

## **Semi Ryu**

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### **EDUCATION**

2015 to present	Doctoral Candidate, Information and Knowledge Society program, UOC, Barcelona
2007 to 2009	Doctoral Candidate, The Centre for Advanced Inquiry in the Integrative Arts (CAiiA-Hub), The Planetary Collegium, University of Plymouth, Plymouth, UK
May 2002	MFA, School of Art, Carnegie Mellon University, Pittsburgh, USA
Feb 1999	BFA, School of Film & Multi-Media, The Korean National University of Arts, Seoul, Korea
Feb 1994	BS, School of Human Ecology, Yonsei University, Seoul, Korea

### **ACADEMIC APPOINTMENT**

Spring 2016	Visiting Scholar, Center for the Arts in Society, Carnegie Mellon University
July 2009 to present	Associate Professor(tenured), Department of Kinetic Imaging, Virginia Commonwealth University, Richmond, VA
Aug 2002 to June 2009	Assistant Professor, Department of Kinetic Imaging, Virginia Commonwealth University, Richmond, VA

## ***SCHOLARSHIP: since VCU employment(2002)***

### **JOURNAL & BOOK**

#### **BOOK & CATALOGUE**

##### ***Book chapter-Sensing without Sensing***

The Point of Being. Editor: Derrick de Kerckhove, Cristina Miranda de Almeida: Publisher-Cambridge Scholars, UK, 2014.

##### ***Book chapter-CoPuppet: Collaborative Interaction in Virtual Puppetry (version 2)***

Transdisciplinary Digital Art: Sound, Vision and the New Screen. Communications in Computer and Information Science (CCIS) Vol. 7. Eds. Randy Adams, Steve Gibson, and Stefan M. Arisona. Berlin, Germany: Springer, 2008. 326-34. ( Co-Authors: Paolo Bottoni, Anna Labella, Stefano Faralli, Mario Pierro, Alessio Malizia, at Multimedia Lab, Univ. of Rome, La Sapienza, Italy; authors' names ordered alphabetically by last name; paper developed from Digital Art Weeks Symposium.)

##### ***Debate: Asian Platforms***

Book of Debates, 1st International Congress, Art Tech Media. Madrid, Spain: Art Tech Media, 2008. 185-187. (Book presented at ARCO 08, International Contemporary Art Fair, Madrid, Feb. 14, 2008.)

##### ***Virtual Puppetry & the Process of Ritual***

GWANGJU BIENNALE 2006: Fever Variations. Seoul, Korea: Designhouse Co. Ltd., 2006. 387-388. (Paper developed from panel "Asia Effects in New Media.")

#### **JOURNAL & PERIODICAL**

##### ***Virtual puppet, my love impossible***

Metaverse, Creativity, Intellect Ltd, Bristol, United Kingdom, 2010 Fall. (Editor: Elif Ayiter/ Yacov Sharir, The Editorial board includes: Beth Harris, the director of digital studies at MOMA, Steven Zucker, the dean of graduate studies at FIT, Howard Rheingold, Stanford University)

##### ***Searching for Love Impossible***

Technoetic Arts 8.2.: Intellect, Bristol, UK, 2010.

##### ***Love Letter Readings to Virtual Beings***

Simultaneita Ars HyperMedia Issue #1/2008.: Simultaneita, Rome, Italy, 2008. 110-121.

##### ***Virtual Puppetry & the Process of Ritual***

Media-N Spring/Summer 2006. v.02 n.02.: New Media Caccus, 2006. 27-30. (Developed from panel "Asia Effects in New Media.")

##### ***Ritualizing Interactive Media, from Motivation to Activation (version 3)***

Technoetic Arts 3.2.: Intellect, Bristol, UK, 2005. 105-123.

##### ***The Form of Ritual: Interactivity found in Korean Shaman Ritual***

ISEA Newsletter No. 101.: ISEA, Amsterdam, Netherlands, 2005.

