CV of Tan Liang

Tan Liang (Ricky) is Professor of Digital Media Design at Guangzhou Academy of Fine Arts. He obtained PhD in Interaction Design from School of Design at Hong Kong Polytechnic University. He received his BA in Graphic Design from Hunan University of Technology in 2000, and MFA in Digital Media Art from Guangzhou Academy of Fine Arts (GAFA) in 2004 respectively.
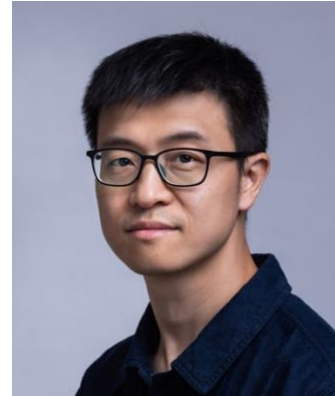
He has 20 years' experience in teaching and project practice related to digital media art & design. He worked as a PhD researcher for Interaction Design Lab in PolyU Design from 2014-2018. He was also a Visiting Scholar at Art School of Aix-en-Provence in France where he studied creative coding and participated in several projects of public interactive installation from October 2009 to June 2010. 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, Data Visualization and Creative Coding.

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Professional Title
Professor

Research Interests
Digital media art, Interaction design, Creative coding, metaverse art

Education
PhD, School of Design, The Hong Kong Polytechnic University, 2014-2018
Thesis: An Embodied Approach to the Analysis and Design of Interactive Ambient Media
MFA, Digital Media Art, Guangzhou Academy of Fine Arts, 2001-2004
BA, Graphic Design, Hunan University of Technology, 1996-2000

Undertaken Courses
Creative Coding (Visual Computing)
History of Digital Media Art

Design Thinking and Methods
Mobile Interaction Design

Publications

Books:

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

Tan, L. (2012). Interactive Programming Art (互动编程艺术): Publishing House of Electronics Industry.

Tan, L. (2013). New Media Interactive Art (新媒体互动艺术): Publishing House of Guangdong Higher Education.

Tan, L. (2013). Website Planning and Design (网站策划与设计): Publishing House of Wuhan University.

Papers:

Tan, L. (2022). Exploring Embodied Schemas-Based Interaction: Designing with Doors. Paper presented at the HCI International 2022, Online.

Tan, L. (2022). Designing Meaningful Interactions for Social Innovation: An Application of Design Thinking. Paper presented at the AHFE (2022) International Conference.

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. (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). 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. (2018). An Embodied Approach to Designing Meaningful Experiences with Ambient Media. Multimodal Technologies and Interaction, 2(2), 13.

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. (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. (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.

Research Grants

Languages

Chinese, English

Skills

Processing, Adobe Photoshop, Illustrator, Aftereffect, Premier, XD, 3dsMax

Professional Affiliations

Member of Guangdong Expert Team, Animation and Digital Media Education Steering Committee of Ministry of Education

Member of Information and Interaction Design Committee of China Industrial Design Association

Visiting Teacher, Interaction Design Program, Sun Yet-Sen University

Advisor of Innovation and Entrepreneurship, Hunan University of Technology