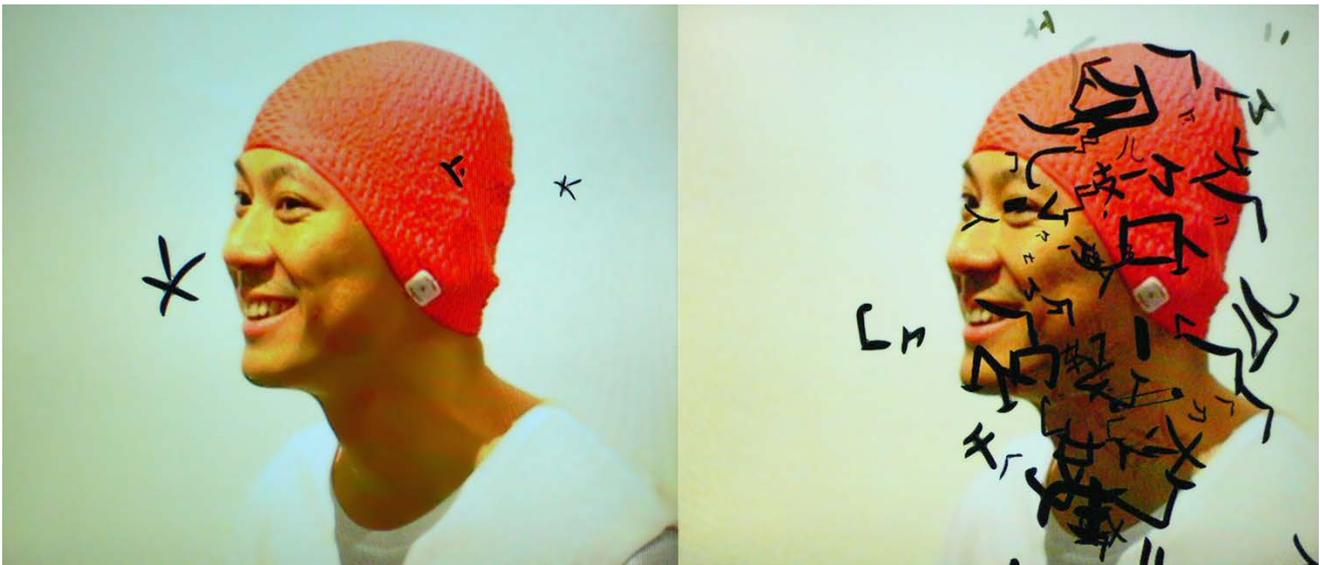


Prof. HUNG Keung

New & Digital Media Artist / Scholar / Researcher / Media Art Specialist /
Associate Professor, Department of Cultural and Creative Arts, The
Education University of Hong Kong / Director and Founder of innov +
media lab (imhlab)

May 2 – 8, 2019



Dr. HUNG's innovative practice involves working and researching across a range of media, including interactive performance, moving images, photography, experimental ink painting, installation and writing, etc. Alongside his individual practice and research he also leads a research lab 'imhk lab' focus on new media art and design practice in research relation to Chinese philosophy and interactivity, which began in 2005.

Please see <https://www.edu.uwo.ca/research/seminar.html> for more information!

Visiting Scholar Prof. HUNG Keung Schedule

Date, Time, Location	Activity and Intended Audience	Description
<p>May 2</p> <p>11 am -1 pm</p> <p>Community Room (FEB 1161)</p>	<p>Public talk for all faculty members and students</p>	<p><i>New Concepts of Time and Space: From the Chinese Past into a Mediated 'Presence'</i></p> <p>In this research project, traditional Chinese thought and manner of approaching art is appropriated onto a different platform: interactive media. This transformation expands the notion of time and space and forges new interdisciplinary correlations by addressing traditional Chinese philosophy, calligraphy, painting, and relief sculpture. I investigate how the Chinese philosophy of Dao, the manner of handling time and space in early Chinese thought and art – i.e. in traditional Chinese painting, sculpture, and the fine art of Chinese calligraphy – and the idea of the Yellow Box can together provide a novel approach to the concepts of time and space for digital art history. In developing this thesis I first posit that the concept of time and space has been handled in traditional Chinese scroll painting & calligraphy through applications of multiple perspectives, binary visual modes, visible and invisible space, the passing of time, and non- linear narratives. When these potentials are reproduced by media artists and animators, novel insights, experiences and knowledge about space and time are not only expanded for their audiences, but the history of time and space tends to collapse. This research project therefore sets out to further analyse the subjects of time and space within my own media-art production process (custom software and hardware). It is hoped that other researchers and artists may benefit from my own attempts to illustrate Chinese art theories and to document and reflect upon different ways of perceiving the position and role of the audience, and that they may thus gain a unique insight into the incorporation of Chinese philosophy into media art practice.</p>
<p>May 3</p> <p>10 am - 12 pm; 2pm-4pm</p> <p>FEB 1118</p>	<p>Lecture and hands-on workshop for graduate students</p>	<p>In these two lectures and workshops, Prof. Hung Keung will give a lecture to our graduate students on designing and conducting research on new media. In the afternoon, the same group of graduate students will experience how to use media art technologies and install settings for collective artwork creation. Students are encouraged to bring their cellphones and laptops to scan images and redesign the scanned images.</p>
<p>May 6</p> <p>11 am – 1 pm</p> <p>Community Room (FEB 1161)</p>	<p>Public talk for all faculty members and students</p>	<p><i>Re-approaching the usage of Chinese Characters as a new learning and teaching experience for elderly and the person who have a visual impairment</i></p> <p>This presentation includes two research projects: (1) “<i>New Chinese-tai chi-typo system: Designing and Reinventing New format of Chinese Typo for effective Tai Chi practices</i>”; and (2) “<i>See Through Your Hands: Bringing Calligraphic Art to the Visually Impaired through 3D Technology</i>”. The first project aims to create a new Chinese-Typo system in order to bring a way of easy memory for <i>Tai Chi</i> practices – entitled “<i>New Chinese-tai chi-typo system</i>”. The research method is to design and study to combination of different Chinese text and pictograms. Redesign the position of different but relevant characters together into one phase, but doesn’t affect its original meaning. The researcher aims to hand in a new research direction focus- new Chinese-Typo system, which help to make memorizing the <i>Tai Chi</i> steps easier. The result might help to contribute continuous academic research in theoretical and methodological aspects on how to bring Chinese heritage and intellects to contemporary design through practices in research, which aims to implement with user experience and</p>