## **CONFERENCE**

***Avatar Life-Review: Seniors Reminiscing Through Virtual Bodies***  
HCI INTERNATIONAL 2017, Vancouver, Canada, July 9-14, 2017

***Avatar life-review to support memory in older adults (half-day workshop)***  
23rd International Symposium on Electronic Art  
XVI International Image Festival, Manizales, Colombia, June 11-18, 2017

***Seniors Reminiscing Through Avatars***  
37th North American Drama Therapy conference- The Power of Dramatic Play and Creativity: Sunshine Under the Umbrella, Seattle, Washington, Oct 27-30, 2016

***Facing Avatars***  
Lecture/workshop, Center for the Arts in Society, Carnegie Mellon University, March 30-31, 2016.

***VoicingElder***  
2016 NCCA (National Center for Creative Aging) Leadership Exchange and Conference- THE CREATIVE AGE: Global Perspectives on Creativity & Aging, Washington DC, Sep 24-28, 2016.

***VoicingElder***  
11th International Conference on the Arts in Society, UCLA, Los Angeles, August 10-12, 2016.

***VoicingElder***  
Aging & Society: Fifth Interdisciplinary Conference: Inter-Generational Relationships, Catholic University of America, Washington DC, Nov 5-6, 2015.

***VoicingElder: Avatar platform for the older adults, informed by multiple therapeutic traditions***  
ISEA 2014, 20th International Symposium on Electronic Arts, Dubai, Oct 30-Nov 8, 2014.

***Avatar For The Senior's Life Review***  
International Conference, Enhancing Lives Through Arts & Health: 25th Anniversary Conference & Celebration, Houston, TX, Apr. 9-12, 2014

***VoicingElder***  
International Seminar: Transmedia literacy, Barcelona, Spain, Dec. 10, 2013.

***Virtual puppetry assisting the elder's life review***  
ISEA 2013, 18th International Symposium on Electronic Arts, Sydney, Australia, The university of Sydney: Jun 11 – 13, 2013.

***Crying with the Virtual***  
ISEA 2011, 16th International Symposium on Electronic Arts, Istanbul, Turkey: Sep 14 – 21, 2011.

***Exploring Han in Virtual Puppetry***  
Digital Resources for the Humanities and Arts 2010( Sensual Technologies: Collaborative Practices of Interdisciplinarity), Brunel University, London, Sep. 5 – 8, 2010.

***Parting on Z: Virtual puppetry + Pansori***  
Biennial Symposium for Arts and Technology, The Ammerman Center for Arts and Technology, Connecticut College: March 4 - 6, 2010.

***Searching for Love Impossible***  
10<sup>th</sup> Consciousness Reframed conference, Munich, Germany: Nov. 19-21, 2009.

***Understanding Han and Virtual Puppetry***

Symposium FUTURE NOW, Tenerife, Spain: Sep 23-27, 2009.

***From Traditional to Virtual Interactive Puppetry: A Comprehensive Approach***

ISEA 2008, 14th International Symposium on Electronic Arts, Singapore: Jul. 25-Aug. 3, 2008.  
(Co-authors: Stefano Faralli, Paolo Bottoni, Anna Labella at Univ. of Rome, La Sapienza, Italy.)

***Redefining Puppet: Paradoxical Relationship between Human & Object***

the 9<sup>th</sup> International Research Conference, Consciousness Reframed: a transdisciplinary inquiry into art, science, technology and society, *New Realities: Being Syncretic*, Eds. Roy Ascott, Gerald Bast, Wolfgang Fiel., organized by University of Applied Arts, Vienna, Austria.: SpringerWienNewYork, Jul. 3-5, 2008.

***Shin-Myung: Playfulness Emerging from Oppression***

International Conference, HOMO LUDENS LUDENS: Locating Play in Contemporary Culture and Society, LABORAL Centre for Art and Creative Industries, Gijon, Spain: Apr. 19-20, 2008.

***Experimental Virtual Wayang: Virtual Interactive Puppetry (Talk)***

***Sae-Gurimja: Three Shadows (Paper)***

Computer Art Congress Conference, organized by the Paragraphe Lab, University of Paris VIII, Europa Productions, Paris, France, the Monterrey Tech Campus Toluca and Campus Estado de México, Mexico: Europa Production, Paris, France, Mar. 26-28, 2008.

