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Introduction

Jia-Rey(Gary) Chang was born in Taiwan. After completing his M.Arch degree in Architecture and Urban Design Department, UCLA, under the direction of Neil Denari in 2009, he came back to his Alma mater, the Architecture Department in TamKang University, Taiwan, to research interactive and parametric architecture. In 2010, he established "P&A LAB" (Programming and Architecture LAB: http://pandalabccc.blogspot.com, and lately integrated into archgary.com: http://www.archgary.com to continue) exploring the new possible relationship between programming and architecture. Meanwhile, he also worked in the Architecture Department of the National Taipei University of Technology as an adjunct lecturer.

In 2011, he joined the Hyperbody LAB (http://www.hyperbody.nl/), Department of Architectural Engineering and Technology, TU Delft, for his Ph.D. research on Interactive Architecture. Cooperating with choreographers, visual artists, composers, and programmers, he has been involved in an EU project, MetaBody (http://metabody.eu/), during 2011-2014 to explore the pro-activeness and intra-action relationship between body movement and spatial quality. In early 2018, he finished his Ph.D. research with the dissertation titled "HyperCell: A Bio-inspired Design Frameworks for Real-time Interactive Architectures", proposing the idea of self-intelligent building components by exploring the fields of computation, embodiment, and biology in design. He was an assistant professor in the IXD Lab, Department of Art & Design, University of Delaware, USA, from 2018-2022 teaching/researching on-screen/tangible interaction design, 3D modeling/animation, and Art, Design & Technology.

"Looking for the evolving relationship between the human body and space mediated by technology" and "utilizing technology as a creative medium to tackle and arouse current social/humanity questions" have always been his main concepts throughout his entire research/projects. As an artist/designer who takes "interaction" and "Experiment" as his keywords, he is extremely interested in the transdisciplinary topics of interactive architecture, tangible interactive design/art, immersive sensory experience, bio-inspired design, AI (artificial intelligence), creative coding/generative art/visualization, 3D modeling, fashion design, speculative Design, wearable technology, Metaverse, and motion tracking technology, and has conducted numerous related workshops over the years. He is now a lecturer in the Medialab, Queen's University Belfast continuing his research/artistic trajectory investigating in using the Games (Emerging Technologies) as a creative concept and medium to create experimental interactive immersive sensory (audio/visual/VR/AR) space.

PHD Dissertation:

HyperCell: A Bio-inpired Design Framework for Real-time Interactive Architectures:

(https://journals.open.tudelft.nl/index.php/abe/article/view/1947)

Key Publication:

Ambiguous Topology: From Interactive to Pro-active Spatial Environments.

(http://visap.uic.edu/2015/VISAP15-Papers/visap2015_Chang_AmbiguousTopology.pdf)

Hyper-Morphology: Experimentations with Bio-inspired Design Processes for Adaptive Spatial Re-use.

(http://papers.cumincad.org/cgi-bin/works/Show?_id=ecaade2013_023&sort=DEFAULT&search=Jia-Rey%20Chang&hits=88)

Education:

TU Delft, HyperBody LAB, Netherlands	09. 2011- 01. 2018

Ph.D.

Research Area:

Bio-Inspired, Digital, Programming, and Interactive Architectural Design

Dissertation Title:

[HyperCell: A Bio-inspired Design Framework for Real-time Interactive Architectures.](#)

UCLA, Suprastudio, USA	08. 2008- 06.2009

Master of Architecture

Tamkang University, Taiwan	08. 2000- 06. 2005

Bachelor of Architecture

Current Research Interests:

- Parametric & Programmable Architectural Design
- Performance Art with New Media and Graphic Design
- Immersive and tangible Interactive Design
- Form & Digital Fabrication
- Virtual Reality/Augmented Reality/Mixed Reality/Spatial Design
- Creative Coding and Digital Art
- Bio-inspired & Morphogenesis Architectural Design
- Emergence Behavior/ Artificial Intelligent/ Machine Learning
- Game Design

Working & Teaching Experience:

**Medialab	Art, English and Language // Queen's University Belfast // *Lecturer***	09. 2022- present

Investigating Research/Artistic trajectory in using the Games (Emerging Technologies) as a creative concept and medium to create experimental

interactive immersive sensory
(audio/visual/VR/AR) space.
Teaching game engine software as a creative tool
for developing multi-disciplinary applications.

IxD Interaction Design LAB| Art & Design
// University of Delaware
// Assistant Professor

01. 2018- 06.2022

Research interests and specialties focus on
Interactive physical/virtual/spatial design with
artistic philosophy, including the fields in Digital
Architecture, 3D-Modeling, Digital Fabrication,
Bio-inspired Design, Creative Coding, Interactive
Media, Physical Computing, Spatial Computing
(MR/AR/VR), and Artificial Intelligence.

Courses Taught:
Undergraduate_
*ART200 = Intro to Games in Art and Design
*ART307 = Interaction Design
*ART205 = 3D Modeling
*ART407 = Topics in Art, Design, and Technologies
*ART205 = Core-Interactive Media
PostGraduate_
*ART612 = IXD (Interaction Design) Studio

Game Studies and eSports Major/Minor Program
// University of Delaware | CAS
// Interim Director

09. 2021- 01. 2022

HyperBody LAB// TU Delft
// Design & Technical Tutor

09. 2011- 01. 2018

Tutoring the Physical Computing, Creative Coding
Workshops, and Design Studios in Master level.
Researching on relationship between
Programming and Architecture. Developing
interactive installation, fabrication, and digital
form projects.

Department of Architecture Design//
National Taipei University of Technology
// Part-Time Lecturer

08.2010 - 08.2011

Tutoring the first-year fundamental design
studios.

Department of Architecture Design//
TamKang University
// Research Assistant

09. 2009- 09. 2011

Researching on the topics of Parametric Design,
Digital Fabrication, and Interactive Architecture.

Reviewer & Committee:

xCoAx|an International Conference on 02. 2021- present
Computation, Communication,
Aesthetics and X, Spain
// Scientific Committee Member
https://xcoax.org/#committees

National Endowment for the Art | 2022 03. 2021- 06. 2021
Grant for Art Projects, USA
// Design Panelists (Group A)
https://www.arts.gov/grants/recent-grants/panelists/design-fy-2022-grants

panelists?fbclid=IwAR1YVSmT3ini9h9MxHRrEwhqU636G-KdcvladBGbY8EXr0HRrxH_OfA2CpA

Technology | Architecture + Design 03. 2021
Journal, USA
// Journal Paper Reviewer
https://tadjournal.org/

Publications:

• Nimish Biloria and Jia-Rey Chang:
Swarmscape: A Synergistic Approach Combining Swarm
Simulations,
Body Movement and Volumetric Projections to Generate
Immersive
Interactive Environments
// Proceedings of the 7th International Conference, "Advances in Swarm
Intelligence", ICSI 2016, Bali, Indonesia.
http://link.springer.com/chapter/10.1007/978-3-319-41000-5_14

• Jia-Rey Chang, Nimish Biloria & Dieter Vandoren:
Ambiguous Topology: From Interactive to Pro-active Spatial
Environments.
// Proceedings of the IEEE VIS Arts Program (VISAP): Data Improvisation,
Chicago, USA.
http://visap.uic.edu/2015/VISAP15-Papers/visap2015_Chang_AmbiguousTopology.pdf

• Jia-Rey Chang:
From Inter-active to Intra-Active Body: New Organic Digital
Architecture (in Chinese).
//New Architecture Journal NO.5: "Digital Techniques and Architectural
Evolution", China.

