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黃致傑 / **Scottie Chih-Chieh Huang**

BIO

Scottie Chih-Chieh Huang, Ph.D. is a Taiwanese media artist and designer, born in 1982, lives and works between Taipei and Hsinchu. He is director of the **Biologically Inspired Objects (BIO) Lab**, and the Innovation and Creativity Center (ICC) at the Chung Hua University, currently serves as Art Gallery Chair of ACM SIGGRAPH Asia 2016, and Digital Art Committee member of ACM SIGGRAPH. Focus upon developing **biological mechanism** on interactive media for explore **digital aesthetics**, kinetic sculptures, and futuristic products. He hold Ph.D., M.S., and Bachelor degrees from Architecture.

Scottie is the recipient of multiple grants and honors, including second prize at Salone Satellite Award (2015); IF Design Award (2014); Red Dot Award (2013); and the National Museum of Fine Arts' Tech-Art Interdisciplinary Creation Grant (2012), and his project Dandelion Mirror was selected for "Best of Design 2015" by Elle Decor Italia Magazine. His research has appeared in numerous international academic conferences and Journals, including IEEE IoT Journal (2015), HCII (2013, 2014, 2015), CAAD Futures (2007), ASCAAD (2006), among others.

His work has been exhibited at international arts centers and conferences such as ZKM Museum of Contemporary Art; SIGGRAPH; SIGGRAPH Asia; ISEA; Milan Design Week; Taipei Fine Arts Museum; New York Hall of Science; National Taiwan Museum of Fine Arts; Taipei Art Fair International; Digital Art Center Taipei; Kuanda Museum of Fine Arts; Museum of Contemporary Art Taipei; Taipei Branch – National Taiwan Craft Research and Development Institute; Holland Animation Film Festival; Prague Quadrennial; Festival Off d'Avignon.

EDUCATION AND RESIDENCY

Anderson Ranch Arts Center (ARAC) , Snowmass Village, CO, USA Artist in Residence / Cultural Exchange Fellowship Program	2012
National Taiwan University of Science and Technology (NTUST) , Taipei, TW Doctor of Philosophy (Ph.D.) in Architecture	2006-2011
National Chiao Tung University (NCTU) , Hsinchu, TW Master of Science (M.S.) in Architecture	2004-2006
National Taipei University of Technology (NTUT) , Taipei, TW Bachelor of Architecture (B.Arch.)	2000-2004

GRANTS, AWARDS AND RECOGNITIONS

Salone Satellite Award , Milano, Italy <i>Dandelion Mirror</i> [interactive mirror product], 2rd Prize	2015
National Taiwan Craft Research and Development Institute , Nantou, TW <i>Transparent Organ</i> [interactive luminaire], Selected for the SLOW LIFE financial support Grants	2014
International Symposium on Electronic Art (ISEA) , Dubai, UAE <i>Dandelion Mirror</i> [interactive installation], Selected to show in Location - juried art exhibition	2014
Salon International Des Invention , Geneva, Switzerland <i>Transparent Organ</i> [practical novelties/presents], Silver Medal Award	2014
International Salon of Inventions and New Technologies , Sevastopol, Ukraine <i>Dandelion Mirror</i> , Golden Medal Award	2014
iF Design Award , Hannover, Germany <i>Dandelion Mirror</i> [digital media], the Winner of iF Communication Design Award	2014
Red Dot Award , Berlin, Germany <i>Dandelion Mirror</i> [film, spots & animation], the Winner of Red Dot Award: Communication Design	2013
Holland Animation Film Festival (HAFF) , The Netherlands <i>Life of a Dandelion</i> [animation film], Selected for shortlist of HAFFTube Competition	2013
Made in Taiwan – Young Artist Discovery , Taipei, TW <i>Biologically Inspired Object</i> [exhibition theme], Selected to show at Taipei Art Fair International	2012
National Taiwan Museum of Fine Arts (NTMFA) , Taichung, TW <i>River Space</i> [art project], Selected for Tech-Art Interdisciplinary Creation Grant	2012
National Science Council (NSC) , Taipei, TW <i>Smart Home Furnishings</i> [research project], Selected for best project grant	2012
Department of Cultural Affairs , Taipei City Government, TW <i>Artificial Generation - Phylum M+L</i> [art project], Selected for financial support grant	2010-2012
<i>MSOrgm 3.0</i> [art project], Selected for financial support grant	2012
<i>LSkeleton Lite</i> [art project], Selected for financial support grant	2011
<i>LSkeleton Lite</i> [art project], Selected for financial support grant	2010
Taipei Digital Art Awards , TW <i>MSOrgm</i> [interactive art], Selected for finalist of Interactive installation	2008
K.T. Creativity Award , TW <i>MSOrgm</i> [interactive art], Gold medal award of Interactive Technology Art	2008