***Virtual Puppetry + Traditional Shadow***

Yet Another Media Conference, the Kino Babylon Berlin-Mitte, Berlin, Germany: Feb. 4-6, 2008.

***Experimental Virtual Wayang***

Researching The Future: Aspects of Art and Technoetics 2007, Center for Contemporary Art LUIGI PECCI Museum, Prato, Italy: Dec. 7-9, 2007.

***CoPuppet: Collaborative Interaction in Virtual Puppetry (version 1)***

Digital Art Weeks Symposium, ETH, Zurich, Switzerland: Jul. 9-14, 2007. (Co-authors: Paolo Bottoni, Anna Labella, Stefano Faralli, Mario Pierro, Alessio Malizia, at Multimedia Lab, Univ. of Rome, La Sapienza, Italy; authors' names ordered alphabetically by last name.)

***Media Culture in Korea***

1st International Art Tech Media Congress, *Debate: Asian Platforms*, sponsored by Ministry of Culture, Madrid, Spain: May 8-11, 2007.

***Virtual Puppet and Storytelling from KOKTOO GAKSI to CoPuppet***

Planetary Collegium/Montreal Summit Conference, Montreal, Canada: Apr. 19-22, 2007.

***Love Letter Readings to Virtual Beings***

the 8th International Research Conference, Consciousness Reframed, University of Plymouth, Plymouth, UK: Jul. 20-23, 2006.

***Creating Myth of Our Time: Virtual Puppetry with Spiraling Interaction***

Mathematics, Art and Cultural Industry Conference, Dept. of Mathematics and Dept. of Linguistics, Università della Calabria, Arcavacata di Rende, Cosenza, Italy: May 19-21, 2005.

***Ritualizing Interactive Media***

the 6<sup>th</sup> International Research Conference, Consciousness Reframed 6: QI and COMPLEXITY, organized by Central Academy of Fine Arts, Peking University and Beijing Normal University, Beijing, China: Nov. 24-27, 2004. (See [43] for review of Consciousness Reframed 1.)

***Ritualizing Interactive Media, from Motivation to Activation (Version 2)***  
the 5<sup>th</sup> International Conference on Whitehead's Thought and East Asian Culture, organized by International Process Network and The Whithead Society of Korea, Seoul, Korea: May. 24-28, 2004.

***YONG-SHIN-GUD: Virtual Puppetry with Spiraling Interaction***  
the 6th International Conference on Generative Art, Milan, Italy: Dec. 10-13, 2003.

***Yong-Shin-Gud***  
e-Culture Fair 2, All the Senses, organized by Virtual Platform, Melkweg Cinema, Amsterdam, Netherlands: Oct. 24, 2003.

***Ritualizing Interactive Media: Virtual Puppetry with Spiraling Interaction***  
9<sup>th</sup> IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2003: Bringing the Bits together, Interactive Experiences, ETH (Swiss Federal Institute of Technology,) Zurich, Switzerland: Sept. 1-5, 2003.

***Ritualizing Interactive Media, from Motivation to Activation (Version 1)***  
the 2003 New Forms Festival conference, organized by New Forms Media Society, The Round House Community and Cultural Centre, Vancouver, Canada: Jul. 30-Aug. 2, 2003.

## **PANEL PRESENTATION**

***Exploring a Third Space for Arts In Healthcare***  
EDGE EFFECTS: 2014 A2RU NATIONAL CONFERENCE, Iowa State University, Nov 5 –8, 2014.

***Emotion Studies in Contemporary Art Debate***  
ISEA 2011, 16th International Symposium on Electronic Arts, Istanbul, Turkey: Sep 14 – 21, 2011.

***Creator/Mediator***  
Digital Art Forum, *Digital Media and Aesthetics of Play*, Art Center Nabi, Seoul, Korea: Sept. 2008.

***Expressive Speech, Gesture and Interaction in the Context of Puppetry***  
Digital Art Weeks Symposium, ETH (Swiss Federal Institute of Technology), Zurich, Switzerland: Jul. 9-14, 2007.