• Jia-Rey Chang:

HyperCell: A Bio-inspired Evolutionary Architectural Component for Rea-time Adaptation (in Chinese).

// Proceeding of Ultra-Bio International Conference, 2014, Shih Chien University, Taipei, Taiwan.

•Nimish Biloria & Jia-Rey Chang:

Hyper-Morphology: Experimentations with Bio-inspired Design Processes for Adaptive Spatial Re-use.

// Proceeding of eCAADe2013 (Education and research in Computer Aided Architectural Design in Europe), TU Delft, Delft, the Netherlands.

http://papers.cumincad.org/cgi-bin/works/Show?_id=ecaade2013_023&sort=DEFAULT&search=Jia-Rey%20Chang&hits=88

•Nimish Biloria & Jia-Rey Chang:

HyperCell: A bio-inspired Information Design Framework for Real-time Adaptive Spatial Components.

// Proceeding of eCAADe2012 (Education and research in Computer Aided Architectural Design in Europe), Prague, Czech Technical University in Prague, Czech Republic.

http://papers.cumincad.org/cgi-bin/works/Show?_id=ecaade2012_5&sort=DEFAULT&search=Jia-Rey%20Chang&hits=88

• Cheng-Chen Chen & Jia-Rey Chang:

Experiments and Fabrications for Kinetic and Interactive Walls.

// Proceeding of 12th AIROC Research Reports, Architectural Institute of the Republic of China

• Cheng -Chen Chen & Jia-Rey Chang:

Experiments for the Evolution of Kinetic Walls.

*//*2010 National Forum of Digital Technology Education for School of Architecture

Research Projects:

•2013.07 – 2015.12 _ ***MetaBody, European Culture Project.***

—— METABODY is a European project that questions the homogenisation of expressions induced by current information and control technologies, which place unprecedented threats to plurality and to fundamental rights and freedoms by reducing all our actions to predictable behaviours, and proposes to reinvent them highlighting the role and diversity of embodied expression through a new concept of interactive architecture that transforms in all its physical and digital aspects, constituting dynamic, participatory and performative environments for outdoors and indoors, an emergent and indeterminate space, a METATOPIA. Under this conceptual premise, several successful cooperating projects were delivered by New Media

artists, music composers, choreographers, dancers, performers, programmers, designers, architects in three years of development (http://metabody.eu/).

Exhibitions & Performances:

---UPCOMING
•2024.05_ *Storyteller + Machine 2024 | School of Digital Art @ Manchester Metropolitan University, Manchester, UK*
——**Loki Test** will be exhibited as an AI interactive piece.

---CURRENT & PAST
•2024.05_ *PCD@Porto | Faculty of Fine Arts of the University of Porto @ Porto, Portugal*
——**Reincarnation** was exhibited as Generative Interactive piece at PCD@Porto taking place in the Faculty of Fine Arts of the University of Porto. PCD@Porto is aims to promote Creative Coding and Computational Thinking in the Arts and Design. "Reincarnation" uses a playful/gamified way but to reflect/expose the terror of dictators and the disdain that humans harbor toward nature.

•2024.02_ *RENDR Festival @ Belfast, Northern Ireland UK*
——**Sea, the Beyond** was exhibited as immersive VR project. RENDR Festival is a unique evening event, celebrating creative craft and artistry in a fully immersive two-day festival exploring the space between Creativity and Technology. "Sea, the Beyond" talks about the idea of virtual and reality but focuses on the idea of self-interpretation and imagination.

•2023.12_ *Contemporary Landscape 2024| CICA Museum @ Gyeonggi-do, South Korea*
——**Sea, the Beyond** was selected as one of 42 international artworks exhibited in "Contemporary Landscape" at CICA (Czong Institute for Contemporary Art) in Gyeonggi-do, South Korea (13/Dec-7/Jan). "Sea, the Beyond" will be showcased in video format. "Sea, the Beyond" talks about the idea of virtual and reality but focuses on the idea of self-interpretation and imagination. As a gift of a human being, we've been stopped using our imagination often due to the over-reliance on visuals. Hence, what we can see is the thing(sea) but what we shall do (beyond) is imagine.

CICA Museum/ Contemporary Landscape 2024:
https://cicamuseum.com/contemporary-landscape-2024/

•2023.09_ *Colors 2023| CICA Museum @ Gyeonggi-do, South Korea*
——**"Ver-meer's Colors"** was selected as one of 35 international artworks exhibited in "Color" at CICA (Czong Institute for Contemporary Art) in Gyeonggi-do, South Korea (9/13-10/1). "Ver-meer's Colors" is exhibited under the VIDEOART section. "Ver-meer's Colors" draws attention to the current severe issue of information bias. The Views First culture within the social network has created a vicious competition making sensational titles of content to gain more clicks. "Ver-meer"(Dutch) can be directly translated as "Far-more" in English. "Ver-meer Colors" is not only hinting the surficial meaning of the work is based on Vermeer's painting colors but implicitly asks the question of whether we are going to use " Far-more " additional colors to spice up the information. Now, do you know which Vermeer's painting "Ver-mere's Color" is based on?

CICA Museum/ Color: https://cicamuseum.com/color-2023/

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•2023.07_ *FILE SP 2023 | Fiesp Cultural Center @ São Paulo, Brazil*

——**"Ver-meer's Colors"** was exhibited in this year's FILE (Electronic Language International Festival) at Centro Cultural FIESP, São Paulo, Brazil under the theme of "Interactive Singularities" from 5th July to 27th. "Ver-meer's Colors" is exhibited under the VIDEOART section. "Ver-meer's Colors" draws attention to the current severe issue of information bias. The Views First culture within the social network has created a vicious competition making sensational titles of content to gain more clicks. "Ver-meer"(Dutch) can be directly translated as "Far-more" in English. "Ver-meer Colors" is not only hinting the surficial meaning of the work is based on Vermeer's painting colors but implicitly asks the question of whether we are going to use " Far-more " additional colors to spice up the information. Now, do you know which Vermeer's painting "Ver-mere's Color" is based on?

FILE 2023 Website: https://file.org.br/file_sp_2023/file-sao-paulo-2023-interactive-singularities
FILE 2023 VIDEOART: https://file.org.br/videoarte_2023
Vermeer's Colors at FILE 2023: https://file.org.br/videoarte_2023/jia-rey-chang

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•2023.07_ *Currents 2023, Santa Fe, USA*

——**WonderForest** was selected to be exhibited in this year's CURRENTS New Media Festival. CURRENTS New Media focuses on fostering new media arts and presents artists creating innovative work through the annual Festival. The festival celebrates New Media Arts in different forms including physical exhibitions, live performances, and artisan markets. "WonderForest" provides a fantasy immersive visual/audio VR interactive environment asking the question of "what is real?". If life is composed of a pile of sensory experiences, should VR be included?

