Curriculum Vitae

Name: Wai Ching CHUNG

Email: chungbwc@gmail.com
Website: http://www.magicandlove.com
YouTube: https://www.youtube.com/user/chungbwc
Patreon: https://www.patreon.com/BryanChung
GitHub: https://github.com/chungbwc

Education
Doctor of Fine Art, RMIT University, Melbourne Australia, 2011
Master of Art, Interactive Multimedia, University of the Arts, London UK, 1997
Bachelor of Science, Computer Science, Chinese University of Hong Kong, 1985

Working experience
Associate Professor, Academy of Visual Arts, HK Baptist University, 2017-2024
Assistant Professor, Academy of Visual Arts, HK Baptist University, 2009-2017
Lecturer, School of Creative Media, City University of HK, 2001-2009
Adjunct Lecturer, School of Design, HK Polytechnic University, 2000-2001
Advisory Information Technology Specialist, IBM China Hong Kong, 1998-1999
System Engineer, IBM Hong Kong, 1988-1996
Analyst Programmer, Census and Statistics Department, Hong Kong Government, 1985-1988

Artistic achievement
Artist of the Year, Media Arts, Hong Kong Arts Development Awards 2016, Hong Kong Arts Development Council.
Grand Prize award, Art Division, 19th Japan Media Art Festival, 2015 for the artwork, 50. Shades of Grey.
Media Kam Fan Award winner with the McCann World Group, DBIS Interactive for the Coca-Cola's Happy Whistling Machine interactive advertising campaign, 2008-2009

Selected exhibition records
"Movement in Time, Part 2 (2022 version)", invited exhibition of a new interactive artwork in the "By the People: Creative Chinese Characters Exhibition, 09 Sep 2022 – 26 Nov 2023, Hong Kong Museum of Art, Hong Kong.
"50 . Shades of Grey", invited exhibition of my software artwork, Artificial Intelligence Art and Aesthetics Exhibition, Hard Problem of the Aesthetic Consciousness, 04/12/2021-19/12/2021, Informel Nakagawamura Museum + Wasp Museum, Nakagawa Village, Nagano, Japan.
"iFaceDQ", invited exhibition of my face recognition artwork, in the C-LAB Future Media Arts Festival, Taiwan, 10 Sep – 23 Nov, 2021.
"Face Mirror", invited exhibition of my interactive face detection artwork by the Karin Weber Gallery in the Unscheduled Art Fair, 1/F, Asia Standard Tower, 59-65 Queens Road Central, 2-6 September 2021.

"iFace*DQ*", invited exhibition of my face recognition artwork, in the group exhibition, [Art Machines Past/Present](#), curated by Prof. Richard Allen and Prof. Jeffrey Shaw, 24 Nov 2020 – 21 Feb 2021, Indra and Harry Banga Gallery, City University of Hong Kong.

"National Anthem", invited exhibition of my music based machine learning artwork, in the group exhibition, Castles in the Air, 03 April – 30 May 2020, in the Karin Weber Gallery, Hong Kong.

"Movement in Time, Part 2 – Red Temple version", invited exhibition in the group exhibition, Hong Kong in Poor Images, curated by ZENG Hong and presented in partnership with Yale-China Association, 12 Jan – 16 Feb 2020, Ely Center of Contemporary Art, New Haven, USA.

"Be a Hong Kong Patriot, Part 3 – The Red Scout", solo exhibition of my research on machine learning in media art, 20/09/2019 – 06/10/2019, Lumenvisum, JCCAC, Hong Kong.

"Movement in Space, Part 2", invited exhibition of my computational installation artwork in the group exhibition, Algorithmic Art: Shuffling Space and Time, 27/12/2018 – 10/01/2019, City Hall, Hong Kong.

"50 . Shades of Grey", invited exhibition of my software artwork, Artificial Intelligence Art and Aesthetics Exhibition, 03/11/2017-08/01/2018, Okinawa Institute of Science and Technology Graduate University (OIST).

"Movement in Time Part 2", invited exhibition of my computational cinema artwork, Ubiquitous Humanity, The Japan Media Arts Festival Special Exhibition, Hong Kong, The Annex, 26-29 November 2016. "Movement in Void", invited exhibition of my brainwave sensing interactive artwork, Microwave International New Media Arts Festival, City Hall Hong Kong, 04-12 June, 2016.

"50 . Shades of Grey", invited exhibition of my software art work, No References: a Revisit of Hong Kong Video and Media Art from 1985, Videotage Hong Kong, 18 May – 15 June 2016.

