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Website QR Code

## Yun Ju Chen

Yun-Ju Chen is a New Media Artist from Taiwan. Her interests include art and technology, philosophy, interactive media, and embodiment. Her work spans multiple fields including video, installation, and performance art to express personal emotions and self-reflections utilising technological and metaphorical means. Referencing Eastern philosophy as well as issues in our contemporary society, she communicates our living conditions through her constructions of visual languages that explore topics of self-existence. She was selected for a residency at the Edith Russ Site for Media Art in Germany (2000), at the Unitec Institute of Technology in New Zealand (2012), and at the Cité International des Arts in Paris (2012). She received her Ph.D. from the Institute of Applied Arts, National Yang Ming Chiao Tung University. She is also an assistant professor at the Department of Creative Technologies and Product Design, National Taipei University of Business. She is currently working as an artist, researcher, and teacher with interests in perception and consciousness, embodiment and technology, interactive installation, and new media aesthetics.

### **Current Position**

Department of Creative Technology and Product Design, National Taipei University of Business, Associate Professor

### **Research / Creative field**

Digital Art, Interactive Design, Technology and embodiment

### **Education**

2012-2020 Ph.D. of the Institute of Applied Arts, National Yang-Ming Chiao Tung University

2006-2009 Master of Department of Multimedia and Animation Arts, National Taiwan University of Arts

2002-2006 Bachelor of Department of Visual Communication Design, National Taiwan University of Arts

### **Experience**

2022-2023, Adjunct Assistant Professor, Department of Fine Arts, National Taiwan Normal University.

2016-2021, Assistant Professor, Department of Interactive Entertainment Design, China University of Technology.

2018-2019, Adjunct Assistant Professor, Institute of Applied Arts, National Yang-Ming Chiao Tung University.

### **Journal**

1. Hsieh, T. J. & **Chen, Y. J.** (2025). From Look to Insight: Unveiling Visitor Engagement in Exhibits via Gaze Interface Technology. In: Stephanidis, C., Antona, M., Ntoa, S., Salvendy, G. (eds) HCI International 2024 – Late Breaking Posters. HCII 2024. Communications in Computer and Information Science, vol 2321. Springer,

Cham. [https://doi.org/10.1007/978-3-031-78561-0\\_28](https://doi.org/10.1007/978-3-031-78561-0_28) (Corresponding Author)

2. **Chen, Y. J.** & Peng, H. Y. (2024). Century Sensational Rendezvous: Enacting History through 5G in Multi- Location Dance Performances. *International Journal of Digital Media Design*. Vol. 16, No. 2, (2024/12) , pp. 35 – 44. (First Author)
3. **Chen, Y. J.** & Hsieh, T. J. (2024). The Human-Computer Dynamic Structural Analysis of Interactive Installations. In: Rau, PL.P. (eds) *Cross-Cultural Design. HCII 2024. Lecture Notes in Computer Science*, vol 14700. Springer, Cham. pp.37–46. (First Author)
4. **Chen, Y. J.**, Li, Y. T. & Chiang, C. W. (2023). Interactive new media installations of the human-computer dynamic relationship. *System Innovation for a World in Transition*. CRC Press. pp.6. eBook ISBN:9781003460763. (First Author)
5. **Chen, Y. J.** & Hsieh, T. J. (2023). Enhancing Taiwanese Hand Puppet Appreciation Through Interactive Eye-Tracking Technology. *Association for Computing Machinery (ACM) Showcase on Kudos*.
6. **Chen, Y. J.** & Hsieh, T. J. (2023). Gaze and Graze: Illuminating Taiwanese Hand Puppet Character Display and Deconstructing Visual Engagement. *Association for Computing Machinery ACM, New York, NY, United States. 2023 Proceeding SIGGRAPH Asia 2023 Posters*, Article No.: 20. pp 1–2. DOI: 10.1145/3610542.3626134. (First Author)
7. Hsieh, T. J., **Chen, Y. J.**, Hsu, C. C. & Lo, H. Y. (2023). Gaze Interaction Design for Displaying Characters of Taiwanese Glove Puppetry. In: Rau, PL.P. (eds) *Cross-Cultural Design. HCII 2023. Lecture Notes in Computer Science*, vol 14022. Springer, Cham. pp.52–61
8. **Chen, Y. J.** & Cheng, H. W. (2018). Nu Shu GPS: 25°21'00.5N, 111°27'17.7E—An Interdisciplinary Cooperation between Dance, Calligraphy, and the Body in Multimedia Performance. *Body, Space & Technology*. 17(1), pp.118–130. (First Author)