CURRENTS New Media Festival website:
https://currentsnewmedia.org/festivals/currents-new-media-2023/
WonderForest page on CURRENTS:
https://currentsnewmedia.org/work/wonderforest/

•2023.06_ *JSNation | Art Exhibition, Amsterdam, the Netherlands*

—— **"BonJai"** was selected to be exhibited in this year's Art Exhibition section under the JS Nation Conference. JSNation Conference focuses exclusively on JavaScript development and discovering the future of the JavaScript development ecosystem to further get connected to its stellar crowd. In addition to Keynote speech workshops, and OpenSource awards, an Art Exhibition section took place this time to add some artistic vibe to the tech-oriented conference. Not only did JS Nation select my BonJai to be exhibited, but my VR artworks, "[FishTank]" and "WonderForest", were also invited to be showcased in video format in the exhibition. "BonJai", a digital/virtual plant was created uniquely at a specific moment using an algorithm that captures the essence of all living beings, each possessing their own distinctiveness in the world.

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•2023.05_ *Welcome to Uncanny | ADAF = Athens Digital Art Festival, Athen, Greece*

——**VR interactive project "Sea, the Beyond"** and Web interactive project **"Cry(p)(s)tolizing"** are both selected to be exhibited in this year's ADAF (Athens

Digital Art Festival) – Welcome to Uncanny. "Welcome to the Uncanny" explores how the uncanny manifests today: How is it related to new technologies, algorithms, and augmented reality? What is it that provokes this familiar yet disturbingly strange feeling? Can machines predict our every move, or do we still possess free will? How can we be sure of what is real and what is simulation?". The festival will last for 3 days from 12-14 May in 3 different locations in Athens plus an online exhibition (Astor Cinema-Screening; Korai Arcade -VR; Athino Theater/Brown Lighthouse Theater – Performance). "Sea, the Beyond" talks about the idea of virtual and reality but focuses on the idea of self-interpretation and imagination. As a gift of a human being, we've been stopped using our imagination often due to the over-reliance on visuals. Hence, what we can see is the thing(sea) but what we shall do (beyond) is imagine. "Cry(p)(s)tolizing" explores the contrast between the slow and natural process of crystallization in the physical world and the fast and algorithmic generation of cryptocurrencies and NFT artworks in the digital world.

ADAF- Sea, the Beyond: https://2023.adaf.gr/portfolio-item/sea-the-beyond/
ADAF- Cry(p)(s)tolizing page: https://online.adaf.gr/video/crypstolizing/

•2022.12_ *PCD@Coimbra 2022 @ Departamento de Engenharia Informática, Pólo II da Universidade de Coimbra, Coimbra, Portugal*
——**Fragments** was exhibited as video artwork in the Open Submission section along with other 43 international artists' pieces under this year's theme "Community" at PCD@Coimbra by Department of Informatics Engineering, University of Coimbra Polo 2. PCD@Coimbra aims at being a showcase for what is currently being developed in Portugal, especially in Coimbra, and also a place for stimulating discussion and initiating future collaborations. In this event, PCD@Coimbra includes workshops, exhibitions and talk sessions. Keynote lecture "Bit by Bit: Introducing Code in Graphic Design Education" is at 2pm on the 7th by Stig Møller Hanse. More details can be found on their main website. "Fragments" illustrates the idea that everyone is like the flying color dots roaming around the space and eventually end up in their spots to make a complete painting as their final role/destination living in the world.

•2022.10_ *aiif (Advanced Imaging International Festival) @ South Korea, Virtual*
——**AI_Jam,** was exhibited in the online Special Exhibition section of the 23rd Advanced Imaging Festival whose main theme is AI^2 Ver.3 held by Chung-Ang University, South Korea, this year. 110 works by 11 artists, experts, and graduate students from seven countries online are exhibited to show the fruits of engineering and visual arts convergence, including artificial intelligence technology, starting from Nov 3rd, 2022. This festival also covers a wide range of categories covers from advanced imaging, games, and films, to animations. The Special Exhibition section I am honored to be involved in also includes Claudia Larcher, professor at Vienna University of Applied Arts in Austria, and Daito Manabe, a professor at Keio Juku University in Japan. "AI_JAM" is an interactive installation where the audience can make sounds through the user-friendly interface to jam with the beats generated by AI. The intention is to arouse the question of the new relationship between humans and AI under a collaborative approach. Besides showcasing the AI_JAM project, it also shows my artistic responses to the 10 questions the organizer requested related to art, technology, and artificial intelligence.

AI^2 website: http://www.aiif.kr/
(AI_JAM website: Please go to the "Exhibition" drop-down list, and choose "Special Exhibition".)

•2022.10_ *MakeUsVisuble x denkFEmale @ Munich, Germany*
——**Goddess, AR Sculpture,** was part of the MakeUsVisible x denkFEmale event which took place in Munich, Germany for a month. The main theme behind the

MakeUsVisible x denkFEmale, is to uplift women, female-identifying and non-binary voices through art and technology to provide people of all genders a seat at the table. Goddess was located at Königsplatz which seems to imply the main theme of uplifting diverse genders.

Goddess AR Sculpture: https://pollinateart.8thwall.app/muv-18/
Goddess AR IG filter: https://www.instagram.com/ar/520051082609956/
MakeUsVisible x denkFEmale AR:
https://makeusvisible.io/events/cities?cityName=Munich%20(English)&cityId=5&page=1
MakeUsVisible x denkFEmale: https://www.xrensemble.com/muvxdf-munich

•2022.07_ *Concept | CICA Museum @ Gyeonggi-do, South Korea*
——**Fragments (video) + Monitoring Room (VR),** are selected as two of 23 artworks exhibited in "Concept" at CICA (Czong Institute for Contemporary Art) in Gyeonggi-do, South Korea (7/27-8/14). It is also my pleasure and honor again Fragments is featured as the main visual image for the exhibition promotion. "Fragments" illustrates the idea that everyone is like the flying color dots roaming around the space and eventually end up in their spots to make a complete painting as their final role/destination living in the world. "Monitoring" focuses on the current "monitoring" issue by providing a unique mixed-physical/virtual experience for the audience to sequentially transit from being "monitoring" to "monitored". It further reflects on the surveillance problem coming not only from Big Brother (the government and corporate) owning the privilege to manipulate private data but also from individual social media power interfering with everyone's daily lives.