PROFESSIONAL EXPERIENCE

SIGGRAPH Asia Art Gallery Chair	2016
ACM SIGGRAPH , USA Committee Member of Digital Arts Community (DAC)	2014-present
Chung Hua University (CHU) , Hsingchu, TW Director , Innovation and Creativity Center (ICC) Assistant Professor , Department of Industrial Design Assistant Professor, Bachelor Program of Innovative Design and Management	2012-present 2014/02-present
National Chiao Tung University (NCTU) , Taipei, TW Adjunct Assistant Professor, Institute of Applied Arts	2016-present
National Taipei University of Technology (NTUT) , Taipei, TW	2012-present

Adjunct Assistant Professor, Department of Interaction Design
Adjunct Assistant Professor, Undergraduate Program of Creative Design

National Taiwan University of Science and Technology (NTUST), Taipei, TW **2010-2011**
Adjunct Lecturer, Department of Architecture

Taipei National University of the Arts (TNUA), Taipei, TW **2010-2011**
Adjunct Lecturer, Department of New Media Art

Shih Chien University (SCU), Taipei, TW **2010-2011**
Adjunct Lecturer, Department of Fashion Design

RESEARCH PROJECTS

Principal Investigator, Design Project, Industrial Technology Research Institute (ITRI), TW **2016-2017**
Smart Hospital Lighting System: Relax Pod Chair

Co-Principal Investigator, Thematic Research Project, Academia Sinica, TW **2016-2018**
Activity monitoring and interactive presentation design for active aging: sensor platform, activity mining and interactive art

Principal Investigator, Academic Research Project, Ministry of Science and Technology, TW
Fusion of Digital Techniques and Product Development with Mixed Media: Example of Smart illumination **2015-2016**
Proactive IoT Furnishings: Extending Digital Craft with Kinetic Interactive Techniques **2015-2016**
Smart Home Furnishings **2012-2013**

Co-Principal Investigator, Ministry of Science and Technology, TW
Brain-Computer Interface (BCI) approach to CAD/CAM system **2014-2017**

INVITED TALKS

Bionic Techniques & Interactive Arts **2014**
Singularity Art Group in Department of Digital Art and Design, Peking University / Rutgers University, CN (08/19/2014)

Functional Aesthetics: New Trends in Media Art & Design **2014**
Department of Design, National Taiwan Normal University, TW (06/05/2014)

Biologically Inspired Art and Design **2013**
Department of Architecture, National Cheng Kung University, Tainan, TW (12/18/2013)
Graduate Institute of Architecture, National Chiao Tung University, Hsinchu, TW (12/18/2013)

Designing Interactivity of Bionic Creations **2013**
College of Design, Tatung University, Taipei, TW (12/06/2013)

New Life Forms? On the Designing of Bionic Creations through the Generative Design **2013**
Department of Landscape Architecture, Tunghai University, Taichung, TW (11/22/2013)
Department of Art and Design, Yuan Ze University, Zhongli, TW (10/31/2013)
National Taiwan Museum of Fine Arts, Taichung, TW (10/27/2013)

Dream Harder: Find Your Passion, and Discover Your Personal Potential **2013**
National Taiwan University of Science and Technology, Taipei, TW (06/03/2013)

Interaction + Art **2013**
Department of Industrial Design, Huaan University, Taipei, TW (04/19/2013)

Biological Art & Digital Design **2012**
Department of Communications Design, Shih Chien University, Taipei, TW (12/27/2012)

Artificial Life Art & Design **2012**
Department of Architecture, Tamkang University, Taipei, TW (10/22/2012)