## **Conference**

1. Hsieh, T. J. & **Chen, Y. J.** (2024, July). From Look to Insight: Unveiling Visitor Engagement in Exhibits via Gaze Interface Technology (HCII 2024), USA. (Corresponding Author)
2. **Chen, Y. J.** & Hsieh, T. J. (2024, July). The Human-Computer Dynamic Structural Analysis of Interactive Installations (HCII 2024), USA. (First Author)
3. **Chen, Y. J.** & Hsieh, T. J. (2023, November). Gaze and Graze: Illuminating Taiwanese Hand Puppet Character Display and Deconstructing Visual Engagement (SIGGRAPH Asia 2023), Australia. (First Author)
4. Hsieh, T. J., **Chen, Y. J.**, Hsu, C. C. & Lo, H. Y. (2023, July). Gaze Interaction Design for Displaying Characters of Taiwanese Glove Puppetry (HCII 2023), Denmark. (Corresponding Author)
5. **Chen, Y. J.**, Li, Y. T. & Chiang, C. W. (2023, April). Interactive new media installations of the human-computer dynamic relationship (ICASI 2023), Japan. (First Author)
6. **Chen, Y. J.**, Lin, Y. L., Chou, Y. K. & Li, P. Y. (2019, January). Interrogative Design in Experimental Course: A Case Study of Mobile Graffiti Projection Mapping Design (ECEI 2019), Singapore. (First Author)
7. Li, P. Y., Chou, Y. K., Lin, Y. L. & **Chen, Y. J.** (2019, January). When Media Archaeology Meets Maker Practice: The Trans-disciplinary Design of Flower of Time – Universal Correspondence (ECEI 2019), Singapore. (Corresponding Author; Best Paper Award)
8. Chou, Y. K., **Chen, Y. J.**, Li, P. Y., & Lin, Y. L. (2019, January). Research on creative team's Learning Style and creative effectiveness (ECEI 2019), Singapore.
9. Lin, Y. L., Li, P. Y., **Chen, Y. J.** & Chou, Y. K. (2019, January). Effects of Cognitive Style on Interactive Behavioral Patterns

and Learning (ECEI 2019), Singapore.

10. **Chen, Y. J.**, Li, P. Y., Chiu, R. S. & Chou, Y. K. (2018, January). Interdisciplinary praxis in Interactive Visual and Dance A Case Study of Nu Shu GPS, Eurasian Conference on Educational Innovation (ECEI 2018), China, Macau. (First Author)
11. Chiu, R. S., Chou, Y. K., Li, P. Y., & **Chen, Y. J.** (2018, January). Experiment and Analysis of TRIZ Application to Heat Insulation of Paint on the Steel Deck Roofs, Eurasian Conference on Educational Innovation (ECEI 2018), China, Macau. (Corresponding Author)
12. Li, P. Y., Chou, Y. K., **Chen, Y. J.** & Chiu, R. S. (2018, January). Problem-based Learning (PBL) in Interactive Design: A Case Study of Escape the Room Puzzle Design, Eurasian Conference on Educational Innovation (ECEI 2018), China, Macau.
13. Chou, Y. K., Chiu, R. S., Li, P. Y. & **Chen, Y. J.** (2018, January). The Methods and Applications of Creative Teaching in Design, Eurasian Conference on Educational Innovation (ECEI 2018), China, Macau.

### ***Residence***

2015 Taipei Artist Village, Taipei, Taiwan.

2012 Ministry Of Culture — Cité Internationale des Arts, Paris, France.

2010 Digital Art Center Taipei — Edith Russ Site for Media Art, Oldenburg, Germany.

2010 Department of Cultural Affairs, Taipei City Government International Residence Project — Unitec Institute of Technologies, Auckland, New Zealand.

### ***Honor***

2025 Director of the 7th Taiwan Art & Technology Association

2024 Director of the 9th Design Art Technology Education Association

2024 Director of the 6th Taiwan Art & Technology Association

2022 Director of the 8th Design Art Technology Education Association

2021 Director of the 7th Design Art Technology Education Association

2021 The Phi Tau Phi Scholastic Honor Society of the Republic of China

2020 Director of the 6th Design Art Technology Education Association

2019 Selected by China University of Technology to recruit and retain flexible salary rewards for special talents.

2019 Director of the 11th Taiwan Women's Art Association.

2018 Director of the 10th Taiwan Women's Art Association.

2018 Selected by China University of Technology to recruit and retain flexible salary rewards for special talents.

2018 Selected 107-1 China University of Technology of the Innovation teaching awards - Creative Teaching Materials Production award.