CICA Museum/ Concept: https://cicamuseum.com/concept-2022/

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•2022.06_ *On-Real : Un-Real_Solo Exhibition | CICA New Media Art Conference @ Gyeonggi-do, South Korea*
——**I was selected** to be one of the artists/presenters at the 2022 New Media Art Conference (NMAC) at CICA Museum, Gyeonggi-do, South Korea. Along with the conference, I will have my very first solo exhibition ever. CICA NMAC 2022 aims to celebrate art in the digital age and shares thoughts and ideas on new forms of art and culture in relation to emerging technologies and trends including artificial intelligence, virtual/augmented reality, social media, and art in the time of the pandemic. The title of my exhibition/presentation is "On-Real | Un-Real" to arouse the questions such as "What is Real", "What is Oneself", and "What is the relationship between Space and Body" throughout my artworks with multiple mediums like VR, AR, generative art/sound…etc. (Please check my CICA NMAC personal website for more details: https://cicamuseum.com/jia-rey-chang-solo-exhibition/). The solo exhibition will be held from 6/8 to 6/12. The conference will run from 6/11 to 6/13 and I will have my presentation on the 12th in the morning session. Please check the link below for registration if interested.

CICA NMAC conference page: https://cicamuseum.com/nmaconference/
CICA NMAC Jia-Rey Chang's Page: https://cicamuseum.com/jia-rey-chang-solo-exhibition/

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•2022.05_ *FutuRetro | ADAF = Athens Digital Art Festival @ Kotzia Square, Athen, Greece*
——**WonderForest,** was showcased in the "VR" section of "The Athens Digital Arts Festival (ADAF)". The ADAF presents FutuRetro, a celebratory 18th edition and a five-day (25th-29th May) gathering in the heart of Athens at the historical landmark of

Kotzia Square. The theme, FutuRetro, focuses on science fiction, retrofuturism and futurology and aims to present the technological milestones of today through the eyes of the past and as a foreshadowing means for the future. Marking its third year as a Hybrid Festival, the online edition of the festival, ADAF ONLINE, will be launched in the fall of 2022 as an extension to the physical edition and in an effort to make the festival and its works accessible to a truly limitless, global audience. ADAF's international open call has yet again received an overwhelming number of submissions, 5,700 works from artists, scientists, intellectuals, and technologists from around the world. Parallel to the open call, the Festival continues to expand its network by cultivating bridges with local and international festivals, universities and institutions to exchange knowledge, art and to showcase global trends in digital arts.

ADAF Website: https://www.2022.adaf.gr/program/
ADAF VR Webpage: https://www.2022.adaf.gr/program/category/vr/
WonderForest@ADAF webpage: https://www.2022.adaf.gr/program/wonderforest/

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•2022.04_*Recto VRso 5th edition - International Digital Art Festival: Real Environment / Virtual Environment @ Laval (Mayenne), France*
—— **WonderForest,** was exhibited as VR artwork at the 5th Recto VRso Digital Art Festival at La Chapelle Ambroise Paré in Laval, France, from 12th to 17th of April. Recto VRso is an international digital art festival that explores, promotes, and encourages the creation of artworks related to interactive and immersive art between the real and the virtual. It exhibits artworks made by artists, researchers, students, and explorers who question the medium of virtual and mixed reality. Its purpose is to open the space to discuss new forms of artistic expression and virtual/mixed reality, and to different hybridizations and emergencies. "WonderForest" provides a fantasy immersive visual/audio VR interactive environment asking the question of "what is real?". If life is composed of a pile of sensory experiences, should VR be included?

•2022.03_*Creative-Room #2 | a.topos @ Venice, Italy*
—— **Monitoring Room**, was showcasing at SPARC* Spazio Arte, Contemporanea, Venice, Italy through March 13. The exhibition "Creative-Room#2- Utopia Dystopia" curated by a.topos, invites artists to dedicate their art to the theme of "The Future of Art and the Art of the Future". A.topos, established by 2 incredible female curators, is trying to build up its role in promoting political, social, and cultural change with its aim to contribute to building an unbiased ethos based on diversity and equity within the Arts. "Monitoring Room" reflects on the surveillance problem coming not only from the Big Brother (the government and corporate) owning the privilege to manipulate private data but also individual social media power interfering with everyone's daily lives.

a.topos website: https://atoposvenice.com/
Creative-Room #2 – Utopia Dystopia webpage: https://atoposvenice.com/the-creative-room-2-utopia-dystopia
Monitoring Room: http://www.archgary.com/works/monitoring-room/

•2022.03_*LoosenArt_It's Magic. A Beyond Experience @ Rome, Italy*
—— **Living Wonderland,** was selected in the international group exhibition "It's Magic. A Beyond Experience" curated by LoosenArt, and is showcasing at Millepiani Coworking Space in Rome, Italy, through March 8th. "LoosenArt is an online gallery and platform dedicated to contemporary visual arts, born and based on principles of contemporaneity, the very same principles in which contact, connection and

exchange are prerogatives of a cultural evolution supported by a technology that is the expression of an interest to find new channels to relate freely and more directly to the others, an interest to demonstrate an innate need of human contact, where meetings are always something which give rise to something else"(quoted from LoosenArt website). "Living Wonderland" reveals our lust of craving for freedom in everyone during this unprecedented time.

LoosenArt Webpage: https://www.loosenart.com/
LoosenArt: It's Magic. A Beyond Experience Facebook Post: https://reurl.cc/Vjq9rb

•2022.02_*Atlanta Digital Art Week @ Atlanta, USA*
—— **BonJai NFT,** was selected in the Digital Art Gallery at Atlantic Digital Art Week, a week-long celebration of the first-ever digital art in this city. Featuring more than 75 digital artists' artworks, the NFT art gallery is taking place in the creative hotspot Underground Atlanta through March 6. This unique program consists of 8 events, workshops and educational panels covering the most popular themes of Metaverse, NFTs, and electronic music, VR/AR experience etc. Join Atlanta Digital Art week to discover and experience the new wave of visual art. BonJai is inspired by the plant art of "Bonsai" but in an interactive 3D digital form sold as NFT. BonJai = A Living Art Accompanies Your Life.

Atlanta Digital Art Week page: https://www.atlnft.art/
Atlanta Digital Art Week IG: https://www.instagram.com/digitalatl/

•2021.12_*GenerativeArt21 @ Archaeological National Museum in Cagliari, Sardinia, Italy*
—— **Fragments, [FishTank], WonderForest,** are selected to be exhibited as artworks in Generative Art 2021 International Conference which will be held in Hybrid format this year. Besides physical presentation at Archaeological National Museum, Cagliari, Sardinia, Italy, there will also be virtual presentation and exhibition taking place remotely. Fragments emphasizes the anxiety of self-doubt and the process of self-finding every individual has. [FishTank] creates a VR environment to reflect on the issue of are we numbly have been controlled by any organization or programmed by another supreme species. "WonderForest" provides a fantasy immersive visual/audio VR interactive environment asking the question of "what is real?". If life is composed of a pile of sensory experiences, should VR be included even people are not ready and think of it as anachronistic?

Generative Art 2021 online exhibition page:

http://generativeart.com/GA2021/mostra2021/GA2021.html

Generative Art 2021 Webpage:

https://generativeart.com/

•2021.12_*PCD@Coimbra | {BETWEEN} — An Inventory of Anachronic Practice @ NEST Collective Downtown, Coimbra, Portugal*
—— **WonderForest,** was exhibited as a video artwork in the SYSTEM section with other 24 international artists under this year's theme "{BETWEEN} — An Inventory of Anachronic Practice" at PCD@Coimbra taking place in NEST Collective Downtown, a cultural venue in Coimbra Historical Centre. "WonderForest" provides a fantasy immersive visual/audio VR interactive environment asking the question of "what is real?". If life is composed of a pile of sensory experiences, should VR be included even people are not ready and think of it as anachronistic?