Panelists: Louis-Philippe Demers, Manfred Kroboth, Dennis Majoe, Semi Ryu

***Asia Effects in New Media***  
CAA(College Art Association) Conference 2006, Hynes Convention Center, Boston, sponsored by Maryland Institute College of Arts and 2006 Gwangju Biennale: Feb. 25, 2006.  
(Invitational)

Panelists: Hong-hee Kim, Wu Hung, Stephen Vitiello, Sowon Kwon, Semi Ryu

***Experience The Virtual: Virtual Performance***  
The 2003 New Forms Festival, organized by New Forms Media Society, The Round House Community and Cultural Centre, Vancouver, Canada: 4-5:30 pm, Aug. 1, 2003.  
(Juried)

Panelists: Steve DiPaola, Arthur Kroker, Kate Armstrong, Semi Ryu

## **GRANT**

**VocingElder**: the VCU Presidential Research Quest Fund, July 2014-Dec 2015

**VoicingElder:** theVCU Arts Exploratory Research Grant, Fall 2013

**Egyptian Ceremony in the Virtual Temple- Avatars for Virtual Heritage**

Digital Humanities Start-Up Grants from National Endowment for the Humanities(NEH).

Worked as a senior advisor, developing Interactive design, the narrative/script and choreography of the virtual performance rituals, which was presented at Carnegie Museum of Natural History, Axiom Gallery(Boston), Media Grid, Spring 2011.

**EXHIBITION & SCREENING**

**A. INTERACTIVE ART EXHIBITION**

***“Targeting Eyes”***

Selection from ESPACIOENTER 2013, Spain, in the category of video game

***“Targeting Eyes” performance***

Game Play Festival, The Brick theater, Brooklyn, NY, 7/18 9pm, 7/19 7pm, 7/20 2pm, 7/21 4pm, 2013

***Virtual Puppet performance and Installation, “Parting on Z, Fredericksburg”***

Computer Pictures: The Contemporary Language of Digital Media, DuPont Gallery and The Ridderhof Martin Gallery, University of Mary Washington, Fredericksburg, VA, Oct 29-Dec 3, 2010 (Opening performance on Oct 28).

***Exhibition of Virtual puppetry Parting on Z (video and text documentation)***

The SCIENAR exhibition, the University of Calabria, Italy, October 20 -21, 2010.

***Virtual Puppet performance, “Parting on Z, Sao Paulo”***

Soft Borders conference: 4th Upgrade! International Network Conference and Festival, Galeria Olido, Sao Paulo, Brazil, Oct. 20, 2010.

***Virtual Puppet performance, “Parting on Z, London”***

Digital Resources for the Humanities and Arts 2010(Sensual Technologies: Collaborative Practices of Interdisciplinarity), Antonin Artaud space, Brunel University, London, Sep. 5 – 8, 2010.

***Exhibition of Virtual puppetry Parting on Z (video and text documentation)***

The SCIENAR exhibition, the National University of Art (UNA, Universitatea Nationale de Arte), Bucarest, Romania: May. 31- Jun. 6, 2010.

***Parting on Z: Virtual Interactive Puppetry + Pansori***

The Project Room for New Media, Chelsea Art Museum, New York, curated by Nina Colosi: May 27 2009.

*(National, Invitational)*

***Sae-Gulimza: Three Shadows***

Computer Art Congress 2008, Emerging Forms of Digital Art: Formas emergentes del arte digital, Museum of Modern Art, Toluca City, Mexico: Mar. 26-Apr. 6, 2008.

***Wayang Jataka: Balinese Shadow Puppetry + Virtual Interactive Puppetry***

Indonesian Consulate, New York: Nov. 17, 2007. (In collaboration with Stefano Faralli, Univ. of Rome, Italy; Gusti Sudarta, Balinese shadow puppet master; Professor Andy McGraw, Univ. of Richmond; Chris Romero, NYC animator; and Eighth Blackbird, a Grammy Award-winning contemporary music [sextet](#).)