2017 Supervisor of the 09th Taiwan Women's Art Association.

2016 Director of the 08th Taiwan Women's Art Association.

2015 Focus of the artist magazine's 40-year edition of "Taiwan Contemporary Art"

2012 Selected by the National Taiwan University of Arts, the 41th outstanding alumni.

### ***Solo Exhibitions***

2014 "Time Slot" Accton Art Gallery, Hsinchu, Taiwan.

2012 "Chen Yun-Ju Open Studio" Cité Internationale des Arts, Paris, France.

2010 "Chen Yun-Ju Solo Exhibition" Snowwhite Gallery, Unitec Institute of Technology, Auckland, New Zealand.

### **Curation**

2023 "Universe • Infinity: Technology and Art Exhibition," Taichung Tun District Art Center, Taichung, Taiwan.

2022 "OnTriggerEnter(): Hello, Metaverse!-Technology Theater Program", Taichung Tun District Art Center Experimental Theatre, Taichung, Taiwan.

2022 "Sparkling • Boundless: Immersive Technology Media Exhibition," Taichung Tun District Art Center, Taichung, Taiwan.

2019 "Wonder of Art and Technology," Arts Facilities Management Center, Taoyuan, Taiwan.

2018 "Have a good time together," Hsinchu 241 Art Space, Hsinchu, Taiwan.

### **Public art**

2020 "Taipei Music Center Public Art Installation Project," Department of Cultural Affairs, Taipei, Taiwan. **Shine Together-Turning Natural Melody.**

### **Collection**

2014 **Spring up II - Coexistence**, National Taiwan Museum of Fine Art, Art Bank, Taichung, Taiwan.

2013 **Spring up**, Department of Cultural Affairs, New Taipei City Government, Taipei, Taiwan.

### **Joint Exhibitions**

2023 "Diffusion Couple of Art and Technology," Kaohsiung Museum of Fine Arts, Kaohsiung, Taiwan. **Gaze and Graze.**

2023 "Begin AI Conduction from the Heart-Taoyuan Art x Technology Festival," Arts Facilities Management Center, Taoyuan, Taiwan. **I have a wish.**

2023 "Repetition and Difference: Posthuman • Diverse Species," NYCT Arts Center, Hsinchu, Taiwan. **Light into multiplicity beginnings.**

2023 "Heterosymbiosis-Experimental Exhibition of Tech-Art," NYCT Arts Center, Hsinchu, Taiwan. **Gaze and Graze.**

2023 "Universe•Infinity: Technology and Art Exhibition," Taichung Tun District Art Center, Taichung, Taiwan. **Light into multiplicity beginnings.**

2023 "New Friends," New Taipei City Art Museum, Taipei, Taiwan. **Spring up II-Coexistence, Infinity of Sound-Light Scope Away.**

2021 "Taiwan-Japan Art Project Vol.4," Songshan Cultural and Creative Park, Taipei, Taiwan. **Nushu. Sequence.**

2021 "Visible Voice," Juming Museum, Taipei, Taiwan. **Spring up II-Coexistence.**

2020 "Hearing of Reasonable Cause-Taoyuan Art x Technology Festival," Arts Facilities Management Center, Taoyuan, Taiwan. **Infinity of Sound-Light Scope Away.**

2020 "Welcome to Jailbnb?! — Freedom of Speech Day", National Human Rights Museum, Taipei, Taiwan. Guilty? **Not guilty? Let's play memes!**

2020 "Chimera-group exhibition of Taiwanese new and digital media art," Ladislav Sutnar Gallery, Prague, Czech Republic. **Spring up.**

2019 "Unboxing (un-box-ing)," Japanese Navy's Sixth Fuel Factory, Hsinchu, Taiwan. **Re-Developing Past.**

2019 "Chimera-group exhibition of Taiwanese new and digital media art," off-spaces of DOX, Center for

Contemporary Art, Prague, Czech Republic. **Spring up.**

2019 "Unjust Deadline — Postwar Journalists," National Human Rights Museum, Taipei, Taiwan, **Silent Group Picture.**

2019 "A Land of Happiness — 2019 Treasure Hill Light Festival," Treasure Hill, Taipei, Taiwan. **Which one is true?**

2019 "Mom and baby create love and be loved," Taoyuan Children's Art Museum, Taoyuan, Taiwan, **Initial Memory.**

2018 "2018 Have a good time together," Hsinchu 241 Art Space, Hsinchu, Taiwan, **Greenhouse.**

2018 "2018 Taoyuan Feminist Art Exhibition," the Cultural Affairs Department of the Taoyuan Public Government, Taoyuan, Taiwan, **Spring up II – Coexistence, Monologue.**