"[50 . Shades of Grey](#)", invited exhibition of my Grand Prize award winning work, 19th Japan Media Arts Festival, The National Art Center, Tokyo, 03-14 Feb 2016.

"50 . Shades of Grey", Early White Exhibition, visual display of framed text written in 6 obsolete programming languages, 1A Space Gallery, 6-28 June 2015.

"Big Data Small Sound", Living Sound Exhibition, French May, a sonification of open data in Hong Kong, Koo Ming Kwon Exhibition Gallery, Hong Kong, 13-16 May 2015.

"Movement in Time II", Haptic Interface 2014 Conference exhibition, Koo Ming Kwon Exhibition Gallery, Hong Kong, Dec 2014.

"Movement in Time", Microworld Hong Kong, Lumen Prize Exhibition, a generative art that uses optical flow information to analyse and visualise movement information in classic Hollywood film sequences, The Space, Hollywood Road, June 2014.

"Movement in Void - A Tribute to TV Buddha", a solo exhibition with brain wave sensing interactive installation, Pure Art Foundation Studio, Sep-Oct 2013.

"Software art, towards an aesthetics of art-oriented programming and programming-oriented art" Doctor of Fine Art graduation exhibition, Jockey Club Creative Arts Centre, Hong Kong, Feb 2011.

"I Second the e-Motion", interactive installation, Writing Machine Collective, The Digit@logue Exhibition, Museum of Art, Hong Kong, May 2008.

"Be a Hong Kong Patriot, The Fuzzy Wanker", online version, The 2nd China Media Art Festival, China Academy of Art, Hangzhou, China, Mar 2008.

"Y2K and the Millennium Butterflies", CD-ROM project, Multimedia Art Asia Pacific, Beijing, Oct 2002. "Be a Hong Kong Patriot, Part 1, Love Takes the Victoria Peak", Kwangju Biennale, Kwangju, Korea, Mar 2002.

"PoorTech - Y2K and the Millennium Butterflies" and "Human Being and Moving Images", Stuttgarter Filmwinter, Festival for Expanded Media exhibition, Stuttgart, Germany, Jan 2001.

"PoorTech", World Wide Video Festival exhibition, Amsterdam, Netherlands, Sep 2000.

Professional services

Invited membership: Organising Committee of the Art Machines 2, International Symposium on Machine Learning and Art 10-14 June 2021. I was also the panel chair of the Plenary 2 session: Creativity and Access, with speakers, Dr. Janelle Shane and Dr. Rebecca Fiebrink.

Invited membership: Advisory Committee of the School of Humanities and Social Science, The Heng Seng University of Hong Kong, Oct 2019 – Aug 2022.

Invited membership: Departmental Advisory Committee, Department of Cultural and Creative Arts (CCA), The Education University of Hong Kong, Apr 2018 – Mar 2022.

Invited talk (online): Research and artworks of machine learning. 29th meeting of the Artificial Intelligence Art & Aesthetics Research Group, Tokyo, 24 Feb 2020.

Artist talk: Machine Learning, Face Recognition in media arts, Lumenvisum, JCCAC, 28 Sep 2019.

Invited talk: Final Year Project Seminar – Exploration of Movement in Digital Arts, Open University of Hong Kong, 03 May 2019.

Invited talk: Media Arts Seminar – Interactive Media Arts, New York University, Shanghai campus, 16 Nov 2018.

Advisory panel member: 9th International Conference on The Image – Artificial Images and Visual Intelligence: Seeing in the Age of Big-Data, Lam Woo International Conference Centre, HKBU, 3-4 Nov 2018.

Invited talk: Art for Radio? Radio for Art? – an artist-led symposium, Soundpocket, SCAD Hong Kong, 26-27 May 2018.

Invited talk: Media Arts Seminar, Visual Art Programme, Hong Kong Design Institute, 23 May 2018.

Invited membership: Digital Commissions Panel, M+, West Kowloon Cultural District, Feb 2018.

Invited talk: *An Introduction of Augmented Reality in Visual Arts*, A Public Lecture on Augmented Reality, Creativity and the Arts, Zürich Meets Hong Kong, Hong Kong Baptist University, 23 October 2017.

Invited talk: *Applying Technology in the Arts – We Can Do Magic*, International Arts Leadership Roundtable 2017, Hong Kong Arts Development Council, Hong Kong Polytechnic University, 28-30 November 2017

Project launch seminar/workshop: *Movement in Space – Experiments with Online Harmonograph*, Academy of Visual Arts, HKBU, 22 April 2017.