PCD@Coimbra:
http://pcdcoimbra.dei.uc.pt/2021/exhibition/between
PCD@Coimbra_{BETWEEN} - An Inventory of Anachronic Practice webpage:
http://pcdcoimbra.dei.uc.pt/2021/exhibition/between

•2021.11_*In Touch | CICA Museum @ Gyeonggi-do, South Korea*
—— **Living Wonderland** was selected as one of 25 artworks exhibited in "In Touch" at CICA (Czong Institute for Contemporary Art) at Gyeonggido, South Korea. For more detailed information about the artworks and artists in the exhibition, please visit https://cicamuseum.com/wp-content/uploads/In-Touch-2021_Catalogue.pdf. And it is also my pleasure and honor that the captured image of living wonderland was selected by the CICA as the main image for the promotion of the exhibition. Living Wonderland reveals our lust of craving for freedom in everyone during this unprecedented time. If you are coincidently around there, please pay a visit if you are interested.

CICA Museum/ In Touch:
https://cicamuseum.com/in-touch-2021/

•2021.11_*Moving Body Festival: Critical Movies @ Варна, Bulgaria*
—— **WonderForest** was selected in Moving Body Festival: Critical Moves under the New Media section in Bulgaria. Since COVID-19, Moving Body Festival attempts to look for the future definition of "Body". Is it a collective body, a material as well as an abstract one, a body in motion, or the only thing that makes it feel whole? WonderForest intends to reflect on their topic but more focus on the new definition of bodily senses by utilizing VR technology as the medium. Instead of fully recreating a realistic style of the environment in VR, WonderForest embodies a world with a relatively abstract style of creating floating cubes as flying creatures, grids of weaving lines as landscape, and a flock of points as smart entities. It is to challenge the stereotypical notions of perceptions and to arouse the question of what is "real" under the rapid development of VR technology.

Moving Body Festival's webpage:
https://movingbody.bg/#program
WonderForest/ Moving Body Festival:
https://movingbody.bg/2021/10/26/wonderforest-vr/

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•2021.09_*Ars Electronica Festival NYC Garden | AR Sculpture Garden @ NYC, USA*
—— **Goddess**, as a AR Sculpture/IG Filter was exhibited in Ars Electronica Festival NYC Garden 2021 under the AR Sculpture Garden section. Since COVID, Ars Electronica, originally based in Linz, Austria, has created this new version of Festival to celebrate local digital art virtually with multiple international locations called "Garden" by using the online technology like live-streaming, VR platform to boundlessly unite the international artists hosting this critical annual digital art event. The main theme of the NYC Garden this year focuses on exploring the intimacy of the technology and the coexistence of the virtual and tangible artworks. The AR Sculpture Garden will be held in person as well, so the audience can visit and see the virtual 3D sculptures with their phone by scanning the QR Codes on sites. For those who cannot be in the venue, you may also enjoy the 3D artworks by clicking the link with your phone at any place you want.

Goddess IG Filter:
https://www.instagram.com/ar/520051082609956/
Ars Electronica NYC Garden 2021:
https://www.xrensemble.com/
Ars Electronica NYC Garden 2021 | AR Sculpture Garden:
https://www.xrensemble.com/ar-sulpture-garden-artists

•2021.09_*Urban Labyrinth | Mock Jungle | Metoché @ Bologna, Italy*
—— **Living Wonderland** was invited to be one of the 18 international new media videos exhibited at the Cappella di Santa Maria dei Carcerati in Palazzo Re Enzo, Piazza del Nettuno 1, at the center of Bologna city, Italy. The exhibition will be open 24/7 without reservations and can be seen directly from the street. Centuries ago, the Chapel of Santa Maria dei Carcerati was used for those who were prisoners of the Bolognese lords to give them a space to breathe, a moment of intimacy and freedom in a spiritual way. Now, the idea is to transform this space aiming of trying to give passers-by a moment of escape from everyday life, especially during this Post COVID-19 period. Living Wonderland tried to express the inner lust of desiring freedom and space under the COVID-19 and that matched the main theme of the exhibition.

Metoché Facebook page:
https://www.facebook.com/metoch3
Metoché website:
https://www.metoche.net/

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•2021.07_ *Recto VRso 2021 Artworks physical version, Musée-École de la Perrine @ Laval | Mayenne, France*
—— After having the successful virtual exhibition, Recto VRSO hosted a physical/virtual hybrid version of Recto VRso exhibition @ Musée-École de la Perrine, Laval. **SkyWindow** was installed and showcased in this hybrid exhibition.

•2021.07_*Coupled World | 1EuroCinema | Telemagic, virtual @ Rotterdam, the Netherlands*
—— Three of my 3D video works, **innerNature**, **LivingWonderland**, and **Myth from the Future** were selected to be exhibited in the "Coupled World" online exhibition under 1EuroCinema organized by Telamagic.online. The exhibition curated by Susanne Janssen, Louisa Teichmann and Telemagic/1EuroCinema would like to experiment the digital form/role of Cinema under this digital-dominated world. The audience can freely navigate on 4 fantasy virtual islands entitled Locked-in Genus, Mimicry Genus, Threshold Genus, and Empowerment Genus addressing different social topics created by the organizer. While on the island, the audience can look for the selected artists' videos by following the hint (they called it critter) and enjoy them just like playing a video game but also like visiting an actual exhibition. innerNature, LivingWonderland, and Myth from the Future were located on the "Mimicry Genus" island which focuses on the topic of digital nature. Coupled World by 1EuroCinema intends to provide a unique virtual film watching experience to challenge the definition of "Cinema" under this inevitable VR trend. The website takes time to load, please be patient.

1EuroCinema / Coupled World online exhibition website：
http://1eurocinema.online/