2017 "Conflux · Infinity-12th Digital Art Festival Taipei 2017," Songshan Cultural and Creative Park, Taipei, Taiwan, **Greenhouse.**

2017 "NTUA Design Enlightenment In 60 Years," Songshan Cultural and Creative Park, Taipei, Taiwan, **Spring up.**

2017 "Simulating, Object and Perception," Taiwan Art Bank, Taichung, Taiwan, **Spring up II – Coexistence.**

## **Performing**

2022 "**Century Sensational Rendezvous: 5G performance in multi-location. Interdisciplinary Application Project of Museum and Art 5G Technology,**" Ministry of Culture, NTNU Art Museum and Taiwan Design Corner, Taipei, Taiwan.

2019 "**Mothership**-Danceecology", National Theater, Taipei, Taiwan.

2019 "Lonely Ensemble-Lais Creative Dance Theater", SanChong Air Force Village No.1, Taipei, Taiwan. **Tik Tok.**

2014 "An Adventure of Dancing in Ink Chinese Calligraphy Images in Dance," Assembly Dance Theater, Xinzhuang Culture, and Arts Center performing hall, Taipei, Taiwan, **25°21'00.5"N, 111°27'17.7"E.**

2012 "I am Beautiful Festival," Shakespeare's Wild Sisters Group, Nanhai Gallery, Taipei, Taiwan.

2011 "Taiwan Trade Fair in Nanjing and Hubei," Nanjing International Expo Centre, Wuhan International Conference & Exhibition Center, Nanjing and Wuhan, China.

2011 "2011 Taipei Fringe Festival," Ruin Academy, Taipei, Taiwan.

2011 "Next Choreography Project," Hushan Culture Park, Taipei, Taiwan.

2010 "The Edith Russ Site for Media Art," Oldenburg, Germany, **Monologue.**

2009 "Bains numériques#4" International Digital Art Festival, Center Des Arts of Enghien-les-Bains, Paris, France, **Monologue.**

2009 "Poem100" Opening Performance, Museum of Contemporary Art, Taipei, Taiwan.

2009 "Interdisciplinary Horizon" Opening Performance, Providence University, Taichung, Taiwan, **Monologue.**

## **Awards**

2024 MUSE Design Awards Conceptual Design – Artificial Intelligence (AI) SILVER Winner, **I have a Wish.**

2024 MUSE Design Awards Conceptual Design – Interaction SILVER Winner, **Gaze and Graze.**

2024 MUSE Design Awards Conceptual Design – Interaction SILVER Winner, **Shine Together-Turning Natural Melody.**

2023 LONDON Design Awards Conceptual Design – Exhibition & Events GOLD Winner, **I have a Wish.**

2023 MUSE Design Awards Conceptual Design – Exhibition & Events GOLD Winner, **I have a Wish.**

2016 "The 21<sup>st</sup> Ifva Awards," Hong Kong Art Centre, Hong Kong, **Spring up II – Coexistence.**

2015 Featured in a 40-year edition of Chronicles of Contemporary Taiwanese Art, published by Artist Magazine.

2014 "2014 Kaohsiung Awards," Kaohsiung Museum Of Arts, Kaohsiung, Taiwan, **Spring up II – Coexistence,** Selected.

2014 “The 12<sup>th</sup> Taoyuan Contemporary Art Award,” Cultural Affairs Bureau of Taoyuan County Government, Taoyuan, Taiwan, ***Spring up II – Coexistence***, Selected.

2014 “Digital Art Creation Competition Program,” National Taiwan Museum of Fine Arts, Taichung, Taiwan, ***Time in Between***.

2013 “New Taipei Creative Newcomer Award,” New Taipei City, Taiwan. ***Spring up***, First Prize.

2011 “4<sup>th</sup> Taipei Fringe Festival,” Ruin Academy, Taipei, Taiwan. ***SQUAT UN-Limited House***, Best other performance.

2010 “Mash Up-European Media Art Festival,” Kunsthalle Dominikanerkirche, Osnabrueck, Germany, ***Starry, Starry Night***.

2009 “S-An Cultural Foundation — Performing Art,” Taipei, Taiwan, ***Monologue***.

2009 “Bains numériques#4- International Digital Art Festival,” Center Des Arts of Enghien-les-Bains, Paris, France, ***Monologue***, Special Jury Award.

2009 “SEASON VI 404 FESTIVAL” International Digital Art Festival, Argentina, ***Monologue***.

2007 “The 5th Taoyuan Contemporary Art Award,” Cultural Affairs Bureau of Taoyuan County Government, Taoyuan, Taiwan, ***Play***, Selected.