		<p>medium of all kinds, in a result, the researcher aims to suggest new aesthetic perspectives and approaches that manifest the fusion of Hong Kong cultural and transferable application skill for contemporary Chinese typography design.</p> <p>The second project employs design, art and social science disciplines to allow people who have a visual impairment or are blind or have low vision (VI/B/LV) to appreciate the aesthetics and value of Chinese calligraphy and bring their results to the public. This research project is workshop-based activities, which aims to study how new knowledge in terms of Chinese characters could be transferred to the (VI/B/LV) who never had experience in learning Chinese writing, and to examine what new teaching method could be designed and applied. We then have intentionally designed the basic curriculum and activities in the workshop to allow and encourage collaboration between participants, who might not normally find themselves learning with each other in such settings. The results may also suggest how positive values and motivation can be incorporated in carrying out in-depth applied research that benefits people with different disabilities and enable them to interact with and participate in a variety of different artistic activities. It is anticipated that the results of the research can help to bring about a more inclusive and harmonious society by raising public awareness, understanding and respect for the needs of (VI/B/LV) in their daily life.</p>
<p>May 6 3 pm – 4:30pm Community Room (FEB 1161)</p>	<p>Seminar for Graduate Students</p>	<p><i>The transformation from traditional Chinese art theory to inclusive & digital media art education: Interactive Chinese Characters as a new learning method.</i> My experimental research indicated that the four-dimensional construction of Chinese characters can create temporal and spatial experiences. I am interested in integrating these traditional concepts via digital media technology so as to transform the role of the viewer away from the concept of the ‘play-appreciation’ into an interactive video installation platform. In this workshop, the participants are introduced the way of examining and exploring the possibility and limitations of combining Chinese <i>shu</i> (書) ‘brush writing’ (calligraphy) and <i>hua</i> (畫) ‘painting in 2D and 4D practice today. Therefore, a series of Interactive Jam with “Animation Workshop of Creative Chinese Writing (text/typo/shape/form)” is a new concept of creative workshop that offers an opportunity for participants (students) to explore the transformation of 2D visual experience to 4D virtual experience (animation and interactive) through re-creating Chinese character-writing on clipping books, traditional Chinese rice papers, digital images sequence and interactive software. Therefore, this pedagogy integrates digital media technology with the meaning and structure of Chinese characters to create an inclusive art education system. It further transforms the aesthetic value of Chinese ‘brush writing’ and ‘painting’ in 2D and 4D practice (time-based experience) as part of creative teaching methodologies. Though this new teaching methods, learners gained an elevated experience of the cultural ideas in arts: (i) observe-appreciation (art learning), (ii) play-appreciation (art making) and (iii) literati gathering Chinese characters (art sharing). Combining Chinese culture, arts and digital technology, experienced learners and novice can contribute to a creative learning process.</p>
<p>May 7 9:30am – 12pm; 1 pm – 4 pm Community Room</p>	<p>Animation Sharing for faculty members and students</p>	<p>Faculty members and graduate students are all welcome to drop by, view animations created from earlier interactions, and informally discuss the created animations.</p> <p><i>Light refreshments will be served. Please RSVP to jheidenh@uwo.ca by 4pm on Friday, May 3/19 if you would like to attend</i></p>

May 8 9:30am-12pm; 1pm-4pm Community Room (FEB 1161)	Drop-in meetings with faculty members and students	Faculties and graduate students are welcome to drop by and meet with Prof. Hung about more advanced use of new media in education, future collaboration research, teacher education/training, and faculty and student exchanges between Western University and Hong Kong Education University.
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