

chuan khoo

artist, designer, educator



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Chuan Khoo is an inter-disciplinary digital media artist, interaction designer and educator.

Chuan works to influence and heighten the best that digital media has to offer to create a meaningful experience for people. He also explores the consequences of computing, and questions the darker side of digital media and the ethereal nature of these new ties that may not bind.

A maker at heart, Chuan manipulates electronic contraptions and machine intelligence to create speculations in logic and computing. Using a combination of traditional, digital media, and bespoke or hacked electronics, his work ranges from objects and installations that embody and critique technological utopias, eliciting a disarmingly calm aesthetic that veils the technological underbelly driving them.

With over a decade of design and development experience in the creative media industry, Chuan also delivers digital media design/development services and consultation across interactive media and experiential installation.

As an educator, Chuan has extensive teaching experience in the areas of Interaction and Experience Design, espousing his core philosophy in developing balanced designers with sound critical thinking, good practical design and a technologically-curious mindset. He headed the Diploma in Interaction Design programme at the School of Interactive & Digital Media, Nanyang Polytechnic, Singapore, and has given classes at the Rhode Island School of Design, the Guangzhou Academy of Fine Arts, and the Royal Melbourne Institute of Technology.

Chuan is based in Melbourne, Australia. He is currently a PhD candidate at RMIT's School of Design.



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Employment History

- Since 2017 Royal Melbourne Institute of Technology
Associate Lecturer
- School of Design, running postgrad design studios in interaction design and technologies, and the Make Things Interactive elective.
- 2014–2017 Royal Melbourne Institute of Technology
Sessional Lecturer
- School of Architecture & Design, teaching the Make Things Interactive elective. This elective covers the basics of physical computing and how it can be extended to various academic fields, particularly Industrial Design. I also supervised Ba. Design (Industrial Design) students for their Honours Project in Semester 2 2014, and for 2015.
- 2013 Digimagic Communications
Experiential Architect
- My role, as a member of the senior management and the head of the Experiential Media (ExM) department and consultant, involves the spearheading of ExM technologies, and the establishment of relevant design methodologies necessary to embrace new digital media experiences.
- This establishment and championing of ExM extends towards client outreach.
- Headquartered in Singapore, with branch offices in Bangkok and Kuala Lumpur, my ExM responsibilities covers these countries, including the necessary cross-team management and R&D direction in ExM matters.
- 2009–2013 Nanyang Polytechnic
School of Interactive & Digital Media
Interaction Design Group
Group Head / Course Manager
- I led the team of Interaction Design lecturers in refining the Diploma in Interaction Design curriculum and pedagogy, emphasizing the need for a holistic, experiential design base. I have introduced three-dimensional form and space design studies, set up a mini metal and wood-working workshop for the programme, and was both the author and teacher of our new physical computing subjects.
- I also authored and presented several modules on media studies. While this is an area that tends to be under-valued by many Singapore design institutions, I believe these subjects provide the foundation that fledgling designers need to bring life and meaning to their work.
- My other roles included overseeing programme operations, ground and management-level decision making, student management and mentorship, exhibitions, equipment acquisition, client project collaborations, overseas presentations and student exchanges, as well as handling administrative matters related to the continued development and support of the diploma.
- From end-2011, I led the transition in the senior management's direction towards mobile and screen-based interactivity, identifying the need for responsive web design as a key skill for our students to master, and increasing the emphasis on having students explore mobile app interface and interaction design.

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Employment History

2006–
2008 Nanyang Polytechnic
School of Design
Interactive Media Group

Designer / Lecturer

Delivered subjects in web design and Final Year project supervision. During this period, I was also selected and awarded a bonded scholarship to attend an edu-

cational institution of my preference. I applied for the Rhode Island School of Design, in Providence, USA, where I received my MFA (Hons) in Digital + Media.

2003–
2005 Multimedia People
Senior Designer

As an interactive media designer and developer, I took on various production roles on our digital interactivity and motion graphics projects.

media works using digital illustrations, videography, photography and programming, integrating them into screen-based kiosks/ CDROMs or presenting them as installations.

Together with other designers and producers in the team, we created interactive

2001–
2002 Osmosis Interactive
Designer

This was my first job as a designer and developer, and I worked on a wide variety of screen-based design and development jobs for several high-profile clients. Screen-based interactive media included websites and CDROM applications. It is

here that I picked up my core technical skills in Flash and ActionScript, designing and developing an entire series of cutting-edge (at the time), interactive Flash-based microsites.

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Teaching & Pedagogy

- Since
2014
- Royal Melbourne Institute of Technology
School of Design
- Master of Design, Innovation & Technology
Time Machines Design Studio
Sensored Design Studio (with Landscape Architecture)
Personal Ecologies Design Studio
Make Things Interactive
- Undergrad inter-disciplinary Studios
(w/Landscape Architecture, Interior Design, Industrial Design)
Feedforward Research Studio
Feedback Research Studio
- Ba. Industrial Design (Hons)
The Sensitive Observer: Technology as design aid and disruptor
Make Things Interactive
Honours Project Supervision (2014 Sem 2, 2015)
- 2008 –
2013
- Nanyang Polytechnic
School of Interactive & Digital Media
Interaction Design Group
- Author & Lecturer in:
Design & Society, Media & Social Psychology,
Cognition, Communication & Interaction,
Physical Computing,
Realtime Interactivity (Max/MSP/Jitter),
Introduction to Responsive Web Design,
Final Year Project development & supervision
- 2007
- Rhode Island School of Design
MFA Digital + Media
- Co-teacher/author, winter session BFA class:**
Vision, Space, Performance
- Co-researcher & developer:**
Lepton Digital Media Discourse &
Information Visualization Tool
- 2006
- Nanyang Polytechnic
School of Design
Interactive Media Group
- Tutor in:
Web Design
Final Year Project development & supervision