1EuroCinema website:

https://telemagic.online/1eurocinemaonline

Telemagic website:

https://telemagic.online/

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•2021.06_*CVPR2021 Computer Vision Art Gallery, virtual*
—— **AI_Jam**, selected by "CVPR2021 Computer Art Gallery" online exhibition under the First Workshop on Ethical Considerations in Creative applications of Computer Vision/ CVPR annual conference. The workshop discusses the urgent needs of the explosion of AI impacting the research and cultural influence bringing the transdisciplinary perspectives towards Computer Vision. The 63 international artworks were selected from 150 pieces based on the basis of technical novelty, aesthetic merit, or conceptual strength. AI_Jam's original intention is to let people use this interface as an intuitive instrument to compose sound together with the rhythm generated by AI simultaneously.
Computer Art Gallery exhibition website:

http://computervisionart.com/

The First Workshop on Ethical Considerations in Creative applications of Computer Vision:

https://sites.google.com/view/ec3v-cvpr2021/home?authuser=0

AI_Jam artwork page:

https://computervisionart.com/pieces2021/ai-jam/

•2021.06_*MMMAD @ Madrid, Spain*
—— **Infinite Mirror** and **Full Moon**, 2 of my Creative Coding pieces have been selected and exhibited in the "Programmable la Plaza" event under the MMMAD Festival, Madrid, Spain.
MMMAD| Programmable Plaza website:

https://mmmad.art/Open-Call-Programa-la-plaza

•2021.06_*Amid Space(s), virtual @ Czech Republic*
—— **SkyWindow**, has been selected as one of the 12 artworks. Amid Space(s) is an experimental project/exhibition, focusing on exploring contemporary ways for exhibiting new media art as a form of data. The COVID-19 situation has catalyzed the co-existence of Virtual and Reality as an inevitable trend in any aspect of our life, including art exhibitions. The organizer designs a unique opening of this online exhibition by letting the audiences go through an 8-bit game-like experience to eventually enter the exhibition webpage. Within the exhibition webpage, 12 QR code images represent the artworks that you will have to click on to enter and know what work is behind. By scanning the QR code, you will get the artists' information. It is another creative exhibition that shows their own interpretation/demonstration of a virtual exhibition.
Amid Space(s) website: https://www.amidspaces.cz/page.php

•2021.05_*Pepney Gallery: Spiritual Awakening, virtual @ Cavan, Ireland*
—— **Living Wonderland**, has been selected as an artwork exhibited on the "Spiritual Awakening" online exhibition held by Pepney Gallery (Cavan, Ireland). The online exhibition will be held for a month start from May 11th. "Spiritual Awakening" was popularized by famed psychiatrist Carl Jung not only indicating the original Self but also a higher state of consciousness of becoming human. "Spiritual Awakening" here

also reflects on awaking our original Selves after years of civilization in society. Living Wonderland tried to express the inner lust of desiring the freedom and space under the COVID-19 matches the main theme of the exhibition.

Pepney Gallery: Spiritual Awakening website:

https://www.pepneygallery.com/Spiritual-Awakening/

•2021.04_*Homeostasis Lab, virtual @ Brazil*

—— **Living Wonderland & infectious 2.0**, has been selected as an artwork exhibited on the Homeostasis Lab platform. Homeostasis Lab is a Brazilian website/space for reflection on the impacts of digital media on the poetry, practice, and aesthetics of contemporary art.

Homeostasis Lab website: https://homeostasislab.org/

Homeostasis Lab| Jia-Rey Chang's Living Wonderland & infectious 2.0 webpage:

https://homeostasislab.org/visualizar/artista/50

•2021.04_*Recto VRso 2021 Artworks, virtual @ Mayenne, France*

—— **SkyWindow**, has been selected in the "Recto VRso 2021 ARTWORKS" online exhibition as one of the 30 pieces. Artist-researcher Judith Guez, Recto VRso aims to invite artworks of artists, researchers, students, and explorers who question the virtual reality medium, directly or indirectly, so as to bring out new artistic forms. "Virtual Exhibition/Real Exhibition" is the theme of this year. The ARTWORKS online exhibition including pieces within a range from Generative Art, Interactive Art, Online Performing Art, Online Exhibition Design, 3D virtual model/environment…etc. Recto VRso 2021 will host the event from 4/14-16. Besides the online format to exhibit the artworks, the organization has developed a unique VR world, "Laval Virtual World" for the audience to participate in diverse activities in real-time in this virtual environment.

Recto VRso 2021 Artworks Online Exhibition:

https://rectovrso.laval-virtual.com/en/2021-artworks/sky-window/

2021.03_*Art in the Time of Corona Vol.1, Dab Art, virtual @ LA, USA*

—— **infectious**, has been selected in the in "ART IN THE TIME OF CORONA | Vol. 1" curated by Dab Art. The exhibition will be held from March 23rd to Dec 31st, 2023 on the artsy.net webpage. "infectious" illustrates the abstract imagery of virus contagion as well as the rumor rapidly spreading out under the uncertainty right now. But at the same time, it also implies the important message of how all human beings should unity to confront the crisis.

Art in the Time of Corona Vol.1@ artsy.net exhibition:

https://www.artsy.net/show/dab-art-art-in-the-time-of-corona?sort=partner_show_position

Art in the Time of Corona Vol.1| infectious page:

https://www.artsy.net/artwork/jia-rey-chang-infectious

•2021.02_*Future Vision: Processing Community Day @ Porto, virtual @ Porto, Portugal*

—— **Living Wonderland**, has been selected in "Processing Community Day @ Porto= Future Vision" online exhibition as one of the 21 pieces. The organizers including the Faculty of Fine Arts of the University of Porto and Art, Design and Society Research Institute(i2ADS) will hold an online conference on Feb 11 which is the global Processing Community Day to begin this one-month online exhibition. Living Wonderland reveals our lust of craving for freedom in everyone during this unprecedented time.

Future Vision Online Exhibition: https://pcd.fba.up.pt/2021/exhibition/jia-rey-chang.htm

•2020.12_*GenerativeArt20, virtual @ Milan, Italy*
—— **AI_Jam, Living Wonderland, and SkyWindow**, has been selected in the Artworks Session of GenerativeArt 2020 this year. Due to the COVID-19, the whole event will be held virtually online from Dec 15th to 17th which should be originally taking place on Politecnico di Milano University, Milan, Italy. GenerativeArt international conference has been held since 1998 and is the 23rd this time to celebrate and connect the research and scholars around the world focusing on Generative Art.
https://generativeart.com/
AI_Jam: https://vimeo.com/434878576
Living Wonderland: https://vimeo.com/424888833
SkyWindow: https://vimeo.com/467863317

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•2020.12_*SIGGRAPH ASIA 2020|Art Gallery|Untitled & United, virtual @ Dague, South Korea*
—— **SkyWindow** is an immersive and intimate experience with sky-like projections on the ceiling as an interactive installation in a dark room. Metaphorically, the "SkyWindow" implies a piece of "hope" people desperately desire under hours of quarantine in an entire enclosure space over this pandemic crisis.
https://sa2020.siggraph.org/en/attend/art-gallery/session_slot/200/2
https://vimeo.com/467863317

•2020.11_*Creative Code Festival, LightboxNYC & virtual*
—— **Living Wonderland** was selected in the "Creative Code Festival" showcasing physically at Lightbox, the digital art venue in NYC, as well as exhibiting virtually online. More than 150+ artworks will be lined up in the event including performance and immersive experiences.
https://vimeo.com/424888833

•2020.10_*Red Planet VR party and visual exposition by ESCAPE0101, virtual @ Lima, Peru*
—— **Infectious 2.0** was selected in "Red Planet VR party and visual exposition" hosted by Escape 010101. The event will start from 4 – 9 PM EDT time, Oct 31st. This virtual party/exhibition will be held on Sansar VR space for not only video works but also 3D artworks in Virtual Reality. Artworks from all over the world including Peru, USA, Canada, Hong Kong, Japan, Italy, UK, Argentina, Columbia, and Iran. "infectious 2.0" illustrates the abstract imagery of virus contagion as well as the rumor rapidly spreading out under the uncertainty right now. But at the same time, it also implies the important message of how all human beings should unity to confront the crisis.
https://vimeo.com/475456063

