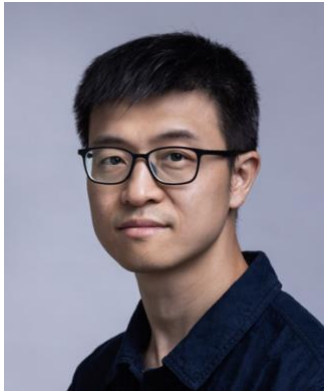


CV of Tan Liang



Liang Tan, PhD

Associate Professor, bachelor's program of Digital Media Design

Supervisor, master's program of Information and Interaction Design

Guangzhou Academy of Fine Arts, Guangzhou, China

Supervisor, Doctoral degree program in art and design, Krirk University in Thailand

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Ricky Tan is an associate professor of digital media design program at Guangzhou Academy of Fine Arts. He received his PhD in interaction design from School of Design at the Hong Kong Polytechnic University, MFA in digital media design from Guangzhou Academy of Fine Arts, and BA in Graphic Design from Hunan University of Technology respectively. He has 18 years' experience in teaching and project practice related to digital media art & design. In 2004, he started to teach at GAFA and was promoted to associate professor in 2013. He is visiting professor and PhD supervisor of design program at several universities, such as Sun Yet-Sen University and Krirk University. From 2009 to 2010, he was a visiting scholar at Art School of Aix-en-Provence in France where he studied creative coding and participated in several projects of public interactive installation. He has undertaken several government-funded research projects and published a series of academic books and papers. His book Processing Interactive Programming Art is one of the most popular publications of digital media education in China. His design projects include new media installation design in China Hall of 2005 Japan world EXPO and 2010 Shanghai world EXPO. He also held several collaboration workshops between GAFA and PolyU Design, Berlin Weissensee School of Art in Germany, Singapore Nanyang Polytechnic. His current research interests include embodied interaction design, interactive design for social innovation, and creative coding.

Work experience

2013.12 - Present, Associate Professor, Digital Media Design, Guangzhou Academy of Fine Arts
2004.7 - 2013.11, Lecturer, Digital Media Design, Guangzhou Academy of Fine Arts
2018-2020, Visiting professor, Interaction Design program at Sun Yet-Sen University
2020-2021, PhD Supervisor, Krirk University in Thailand
2015-2016, Tutor, School of Design at The Hong Kong Polytechnic University (Part-time)
2008-2010, Design director, Guangzhou Jinhan exhibition company (Part-time)
2006 - 2008, Design director, White horse advertising company (Part-time)
2005 – 2006, Designer, Tupperware Brands (Part-time)

Education

PhD in Design (2014-2018) School of Design, The Hong Kong Polytechnic University
MFA, Digital Media Design (2001-2004), Guangzhou Academy of Fine Arts
Bachelor, Packaging Design (1996-2000), Hunan University of Technology
Visiting Scholar, Digital Media Art (2009-2010), École supérieure d'art d'Aix-en-Provence

Courses I taught

Interaction design theories and methods (Postgraduate course)
Design research methodology (Postgraduate course)
Design thinking (Undergraduate course)
Visual computing (Undergraduate course)
Mobile interaction design (Undergraduate course)
Exhibition planning and design (Undergraduate course)
Graduation design projects (Undergraduate and postgraduate courses)

Research grants

The Humanities and Social Sciences Research Youth Foundation of Ministry of Education of China (18YJC760074)
Guangdong Philosophical and Social Science Planning Fund Program (GD17XYS16)
Foundation for Distinguished Young Talents in Higher Education of Guangdong (201512WT316)
Guangzhou Philosophical and Social Science Planning Fund Program (GZSK2014150)
Foundation of National MFA Education Steering Committee (YSZY201915)
Research project of Guangzhou Academy of Fine Arts (13XJC010)

Publications

Tan, L. (2019). Reading door: designing meaningful experience with ambient media. Paper presented at the Proceedings of the Seventh International Symposium of Chinese CHI, Xiamen, China.

Tan, L. (2019). *An Embodied Approach to the Analysis and Design of Ambient Media*: LAP Lambert Academic Publishing.