***Wayang Jataka: Balinese Shadow Puppetry + Virtual Interactive Puppetry***

Third Practice Electroacoustic Music Festival, Cousins Studio Theater, Modlin Center for the Arts, University of Richmond: Oct. 20, 2007. (In collaboration with Stefano Faralli, Univ. of Rome, Italy; Gusti Sudarta, Balinese shadow puppet master; Professor Andy McGraw, Univ. of Richmond; Chris Romero, NYC animator; and Eighth Blackbird, a Grammy Award-winning contemporary music sextet.)

***Infinite Cemetery: Virtual Reality + Generative Sound***

BIOS, the Poetics of Life in Digital Media: part of the E-Poetry series of festivals and symposia, organized by the Center for Literary Computing at West Virginia University, in cooperation with the Electronic Poetry Center at SUNY Buffalo: Sept. 15-17, 2006.

***Infinite Cemetery: Virtual Reality + Generative Sound***

Web 3D Symposium, the 11th International Conference on 3D Web Technology, sponsored by ACM Siggraph, Columbia, Maryland: Apr. 18-21, 2006. (Also showcased at the Experimental Art Foundation in Adelaide, Australia, Jun. 9-17, 2006.)

***Infinite Cemetery: Virtual Reality + Generative Sound***

8th International Conference on Generative Art, organized by Generative Design Lab, Politecnico di Milano University, Milan, Italy: Dec. 14-17, 2005. (Installation during Dec. 14-17 ; performance on Dec. 17 night; project description published in proceedings.)

***Virtual Puppet Performance: Yong-Shin-Gud (version 3)***

7th International Conference on Generative Art, by Generative Design Lab, Politecnico di Milano University, Milan, Italy: Dec. 14-16, 2004.

***Virtual Puppet Performance and Installation: Yong-Shin-Gud (version 3)***

6th International Research Conference, Consciousness Reframed 6, QI and COMPLEXITY, Red Gate Gallery, Beijing, China: Nov. 24-27, 2004. (Opening performance at 5pm, Nov. 24.)

***Virtual Puppet Performance: Yong-Shin-Gud (calling-dragon-spirit) (version 2)***

e-Culture Fair 2, organized by Virtueel Platform, Salon, De Balie, Amsterdam, Netherlands: Oct. 23-24, 2003.

***Virtual Puppet Installation: Talking Puppet***

9th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2003: Bringing the Bits Together, ETH (Swiss Federal Institute of Technology,) Zurich, Switzerland, Sept. 1-5, 2003.

***Virtual Puppet Performance: Yong-Shin-Gud (version 1)***

The 2003 New Forms Festival, SentienTechnics: Technology as Performance Art, Scotiabank Dance Theater, Vancouver, Canada, 8-11pm, Jul 31, 2003.

**B. 3D ANIMATION SCREENING**

**RENDERING OBJECTS**

FESTIVAL ASIA, organized by CASA Asia, CONTAINER-PLAÇA MARGARIDA XIRGU, Barcelona, Spain: Sept. 14-16, 2007.

## **YONG-SHIN-GUD(calling-dragon-spirit)**

FESTIVAL ASIA, CONTAINER-PLAÇA MARGARIDA XIRGU, Barcelona, Spain, organized by CASA Asia: Sept. 14-16, 2007.

100% CENTENNIAL, the Regina Gouger Miller Gallery, Carnegie Mellon University: Jan. 20-Mar. 5, 2006.

InterMedia IV, *Cartoons from the Culture Lab*, Weston Art Gallery (Aronoff Center for the Arts,) Cincinnati, USA: Mar. 24-Apr. 4, 2004; Cincinnati Art Museum Auditorium, 4pm, Mar. 28, 2004.

14th Festival Internacional De Arte E letronica Videobrasil, São Paulo, Brazil: Sept. 22-28, 2003.

VIDEOBRASIL NA BAHIA, Goethe-Institut/ICBA, Bahia, Brasil, Nov. 16-24, 2004.  
Videobrasil<sup>[62]</sup> Exhibition, Cine Metropolis UFES, Espirito Santo, Brasil, Oct. 31–Nov. 6, 2003.

2003 Georgetown Independent Film Festival, Washington DC, Sept. 18-21, 2003.

FILE 2003 Electronic Language International Festival, Sao Paulo, Brazil, Aug. 7-23, 2003.