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•2020.09_*Squeaky Wheel 17ᵗʰ Animation Fest, virtual*
—— **Living Wonderland** was selected as one of 10 video artworks by Tabia Lewis, the curator of the Squeaky Wheel 17ᵗʰ Animation Fest that showcased artworks in a diverse variety of animation techniques such as stop-motion, claymation, 3D animation, hand-painted film, special effects, and motion graphics. Living

Wonderland "Living Wonderland" is a loop of a short 2-minute film piece that can be viewed with a VR headset as an immersive experience, with a pair of 3D glasses to have the stereoscopic effect, but still enjoy the colorful vision without it. The entire piece is created by the scripts of code as generative art based on swarm behavior intelligence (creative coding). "Living Wonderland" not only metaphorically reveals our lust of craving for freedom but also illustrates the kindness embedded in everyone during this COVID-19 epidemic/quarantine period. No matter it represents the lust or the kindness of every human being, that Wonderland deep in everyone's awareness is just like a "living thing" eager to break through the "frame" of any pre(post)-set constraints, illness, and boundary to look for hope. However, we all know that keeping distance at the time will benefit the entire world. Our inner nature is drastically swinging between the furious thoughts(fears) and the peaceful mind, just like the heartbeat, just like this living wonderland.
https://squeaky.org/event/squeaky-wheels-17th-animation-fest/
https://vimeo.com/424888833

•2020.08_*Creative Code Visual Art Showcase, virtual*
—— **innerNature** was selected by "Never Knows Better" and "Creative Coding Art" as part of the Creative Code Visual Art Showcase. More than 50 talented video artists from around the world including North/Latin America, Asia, Europe, and the Middle East are selected in this event. "innerNature" is a 1:23 film piece. The visual and audio effects of the entire piece are created by the scripts of code as generative art (creative coding). It intends to recall everyone's inner beauty especially during a long period of quarantine under COVID-19. The external social chaotic dispute and un-proven overwhelming messages from all mediums should not cover the inner beauty born and grow within each of us. No matter how messy and disorder the surroundings are, we can still find the inner peace in our mind, which refers to the "box" shown in the project. Through the mountains, birds, cloud, and sun the artist created, everyone can use their imagination to experience their own beautiful nature during Shelter-In-Place.
https://vimeo.com/442479464

•2019.11_*Myth from the Future @ Newark, USA*
—— **Myth from the Future** focuses on the idea of reflecting/reminding how current technology has blended into our daily lives, physical and mental bodies by referring to the ancient Chinese classic literature, "the Classics of Mountains and Seas". Can you imagine how a human being will evolve into a 3-head-man in the future? No need to wait, because actually, we ARE this kind of 3-head "tech-species" (a species with tech-devices merging) if you consider our smartphone, laptop as heads, and plus our own head. This project attempts to take these creatures in these tales of marvels as metaphors to indicate people who wear/hold hi-technology gadgets and the robotic creatures as "tech-species". Through this 5-minute live experience, one of the audiences will become the "tech-species" by controlling the instrument to influence the immersive audio and visual effect in real-time. All interactive visual, sound, and coding are designed by Jia-Rey Chang.
http://www.archgary.com/works/myth-from-the-future/

•2017.07_*The Second Sense @ Seoul, South Korea*
—— The Second Sense' is a screening event in Seoul, showcasing cutting edge digital animations and moving images from all over the world.

•2017.05_*The Deep Sound Of Maramures Live Performance, Club Control, @ Bucharest, Romania*
—— Cooperated with Peter Gate, who explores the intriguing experimental

combination of traditional music from Maramures (Romania) and current digital composition for years, to perform "The Deep Sound of Maramures" at Control Club, the famous hotspot of Bucharest. A sequence of real-time interactive visual effects designed by Jia-Rey will be intimately integrated with the live performance music in this one hour show. It illustrates a journey of a bird's fantasy flying from different natural landscapes to extremely abstract spatial environments to give the audience brand new immersive sound and spatial experiences.

•2017.05_*Cultura Experimentala TDSOM @ Bucharest, Romania*
—— The lecture entitled "Being Immature" was about Jia-Rey's the experimental cultural idea and his creative experimental projects related to both space and new media.

•2016.11_*GameSet&Match 3 Exhibition, BK Faculty @ Delft, the Netherlands*
—— Several interactive prototypes under the direction and research projects involved were exhibited in the exhibition. A real-time interactive installation with motion tracking technology was also set up for the audience to experience in the exhibition.

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•2016.07_*Immaterialicious: Carrousel de Mimetique @ Amsterdam, the Netherlands*
—— invited by innovative fashion company, Nuages Gris, gathering with 5 young Dutch fashion designers, 3 sound composers, and other 2 digital visual creators, to develop the first interactive fashion show of all time in the Netherlands at Pakhuis de Zwijger. This specific piece included 5 impressive dynamic visual effects in a sequence, which is initially inspired by David Laport's fashion style and philosophy. With the spatial quality and decent style of the sound generated by the composer, Alberto Caruso, the project had been a perfect match with the dynamic visual impressions and the model's fluid body movement to give the audience a highly audio and visual integration performance.
https://vimeo.com/174651503

•2016.06_*International Festival of Technology @ Delft, the Netherlands*
—— 2 students' projects under the direction, "TEXTRNIUM", and "roboZoo" were selected to exhibited in this particular event. "TEXTRNIUM" is an installation utilizing smart textile with thermochromics paint as skins and environmental-controlled interactive lighting to induce participants' body movements. "roboZoo" is an installation composed of several autonomous robots crowing around the audience attempting to make physical interaction with people.

•2015.11_*Synthetic Exhibition @ Paris, France*
—— Students' project under the direction, "TEXTRNIUM", an installation using smart textile with thermochromics paint as skins, and environmental-controlled interactive lighting to induce participants' body movement.

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•2014.07 & 2015.07_*MetaBody Annual Conference & Exhibition @ Madrid, Spain*

—— 5 large-scale interactive installations developed by students under supervision were exhibited in annual exhibitions of MetaBody in 2 different years, including: Reflectego, RoboZoo, Nervions, Textrinium, and [S]caringami.
https://vimeo.com/113264230, https://vimeo.com/113264651, https://vimeo.com/132665634
—— Ambiguous Topology: An immersive Projection interactive installation co-operated with Nimish Biloria and Dieter Vandoren was set up for audience to experience.
https://vimeo.com/105027652

•2012.01_*Digital Fabrication @ Taipei, Taiwan*
—— Different projects showing ways of exploring the innovative digital fabrication technology with different techniques and materials were exhibited.

• 2011.09_*Digital Di-Hua @ Taipei, Taiwan*
—— 2 Design Projects, "**The Stone Lions**", "**Autumn, Falling Leaves**", were exhibited along with other parametric and digital projects in the traditional Chinese interior space to re-interpreting and activate the old Di-Hua district in Taipei. The main visual graphic of the exhibition was designed with creative coding technique in Processing.