Invited talk: *Computer Coding in Creative Art Education*, Creative Arts in Tertiary Education CATE Roundtable 2016: An Inter-tertiary Symposium on Creative Arts Education in Hong Kong, The Education University of Hong Kong, 1 December 2016.

Invited artist talk: *Language, Gesture and Emotion: Ubiquitous Humanity in Media Art*, The Annex, 27 November 2016.

Peer review panel: review of an article *The Entropic Envelope*, Leonardo Journal, MIT Press, July 2016. Invited artist talk: Microwave International Media Arts Festival, City Hall, Hong Kong, 11 June 2016.

Invited artist talk: 19th Japan Media Art Festival, Tokyo, 05 Feb 2016.

Invited artist talk: Colloquium, School of Creative Media, City University of Hong Kong, 26 Jan 2016.

Honorable speaker: JA Career Dimensions – Culture Mixer, West Kowloon Art Project, SCAD Hong Kong, 10 Oct 2015.

Examiner, assessor: Hong Kong Art Development Council, Media Art division, since 2008.

Jury panel member: Incubator for Film & Visual Media in Asia award (IFVA), Hong Kong Arts Centre, since 2005.

Book review: Joshi Prateek, Escriva David Millan, Godoy Vinicius. OpenCV By Example. UK: Packt Publishing, 2015.

Interactive media consultant: Hong Kong Space Museum renovation, Gravity Surf exhibit, Oct-Nov 2015. Book review: K. Aava Rani. Learning Unity Physics. UK: Packt Publishing, 2014.

From 3G to 4G, invited talk, Karin Weber Gallery, 26 July 2014.

Design in Code, invited talk, Dorkbot Hong Kong, Videotage, K11 Art Mall, 03 Oct 2013.
Book review: Vantomme Jan. Processing 2: Creative Programming Cookbook. UK: Packt Publishing, 2012.

In 2008, I cofound a multimedia design company DBIS Interactive and served as the interactive media design consultant, before it was merged back with its original company, Don't Believe in Style in 2012. The items below are the consultation and design projects I have worked on.

Interactive media consultation: Pixel Life by the artist Otto Li, interactive animation displays, Domain Mall, Yau Tong, Hong Kong 2013.
Interactive design consultation: K11 Interactive Undersea Food Market campaign, July 2012. Interactive design consultation: Woodside Biodiversity Education Centre, Hong Kong Government, Apr 2012.
Interactive media consultation: Art in the Sky, Kerry Parkside advertising event, Shanghai, 2011. Interactive media consultation: Smart HK Exhibition, Trade Development Council, Guangzhou, 2011. Interactive media consultation: Grand Aquarium, Love the Ocean, Polar Adventure Attraction, Golden Monkey Attraction, Hong Kong Ocean Park, 2010-2012.
Interactive media consultation: Forbidden City Exhibition, Artist Tree, Robert H.N. Ho Family Foundation, Hong Kong, 2010.
Interactive media consultation and development: Ecopark Visitor Centre, Environmental Protection Department, Hong Kong SAR Government, 2008-2010.
Interactive media consultation and development: Hong Kong Urban Best Practice Area, Smart Card Pavilion, World Expo 2010, Shanghai, 2010.
Interactive media consultation and development: Coca Cola Happy Factory interactive marketing campaign with McCann WorldGroup, Hong Kong, 2008-2009.

Selected publications
Online Software Training Video for Multimedia Art Creation in the Studies of Teaching and Learning, Volume 4, p63-72. Pearson Education Asia Limited, 2018.
Movement in Time, Part 2: Motion Analysis in Chinese Martial Art Films and Calligraphy. The Thirteenth International Conference on the Arts in Society, Emily Carr University of Art + Design, Vancouver, 27-29 June 2018.
Book: *Pro Processing Images and Computer Vision with OpenCV*. NY: Apress, Springer, Oct 2017, ISBN 978-1-4842-2774-9.
Journal article: Choi, WY Kimburley, Chung WC Bryan. *Engaged critical browsing: Hong Kong home culture presented in hypermedia*. Qualitative Research, Sage Journals, 24 June 2017.
Conference Proceeding: *Graphic Design Principles and Computer Programming* in the conference panel, Computer Programming Education and Creative Arts, International Symposium on Electronic Art, Hong Kong, 2016, P399-400.
Movement in Time: Motion Analysis of Classic Hollywood Film Sequences. The Image Conference, Berlin, 2014.
Software: A new 3D depth-sensing software library, *Kinect4WinSDK* for the Microsoft Kinect camera in the Processing open source programming environment, 2014.
Book: *Multimedia Programming with Pure Data*, UK: Packt Publishing, ISBN 978-1-78216-464-7, July 2013.
Book chapter: *Young People (1972) in World Film Locations Hong Kong*, UK: Intellect, ISBN 978-78320-021-4, June 2013.