Tectonics for Kinetic Interaction **2010**
Department of New Media Art, Taipei National University of the Arts, Taipei, TW (09/27/2010)

Kinetic Artifact Exploration

2010

Department of Fashion Design, Shih Chien University, Taipei, TW (06/08/2010)
Department of Architecture, Tamkang University, Taipei, TW (04/21/2010)

From Architecture to Interactive Art

2009

Department of New Media Art, Taipei National University of the Arts, Taipei, TW (09/21/2009)

PUBLICATIONS

Journal Papers

Huang, S.C. (2009). MSOrgm (Motivational Sensitive Organism). *Leonardo* 42(4), 374-375. The MIT Press.

Lin, Y.B., Lin, Y.W., Chih, C.Y., Li, T.Y., Tai, C.C. Wang, Y.C., Lon, F.J., Kuo, H.C., Huang, C.C., Hsu, S.C. (2015). EasyConnect: A Management System for IoT Devices and Its Applications for Interactive Design and Art. *IEEE IoT Journal*, vol 6(2), pp. 551-561

Book Sessions

Huang, S.C. (2015). Transparent Organ©: Designing Luminaire Art Deco with Kinetic Interaction. DUXU/HCI 2015, Part II, LNCS 9185. pp. 444-451.

Huang, Y. C., Huang, S.C. (2014). Personalized Smart Living Room: the New Inter-relationship Between Smart Space Based On Architecture View. DAPI/HCI 2014, LNCS 8530, pp 37-47.

Huang, S.C. (2013). Proactive Home Furnishings: Inspiring From Interactive Art for Designing Functional Aesthetics in a Space. Design, User Experience, and Usability. Web, Mobile, and Product Design Lecture Notes in Computer Science Volume 8015 (pp 367-375).

Huang, S.C., & Shih, S. (2012). On the Designing and Prototyping of Kinetic Objects. In A. Ursyn (Ed.), *Biologically-Inspired Computing for the Arts: Scientific Data through Graphics* (pp. 267-277).

Huang, C.-C. S. (2007). Conceptual Modeling Environment (COMOEN). *Computer-Aided Architectural Design Futures (CAADFutures) 2007*. A. Dong, A. V. Moere and J. S. Gero, Springer Netherlands: 31-43.

Conference Papers

Huang, S.C. (2012). LBSkeleton (listening bio-skeleton). In SIGGRAPH Asia 2012 Art Gallery (Singapore, Singapore, November 28 - December 01, 2012). SA '12. ACM, New York, NY, 1-1.

Huang, S.C., & Shih, S. (2010). MSOrgm©: Emergent Techniques for Kinetic Artifact. In *Proceedings of the 2010 Symposia and Workshops on Ubiquitous, Autonomic and Trusted Computing (UIC-ATC '10)*. IEEE Computer Society, Washington, DC, USA, 18-23.

Shih, S. G., & Huang, C.C. (2009). A Smart Floor for Context-aware Computing. *Proceedings of the First Intelligent Buildings and Smart Homes Conference, Taipei, Taiwan.*

Huang, C.C., & Shih, S. G. (2009). Information Fluid in Smart Tiles. *Proceedings of the 5th International Workshop on Design & Semantics of Form & Movement, Taipei, Taiwan, 212 - 213.*

Huang, C.C. (2006). A Gestural Spatial Interface for Conceptual Modeling. *Proceedings of the 7th Asia-Pacific Conference on Computer-Human Interaction, Taipei, Taiwan.*

Jang, C. Y., Chen, T. H., Huang, C.C., Li, Y. T., Deng, Y. S. (2006). Beyond Lyrics: Group communication in KTV. *Proceedings of the 7th Asia-Pacific Conference on Computer-Human Interaction, Taipei, Taiwan.*

Huang, C.C. (2006). An Approach to 3D Conceptual Modeling: Using Spatial Input Device. *Proceedings of 2th International Conference on Arab Society for Computer Aided Architectural Design. Sharjah, UAE.*