Lectures:

•2019.05_*From Inter- to Intra- Active Architecture: Towards a New Organic Architecture, DARS (Design and Architectural Studio), Dessau International Architecture Graduate School (DIA), Anhalt University of Applied Sciences, Dessau.*
——Deliver a lecture about what is current developments in interactive architecture and why the future developments of interactive architecture should aim the goal of becoming a living creature exploring the authentic meaning of organic architecture. Along with the lecture, there was a brief introduction in Physical Computing and design discussions with the graduate students of their interaction design projects.

•2019.01_*Interactive Design & New Media Art, Department of Interaction Design, National Taipei University of Technology, Taipei.*
——Giving a lecture about the latest innovative interaction design and the development of new media art cooperating with new technology.

•2018.02_*Interactive Architecture is the New Organic Architecture, ISE LAB Spring 2018 Lecture Series, University of Delaware, Newark.*
——This lecture is about to deliver the idea of Interactive Architecture is the new organic architecture by summarizing the PhD dissertation in a relatively easy-understanding presentation for the general public.

•2016.11_*GameSet&Match 3 International Symposium, TU Delft, Delft.*
——A lecture titled as "HyperBody" mainly delivered to the head of HyperBody Lab, Kas Oosterhuis, to appreciate his great inspirations and contributions to the architectural design world as a tribute. At the same time, it is to cohesively combine the inspiring ideas of Kas with the Ph.D. research to generate innovative spatial design ideas, and to give the audience an inspiring presentation.

- 2016.10_***ACTitecture, Tamkang University, Taipei.***
- 2016.09_***Not Just Architecture,*** **National Taipei University of Technology, Taipei.**
- 2016.09_***ACTitude, Shih Chien University, Taipei.***

—— A series of lectures invited by 3 different Universities introducing the interdisciplinary idea crossing the fields of Architecture, Interaction, Computational Technology, Biology, and New Media Arts. The lecture intended to bring the advanced developments of architectural design related to these fields and give the Taiwanese students the first impression of interactive architectures. The audience of these 3 lectures varied in a wide range from First-Year bachelor architecture and all levels of new media arts students, and master degree students.

- 2016.06_***Architecture Days, Cluj-Napoca, Romania.***

—— The lecture titled as "From interFACE to interACT", delivered essential notions of "Interactive Architecture". The contents included a brief introduction, the current architectural developments, the related technologies of Interactive Architecture. As a pioneer experimenting group in Interactive Architecture, the previous and current developing interactive projects of HyperBody Research Group will be mentioned and discussed along with the lecturer's Ph.D. research, the "HyperCell" project. The topic of the lecture potentially reached to a challenging discussion of the proactiveness of an architecture related to body movement as one of the lecture's latest concern in Interactive Architecture.

- 2015.07_***LAVA (LABORATORY FOR VISIONARY* ARCHITECTURE*) Inviting Lecture, Stuggart.***

—— Invited by LAVA (LABORATORY FOR VISIONARY ARCHITECTURE) Architecture Firm to give an overview lecture in the developments of interactive architectures under the workshop titled as Kinetic Structure. The lecture was titled as: into-Active_From interactive to intra-active.

- 2015.05_***Creative Coding Amsterdam 010_Fiber Festival., Amsterdam.***

—— Invited by Creative Coding Amsterdam Organization to give a Creative Coding lecture in Fiber Festival, showing digital artistic projects done with Processing.

Interviews & Articles:

- 2020.11_***4 types of online curation "new mutations'' in the epidemic area – written in mandarin***

https://zashare.org/article/5f91179afd89780001a09d50

- 2019.11_***This University of Delaware art installation explores the impact of tech on humanity– Interview with Technical.ly Delaware, Newark, Delaware.***

——What's a "tech species," and how does it relate to our world? "Myth from the Future," by artist and UD assistant professor Dr. Jia-Rey (Gary) Chang.
https://technical.ly/delaware/2019/11/04/jia-rey-gary-chang-university-of-delaware-art-installation-impact-humanity-tech-species/?fbclid=IwAR264rcfT9_m3hxwE8Q9YjCB5hkjzQ-npTLZ1SbIIKGDkrIQdRGmvhcibkY

- 2019.01_ ***The Shape Shifter: inside the world of Gary Chang, UD Magazine, Newark, Delaware.***

—— An interview by Eric Ruth from UD magazine illustrating the idea of my creative research on Interactive Architecture.

•2018.04_*Technology that would eliminate doors – Interview with Technical.ly Delaware, Newark, Delaware.*

——Meet the UD researcher working on 'technology that would eliminate doors' – Technical.ly Delaware.

•2018.01_*The Building of the Future will No Longer Need Doors, TU Delft.*

——The architecture of the future will not be static, but will respond to its users and the environment. Interactive design methods will make this possible, says doctoral candidate Jia-Rey Chang. In his research, 'HyperCells' serve as the building blocks for an organic architecture that is continually transforming.

Workshops:

• 2013-2016_*InteractiveBody Workshop 1.0~5.0 (TU Delft, HyperBody)*

—— Interactive Body is a series of workshops focusing on designing and prototyping interactive architectural idea. Training the first-year master students not only basic interactive techniques but also interactive design thinking. It has hold in almost every semester along with HyperBody master design studios since 2013.

• 2015.09_*Agile FAB International Workshop (TU Delft, HyperBody)*

——An international workshop co-operated with University of South Australia, Tianjing University and Beijing University as a joint program. To explore a design system with more "agile" approach to first ignoring the physical material constraints in the field of digital & parametric architecture.

• 2014.02_*DiverseBodies/Animated Bodies/KineticBodies (TU Delft, HyperBody)*

—— 3 different workshops focused on Basic coding with Processing, Physical Computing with Arduino, and Motion Tracking Technology with Kinect. In this 2-week intensive workshop through simple and interesting examples, the students were able to gradually pick up the techniques and applied to their design tasks.

• 2012.04&09_*Swarmmy Workshop (TU Delft, HyperBody)*

—— Developing programmable Design method based on agent-based swarm theory with Processing to solve design issues from urban to architectural scale. The students were able to learn programming skills from basic to advanced.

• 2011.10_*Fata-Morgana (OSSA organization)*

—— Based on the concept of "Fata-Morgana", discussing how chaos but balanced of Warsaw as a historic city. By providing an agent-based programming design strategy through Processing, a "Fata Morgana" form was generated as an abstract interpretation of Warsaw during the workshop developments.

Skills:

game / graphic:	*Unity3D / ADOBE: Photoshop, Illustrator, InDesign.*
modeling:	*Rhino, Cinema4D, MAYA, FormZ, Autocad, Digital Project.*
film editing:	*After Effect, Final-cut-Pro.*
programming:	*Processing, P5JS, openFrameworks, rhinoScript, Grasshopper*
visual coding:	*vvvv, cables.gl, touchDesigner*
VR/AR	*A-Frame, SparkAR*
interactive:	*Arduino, Processing, openFrameworks.*
Audio:	*Pure Data, Tidal Cycle.*