Tan, L. (2020). Human Action Pattern Recognition and Semantic Research Based on Embodied Cognition Theory. *International Journal of Pattern Recognition and Artificial Intelligence*, 34(05), 2055013.

Tan, L. (2020). A Methodology for Designing Meaningful Interactions in Public Space. Paper presented at the Advances in Industrial Design AHFE 2020. *Advances in Intelligent Systems and Computing*, USA.

Tan, L. (2020). Embodied Meaning Making: An Approach to Analyzing and Designing Ambient Media. In (pp. 1-9). Paper presented at the eighth International Workshop of Chinese CHI, Honolulu, HI, USA.

Tan, L., & Chow, K. K. N. (2018). An Embodied Approach to Designing Meaningful Experiences with Ambient Media. *Multimodal Technologies and Interaction*, 2(2), 13.

Tan, L., & Chow, K. K. N. (2018). Coupling Environmental Affordances with Schematic Meaning: A Matrix for Designing Embodied Interaction in Public Spaces. Paper presented at the Proceedings of the Sixth International Symposium of Chinese CHI, Montreal, Canada.

Tan, L., & Chow, K. K. N. (2017). Facilitating Meaningful Experience with Ambient Media: An Embodied Engagement Model. Paper presented at the Proceedings of the Fifth International Symposium of Chinese CHI, Guangzhou, China.

Tan, L., & Chow, K. K. N. (2017). Piano Staircase: Exploring Movement-based Meaning Making in Interacting with Ambient Media. Paper presented at the IFIP Conference on Human-Computer Interaction (Interact 2017), Mumbai, India.

Tan, L., & Chow, K. K. N. (2016). An Embodied Interaction Framework for Facilitating Audience Experience with Ambient Media. Paper presented at the Fourth International Conference on Design Creativity (4th ICDC), Atlanta, GA, USA.

向帆, & 谭亮. (2019). 情感热潮下的冷思考:《情感化设计》评述. *装饰*(04), 78-80.

谭亮. (2010). *网站策划与设计*: 武汉大学出版社.

谭亮. (2011). 从传达走向体验——论广告中的互动设计创新. *美术学报*(06), 28-32.

谭亮. (2011). *Processing 互动编程艺术*. 北京: 电子工业出版社.

谭亮. (2012). 基于 Processing 的代码艺术应用研究. *装饰*(02), 104-105.

谭亮. (2013). 互动广告设计的环境媒介利用与创新. *美术学报*(2).

谭亮. (2013). 视听共振:媒体艺术中的声音视觉化探索. *美与时代*(07), 73-75.

谭亮. (2013). 接受美学视角下的网络互动艺术. *设计艺术研究*(03), 7-20+46.

谭亮. (2014). 城市意象视角下新媒体艺术对城市形象的塑造. *设计艺术研究*(3).

谭亮. (2014). 基于广州城市品牌形象的新媒体艺术应用研究. *美与时代*(8).

谭亮. (2015). 可供性:互动广告的交互过程研究. *美术学报*(1), 107-112.

谭亮. (2019). 具身交互语境下的环境媒体设计:理论框架与研究进路. *美术学报*(02), 116-122.

谭亮. (2019). 构建公共空间中的具身交互设计模型. 湖南包装, 34(03), 34-37.

谭亮 (第二译者) . (2013). processing 语言权威指南: 电子工业出版社.

Awards

48 Hours Inclusive Design Challenge. Best Design. Awarded by British Council of Hong Kong.

China 3rd Art Exhibition and Performance. Third Prize. Awarded by Ministry of Education of the People's Republic of China.

China Communication Design Education Forum. Honorable Mention. Awarded by Ministry of Education of the People's Republic of China.

Shanghai International Science and Art Exhibition 2011. Best Creativity Award. Awarded by Shanghai Science and Technology Association.

Academic members

Member of International Chinese Association of Computer Human Interaction

Expert team member, Education Steering Committee of Animation and Digital Media, Ministry of Education of China

Member, Information & Interaction design committee of China Industrial Design Association

Leader, Interactive Media Design Program, Guangzhou Academy of Fine Arts

PhD researcher, Interaction Design Lab, SD, PolyU

Mentor, Innovation and Entrepreneurship, Hunan University of Technology