

Byeongwon Ha

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EDUCATION

Virginia Commonwealth University, Richmond, VA, USA
Ph.D., Media, Art, and Text, May 2018

Rhode Island School of Design, Providence, RI, USA
Master of Fine Arts, Digital+Media, June 2011

Yonsei University, Seoul, South Korea
Master of Fine Arts, Communication & Arts, February 2009

SungKyunKwan University, Seoul, South Korea
Bachelor of Fine Arts, Film, Television & Multimedia, August 2004

TEACHING

EXPERIENCE

Assistant Professor

Media Arts, School of Visual Art and Design
University of South Carolina, Columbia, SC
August 2019 - Present

Adjunct Professor

Department of Kinetic Imaging, School of Arts
Virginia Commonwealth University, Richmond, VA
January 2016 – May 2019

EXHIBITIONS

Make America Great Again and Again (VR version) / Peer-reviewed Demos /
Interactive art / **ACM Symposium on Virtual Reality Software and Technology
(VRST)** / Trier, Germany / 2024 (forthcoming)

Make America Great Again and Again (WebXR version) / Peer-reviewed Exhibition /
Interactive art / **ISEA 2024** / Brisbane, Australia / 2024

Welcome to a Skeuomorphic World / Peer-reviewed Exhibition / Interactive art
Exhibited an interactive art project/ **ACM Conference on Creativity & Cognition
(C&C)** / Bridgeport Art Center/ Chicago, IL, the United States / 2024

Cries and Whispers Project / Peer-reviewed Exhibition / Interactive art
Exhibited an interactive art project/ **Resilience – ACM Designing Interactive Systems
(DIS)** / Carnegie Mellon University/ Pittsburg, PA, the United States / 2023

Archiving New Media Art Archives / Peer-reviewed Exhibition / net art
Exhibited net.art based on new media art archives / **ISEA 2022** / Barcelona, Spain / 2022

Imaginary “Monument for V. Tatlin” for D. Flavin / Peer-reviewed Exhibition / Interactive Media. Exhibited an interactive art project/ **New Media Exhibition – UFVA 2021**/ online, the United States / 2021

No Spectacles on YouTube / Solo Exhibition

Exhibited four new projects about YouTube, *No Spectacles on YouTube* (net.art, 2018), *YouTube Nostalgia* (video art, 2018), *I Like What I Like* (net.art, 2018), *Random Access + Musique Concrète* (sound art, 2018) / the AFO gallery / **Richmond VA** / 2018

Ordinary People / Interactive Participatory Art

Exhibited interactive art with visitors’ interview participations / **2018 ACC_R Creators in Lab Showcase** / Gwangju, South Korea/ 2018

Google Village / Peer-reviewed Exhibition / net art

Exhibited net.art based on the Google autocomplete feature / **ISEA 2018** / Durban, South Africa / 2018

Floating Painting / Peer-reviewed Exhibition / Interactive Media

Exhibited an interactive art project / **ISEA 2017** / Manizales, Colombia / 2017

Diligent Operator / Peer-reviewed Exhibition / Interactive Media

Exhibited an interactive sound art project / **ISEA 2017** / Manizales, Colombia / 2017

Endless Ripples / Peer-reviewed Exhibition / Interactive Art

Presented an interactive portrait project / **CHI 2016**/ San Jose, CA / 2016

Diligent Typist / Peer-reviewed Exhibition / Interactive Project

Exhibited an interactive installation for the Art Gallery session / **SIGGRAPH Asia** / Singapore / 2012

Toxin-mapping Roomba Project in Making Sense: Lab as Gallery as Field / Peer-reviewed Exhibition / Site-specific Installation. Exhibited Toxin-mapping Roomba / **ethnographic terminalia**, CEREV / Montreal, Canada / 2011

PUBLICATIONS

& PROCEEDINGS

A Soundscape in the Virtual Reality World / Peer-reviewed proceeding / A proceeding about developing a VR assignment for courses / **ISEA 2024** / Brisbane, Australia / 2024

