artists' computer litearcy
- History and theory of contemporary art, especially  the "Situationist International"
- Biology and Art

## REFERENCES

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