Selected grant records

The Use of AI Navigation for the Creation of Interactive Intermedia Art in Virtual Reality Environment – Virtual Creativity, Co-I, Interdisciplinary Research Matching Scheme, HKBU, 2021/2022.

National Anthem, Part 2, Hong Kong Art Development Council project grant, 2021-2022 (withdrawn).

Be a Hong Kong Patriot, Part 3 – The Red Scout, Hong Kong Art Development Council project grant, 2018-2019.

A Preliminary Study of Artificial Intelligence/Machine Learning in Media Arts, Faculty Research Grant, Hong Kong Baptist University, 2017.

Movement in Space – Experiments with Online Harmonograph, Hong Kong Art Development Council project grant, 2016-2017.

Motion Data in Martial Art Film Sequences and Chinese Calligraphy, Faculty Research Grant, Hong Kong Baptist University, 2015.

Big Data – Creative Resources for Digital Generative Art, Faculty Research Grant, 2014.

Low Cost 3D Body Scanning for Visual Art Applications, Faculty Research Grant, 2013.

Movement in Void – a Tribute to TV Buddha, Hong Kong Art Development Council project grant, 2013. Online Software Training Video for Multimedia Art Creation Using Social Media, Teaching Development Grant, 2011.

Teaching development
Postgraduate (MA in Visual Arts)
Studio Project (I, II)

Undergraduate (BA in Visual Arts)
Introduction to Visual Arts II
https://vart1006.wordpress.com
https://www.youtube.com/playlist?list=PLQObFBCTdwOKonVUBPD1bkmtabXXgKIpr
(Adobe Premiere)

Art Tech Practices I (Making Senses)
https://github.com/chungbwc/ARTT1006
(TouchDesigner, Python)

Media Arts Studio
https://www.youtube.com/playlist?list=PLQObFBCTdwOJ8jmyJgSuT6CGxD03LXKci
https://github.com/chungbwc/vart3386
(TouchDesigner)

Media Arts: Multimedia Authoring
https://vart2466.wordpress.com
https://github.com/chungbwc/vart2466
(TouchDesigner)

Media Arts: Physical Media
https://vart2467.wordpress.com
(Arduino)

Digital Tools: Hypermedia Design
https://vart2597.wordpress.com
(Adobe Dreamweaver)

Digital Tools: Web Design with Content Management System
https://vart2605.wordpress.com
(WordPress)

Evolutionary Graphics
https://vart3227.wordpress.com
https://www.facebook.com/Vart3227-Evolutionary-Graphics-275268295926557/
(Context Free Art, TouchDesigner)

Human Machine Interface
https://vart3157.wordpress.com
(Arduino, Processing)

General education
Videogames and Arts
https://gdss1845.wordpress.com

Teaching Development Grant - Online teaching resources YouTube channel
https://www.youtube.com/user/morefun4art

Patreon channel, Media Arts and Creative Technologies
https://patreon.com/BryanChung

Open source software repositories
https://github.com/chungbwc

Publication information
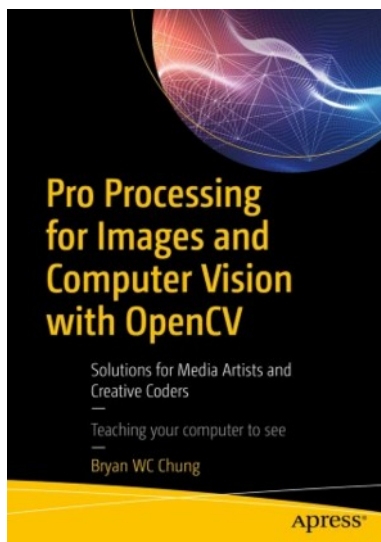
Multimedia Programming with Pure Data
Packt 2013
https://www.packtpub.com/en-us/product/multimedia-programming-with-pure-data-9781782164647

Pro Processing with Images and Computer Vision with OpenCV
Apress Springer 2017
https://link.springer.com/book/10.1007/978-1-4842-2775-6

Journal
Engaged Critical Browsing: Hong Kong Home Culture Presented in Hypermedia
Qualitative Research, Sage Journal, June 2017
https://journals.sagepub.com/doi/10.1177/1468794117714304