Welcome to a Skeuomorphic World: How to Make Uneconomical Synthetic Skins / Peer-reviewed proceeding (**SCOPUS Index**)/ A proceeding about my interactive project / **ACM Creativity & Cognition 2024** / Chicago, IL, U.S.A. / 2024

Cries and Whispers Project: A Silent Sound Installation / Peer-reviewed proceeding (**SCOPUS Index**)/ A proceeding about the Post-pandemic / **ACM Designing Interactive Systems 2023** / Pittsburgh, PA, U.S.A. / 2023

Nam June Paik's Bibimbap Aesthetics as a Korean Reinterpretation of the Gesamtkunstwerk / A proceeding about Nam June Paik’s aesthetics / **ISEA 2022** / Barcelona, Spain / 2022

How to Remember COVID-19 in the Post-pandemic Era: Virtual Class Environment as Conformist Interactive Art / Peer-reviewed proceeding (**SCOPUS Index**)/ A proceeding about an interactive art project / ARTECH2021/ Aveiro, Portugal/ 2021

Analysis of Random Access Based on Writings by Nam June Paik in 1963 / Catalogue Article / An article on Nam June Paik / National Museum of Modern and Contemporary Art, Korea / Seoul / 2020

Nam June Paik's Unpublished Korean Article and His Interactive *Musique Concrète* Projects / Peer-reviewed Paper (**AHCI Index**)/ A journal paper about Nam June Paik's first unofficial Korean article and its impact on his interactive art projects / **Leonardo Music Journal** (vol. 29) 2019

Survey and Analysis of Interactive Art Documentations from 1979 TO 2017 / Co-authored / Peer-reviewed Paper (**AHCI Index**)/ A journal paper about an analysis of interactive art documentation / **Leonardo Journal** (vol. 52 No. 3) 2019

ARTIST-IN-RESIDENCE, AWARDS, & GRANTS

EXCEL Funding / Columbia, SC / Office of the Vice President for Research at University of South Carolina / 2024

Small Equipment Purchase Support / Columbia, SC / College of Arts & Sciences at University of South Carolina / 2023

Advanced Support for Innovative Research Excellence Award / Columbia, SC / Office of the Vice President for Research at University of South Carolina / 2023

Walker Institute Research Grant / Columbia, SC / University of South Carolina / 2023

CAS Faculty Research Initiative Award / Columbia, SC / College of Arts & Sciences at University of South Carolina / 2022

Virtual Environment Teaching Grant / Columbia, SC / Center for Teaching Excellence at University of South Carolina / 2022

Runner-up (2nd place in new media) / Online, the United States / 2021 UFVA Conference/ July 2021

2018 ACC_R Creators in Lab / Gwangju, South Korea / Asia Culture Center / April – August 2018

RISD DM THESIS AWARD / Providence, RI / Digital+Media Rhode Island School of Design / June 2011

INVITED PRESENTATIONS & WORKSHOPS

Make America Great Again and Again / Presentation / A presentation for my interactive art project / **ISEA 2024** / Brisbane, Australia / 2024

Archiving New Media Art Archives / Artist's Talk
A presentation for my interactive art project / **ISEA 2022** / Barcelona, Spain / 2022

How Can We Start Our Project / Guest Lecture

Interactive Media Lab at **KAIST** / Daejeon, South Korea / 2020

Creators Talk for Ordinary People / Artist's Talk

A presentation for my interactive art project / **Asia Culture Center** / Gwangju, South Korea / 2018

Nam June Paik and the *Gesamtkunstwerk* / Seminar

Interactive Media Lab at **KAIST** / Daejeon, South Korea / 2018

Art.CHI II: Digital Art in a Post-Digital World / Workshop

Workshop for selected artists of interactive art during the conference / **CHI 2016** / San Jose CA / 2016

Endless Ripples: A Growing Interactive Donation Device / Interactive Art

Artist's Talk for interactive project / **ISEA 2016** / Hong Kong / 2016