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Education

- 2015 – now Royal Melbourne Institute of Technology, Australia
Doctor of Philosophy (PhD)
- 2006 – 2008 Rhode Island School of Design, USA
Master of Fine Arts (Hons) in Digital + Media
- 2007 Brown University, USA
Electronic Writing, Literature (RISD-Brown cross-registration)
- 1996 – 1999 Nanyang Polytechnic, Singapore
Diploma in Digital Media Design with Merit

Publications

- 2018 **Finding Byaduk: thinking objects as prototypes of affective telepresence with digital data**
Khoo, C. (2018) Finding Byaduk: thinking objects as prototypes of affective telepresence with digital data. Annual Design Research Conference (ADR18), 373-388.
- 2018 **Touchstone: a discussion of a digitally integrated artwork designed to facilitate community engagement**
Lacey, J. McLeod, R. Anderson, C. and Khoo, C. 2018, 'Touchstone: a discussion of a digitally integrated artwork designed to facilitate community engagement', in Proceedings of the 2017 Responsive Cities/Active Public Space Symposium, Areti Markoupoulou, Chiara Farinea, Mathilde Marengo (ed.), Institute for Advanced Architecture of Catalonia, Barcelona, Spain, pp. 33-40
- 2011 **Lepton, Digital Media Discourse & Information Visualization tool**
Published in the book Visual Complexity: Mapping Patterns of Information by Manuel Lima
<http://www.visualcomplexity.com/vc/project.cfm?id=535>
- 2008 **Within Complexity Lies Truth**
MFA thesis
Rhode Island School of Design

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Workshops & Symposiums

- 2013 Speaker, Interactions II
Interactive Media Seminar
Nanyang Technological University
ADM – School of Art, Design & Media
- 2012, 2011 Visiting Lecturer
Guangzhou Academy of Fine Arts
- 2008 Speaker, International Symposium on
Electronic Art (ISEA) 2008
The Lepton Project

Awards & Honours

- 2013 **Crowbar Awards 2013 SILVER –
Experimental Interactive***
Hujung Kacang (Raining Beans)

*My student, Azmira Bte Amin, clinched
this award for which I was her module
teacher, FYPJ mentor and technical
supervisor
- 2011 **Crowbar Awards 2011 GOLD –
Best in Experimental Interactive***
Simplicity in Complexity

*My student, Tan Guan Wei, clinched
this award for which I was his FYPJ
mentor and technical supervisor
- 1999 **Economic Development Board**
(Singapore) Silver Medal Award for
the Diploma in Digital Media Design
course
- 1997 **iDN Awards – 101 Finalist**
The Door & The Crow

Exhibitions/ Permanent Installation

- 2018 **Annual Design Research Conference '18**
University of Sydney
Sydney, Australia

Finding Byaduk: Wind
- 2018 **University Square Public Art Commission,
City of Melbourne**
Finalist
Melbourne, Australia

Lacey, J. Khoo, C. Anderson, C. and
Hannam, J. 2018, 'Sound Fountain',
Melbourne, Australia

Sound Fountain
- 2017 **Selandra Rise Community Centre**
Clyde North VIC
Australia

Touchstone
- 2015 **imMEDIATE**
Media Lab Melbourne
Melbourne, Australia

The Happiness Index
- 2013 **(re)claim Singapore**
Chanhampe Galleries, Singapore

*Of People, Progress,
Technology & Heart*
- 2008 **Welcome to the Conversation**
Rhode Island School of Design
Providence, RI USA

Mother, Lala & Me
- 2007 **Micromediations**
Sol Koffler Gallery
Providence, RI USA

All We Wish Is To See The Stars
- 2007 **Pixilerations [v.4]**
70 Eddy St, Providence, RI USA

All We Wish Is To See The Stars

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Skillsets

Interaction Design	Ubiquitous Computing Research
Experiential / Interactive Installation	Internet of Things Research
Cross-disciplinary Consultation	Multimedia Design & Development
Creative Direction	Web Design & Development
Art Direction	Motion Graphics
Physical Computing	Digital Imaging & Photography

Technical Skillsets

Scripting/Programming	C (Arduino et al.)	● ● ●
	C++ (OpenFrameworks)	● ● ●
	Max/MSP/Jitter	● ● ●
	Java (Processing, Android)	● ● ●
	JavaScript/JQuery (HTML5)	● ● ●
	PHP/mysql	● ● ●
	Python	● ● ●
	C# (Unity3D)	● ● ●
Flash (ActionScript 2+3)	● ● ●	
Design Production	Photoshop+Illustrator	● ● ●
	Flash	● ● ●
	Dreamweaver	● ● ●
InDesign	● ● ●	
Motion Graphics	AfterEffects	● ● ●
Physical Computing	Arduino	● ● ●
	Particle Photon/Electron	● ● ●
	ESP8266	● ● ●
	Raspberry Pi	● ● ●
Electronic Engineering	● ● ●	
Audio Production	Audition/Sound Forge	● ● ●
	Ableton Live	● ● ●
3D Printing (RepRap)	Autodesk Inventor	● ● ●
	OpenSCAD	● ● ●

Languages

English	Fluent
Mandarin	Conversational, basic reading and writing
Hokkien	Conversational