## **HUNGBOGA**

Festival Asia, organized by CASA Asia, Container-Plaça Margarida Xirgu, Barcelona, Spain: Sept. 14-16, 2007.

Taiwan International Animation Festival, *The Korean Contemporary Animation Category*, Taipei, Taiwan: May 20-29, 2005.

Holland Animation Film Festival, *New Directions "Zuid-Korea 1: Actual Images,"* Utrecht, Netherlands: Nov. 3-7, 2004.

Anima Mundi 2004 Festival, Festival Internacional de Cinema de Animacao do Brasil, *Special Program "ANIMACAO COREANA,"* Rio de Janeiro, Sao Paulo, Brasil: Jul. 9-25, 2004.

Festival International du Film d'Animation Annecy, *Special Program "Honouring Korea,"* Annecy, France: Jun. 7-12, 2004.

Festival Internationl du Film d'Animation Annecy, Annecy, France: Jun. 2-6, 2003.

International Open Image(IOI) Competition 2003, sponsored by ReFocus Now, Deluxe Gallery, London, UK: Mar. 31-Apr. 4, 2003.

2003 the 1<sup>st</sup> Cinematheque, *Korean Short Animations selected from Annecy 2003*, Seoul Animation Center, Korea: Mar. 28, 2003.

6th Media Arts Festival, organized by Agency for Cultural Affairs, Tokyo Metropolitan Museum of Photography, Tokyo, Japan, Feb. 27-Mar. 9, 2003.

AIM (Art in Motion) IV, International Festival of Time Based Media, *Interference Patterns*, organized by University of Southern California, Amory Center for the Arts, Pasadena, CA: Feb. 15-Apr. 13, 2003.



ISEA 2002, 11th International Symposium on Electronic Art 2002, Nagoya, Japan, Oct. 27-31, 2002.

New Music & Art Festival, Cla-Zel Theatre, Downtown Bowling Green, Ohio: Oct. 17-19, 2002.

KROK-2002, 9<sup>th</sup> International Animated Film Festival, Moscow, Russia, Aug. 14-23, 2002.

### **KOKTOO GAKSI**

FESTIVAL ASIA, organized by CASA Asia , CONTAINER-PLAÇA MARGARIDA XIRGU, Barcelona, Spain, : Sept. 14-16, 2007.

## **REVIEW, HONOR & AWARD**

### **A. REVIEW PUBLICATION**

Grigar, Dene. "The 6th International Research Conference : Consciousness Reframed, *Qi and Complexity*." Rev. of "Ritualizing Interactive Media, from Motivation to Activation, by Semi Ryu." Leonardo 13.2: MIT press, 2005, [Leonardo Electronic Almanac: MIT press](#), 2005, Computers and Composition 22.2:Elsevier, 2005. 231-238.

- o "...While it is impossible to review all of those presentations of merit, a few representative of the exceptional quality one generally finds at Consciousness Reframed conferences should be mentioned. For example, Korean artist Semi Ryu's "Ritualizing Interactive Media: From Motivation to Activation" looked critically at the notion of interaction, particularly at the blurred boundaries between user and object in ritual, which she argues our "desire" for is as ancient as it is instinctive. Ritual's goal, she claimed, is to "overcome the separation and become one" and in the process interactivity undergoes a primary passage from the physical to the spiritual..."

### **B. RESIDENCY, HONOR & AWARD**

Session Chair, Planetary Collegium/Montreal Summit Conference, Agora des Sciences (Hydro-Quebec), University of Quebec, Montreal, Canada, 11:30 am-1:30 pm, Apr. 20, 2007.

- o Session presenters:  
Simona Caraceni, "MUSEUM 2.0 Planetary Collegium Second Life Virtual Museum."  
Kirsten Johannsen, "Recreation and Leisure in Outer Space: Designing Art for Microgravity Environments."  
Hung Keung, "Interactivity and Continuity: Methodology and Belief behind Time and Space of Chinese Painting."

School of the Arts Faculty Research Leave Award, Virginia Commonwealth University, Richmond, VA: Fall 2006.