EXHIBITIONS AND SHOWS

Taipei Art District Festival: Sun rise Heartbeat , Miramar Entertainment Park, Taipei	2016
Big Data Goes Art , Art@SAP, SAP's International Training Center, Waldorf, Germany	2016
What the Matter? Designing for the phygital world , RAME Exhibition at Milan Design Week, Italy	2016
SaloneSatellite – Salone del Mobile , Rho Fiera Milano, Italy	2016
Taiwan Craft in Movement , National Taiwan Craft Research and Development Institute, Taipei Branch, TW	2015
The Apocalyptic Sensibility: The New Media Art from Taiwan , Taipei Fine Arts Museum, TW	2015
Infosphere – GLOBALE , ZKM Center for Art and Media Karlsruhe, Germany	2015
The Moment – Taiwanese American Contemporary Art , New York Hall of Science, USA	2015
SaloneSatellite – Salone del Mobile , Rho Fiera Milano, Italy	2015
Digital Art Lounge – SIGGRAPH Asia Art Gallery , Shenzhen Convention & Exhibition Center, CN	2014
Dans(e) Plein-Vide , La Mouche de Saint-Genis-Laval, FR (collaborate with James Giroudon & Yi-Ping Yang)	2014
Location – ISEA Art Exhibition , Dubai, UAE	2014
Salon International des Inventions de Genève , Switzerland	2014
The Factory , Input/Output & VM27, Kwun Tong, HK	2014
IF Design Exhibition Hamburg , Hafencity, Germany	2014
Transparences, triptyque , Borusan Muzik Concert Hall, Isral (collaborate with James Giroudon & Yi-Ping Yang)	2013
Design on Stage , Red Dot Award Winner's Exhibition, Umspannwerk Alexanderplatz, Berlin, Germany	2013
IOW , Tsim Sha Tsui, HK	2013
SEQUENCE: The Solo Exhibition of Scottie Huang , Accton Art Gallery, Hsinchu, TW	2013
Under Ground , Festival Off d'Avignon, Théâtre La Condition des Soies, FR	2013
INTER – ACT! , K11 Art Space, Tsim Sha Tsui, HK	2013
RIVER SPACE , Chung Hua University, Hsinchu, TW	2012
Echo – ACM SIGGRAPH Asia Juried Art Gallery , Singapore EXPO, Singapore	2012
AI Plus , National Taiwan Museum of Fine Arts, Taichun, TW	2012
Made in Taiwan – Young Artist Discovery , Taipei Art Fair International, Taipei World Trade Center, TW	2012
Spread of Happiness , El shaddai Gallery, Taipei, TW	2012
Mobile Forest , Digital Art Center, Taipei, TW	2012
Find Green Light – New Media Art in Park Lane , Park Lane by Splendor, Taichung, TW	2012
Transjourney – Future Media Festival , Kuanda Museum of Fine Arts, Taipei, TW	2012
Photon+ – The International Techno Art Exhibition , Beauty Forever Living Art Center, New Taipei City, TW	2011
Analogue is the new Digital – ACM SIGGRAPH DAC online juried exhibition , USA	2011
Extraordinary Sculpture – International Interactive Art Exhibition , Nan-Hai Gallery, Taipei, TW	2011
International Artist in Residence Exhibition , Digital Art Center, Taipei, TW	2010

A Natural History of Digital Life – LEONARDO/ACM SIGGRAPH Juried Art Gallery, New Orleans, USA	2009
Trans – 3rd Digital Art Festival Taipei, Museum of Contemporary Art, Taipei, TW	2008
A Lear for Our Times – OISTAT SCENOFEST/Prague Quadrennial, Industry Palace, Czech Republic	2003

PATENTS

Huang, C.C. (2014). "Dynamic Images for Display Screen." Design PATENT, Taiwan Patent No. D169052.

Huang, C.C. (2014). "Movable Whisker According to Visionary Lights." Utility PATENT, Taiwan Patent No. M484046.

Huang, C.C., Shih, S.G. (2013). "Input Device for 3D Model." Taiwan Patent No. I385594.

Huang, C.C., Shih, S.G. (2012). "Input Device for 3D Model." US Invention PATENT No. US 8,144,169 B2.

Huang, C.C., Shih, S.G. (2012). "Input Device for Spatial Design." Taiwan Invention PATENT No.I379217.