Residency Award with 1000\$ scholarship, Digital Media program, Anderson Ranch Art Center, CO: Fall 2-month session, 2006. (Adjourned due to pregnancy.)

Jury Offer from The USF Contemporary Art Museum, The 30th Annual Student Art Exhibition, School of Art and Art history, University of South Florida, FL, 2006. (Adjourned due to pregnancy.)

Nominated as a candidate for the IDEO residency ISEA2006, International Symposium of Electronic Arts, Spring 2005.

### **C. RECOGNITION**

Animation “Koktoo Gaksi” was included as a part of *Cyberspace Exhibition: Art and Pop Culture in A Modern Mix for The Electronic Superhighway* (a 45 minute exhibition of contemporary art that is relevant to ideas of pioneer video artist Nam June Paik,) at StreamingMuseum: real-time exhibitions in cyberspace and public space on seven continents, directed by Nina Colosi; screened at Federation Square, Melbourne, Australia and Chelsea Art Museum, NYC; cyberspace exhibition at Second Life, Ars Virtua New Media Center and StreamingMuseum.org, Jan. 29-Apr. 24, 2008.

*(International, Invitational)*

24 sec of animation “Hungboga” was licensed for use in a Travel Diary Documentary titled “Axensprung (Jump Cut)”; world premiered at Lichtmess Kino Hamburg, Jan. 2004 and Metropolis Cinema Hamburg, February 2004; international premiered at Cambridge International filmfestival, July 14th, 2004; since then showing at retrospectives and filmseminars by Monika Treut.

*(International, Invitational)*

### **D. RESEARCH COLLABORATION**

Research collaboration with Multimedia Lab, University of Rome, La Sapienza, Italy: Professors Paolo Bottoni, Anna Labella and Alessio Malizia, and Dr. Stefano Faralli and Mario Piero, 2004 to present.

## ***SCHOLARSHIP: prior to VCU employment(2002)***

### **SCREENING & EXHIBITON**

*All International, Juried*

*(Unless cited)*

#### **Virtual Puppet Performance “YONG-SHIN-GUD” (version 1)**

- o HAPPENSTANCE, MFA show, Regina Gouger Miller Gallery, Carnegie Mellon University: Mar. 15-Apr. 19, 2002.  
*(Regional, Invitational)*

#### **3D Animation “HUNGBOGA”**

- o 11th International Festival of Animated Film Stuttgart, Stuttgart, Germany: Mar. 22–27, 2002.
- o EMERGEANDSEE, Curzon Soho Cinema, London, UK: Dec. 12, 2001.
- o Three Rivers Film Festival, Pittsburgh, PA: Nov. 2–18, 2001.
- o UNIMOVIE, University Video & Short Film Festival, Pescara, Italy: Oct. 3-7, 2001; Finalists of Animation Section.
- o SIGGRAPH 2001, 28th International Conference on Computer Graphics and Interactive Technologies, Art Gallery: *N-space*, LA Convention Center, Los Angeles, CA: Aug. 12-17, 2001.
- o Georgetown IndyFilm Festival, Georgetown, Washington DC: Aug. 9-12, 2001.

#### **Installation “HUNGBOGA”**

- o Not a Theme Show, Pittsburgh Center for the Arts, Pittsburgh, PA: Jun. 14-Aug. 24, 2001.  
*(Regional, Invitational)*
- o 19th International Sculpture Conference, Pittsburgh, PA, sponsored by APT: Art, Performance and Technology, Pittsburgh: Jun. 6-10, 2001.

#### **3D Animation ‘KOKTOO GAKSI’**

- o Transmediale.01, International Media Art Festival, Berlin, Germany: Feb. 4-10, 2001.
- o Netmage, International Media Art Exhibition, Bologna, Italy: Nov. 23–Dec. 3, 2000.
- o Rhode Island International Film Festival, RI, USA: Aug. 5-11, 2000.
- o SIGGRAPH 99, 26th International Conference on Computer Graphics and Interactive Technologies, Animation Theater, LA Convention Center, Los Angeles, CA: Aug. 10-17, 1999.

### **REVIEW**

- o Tribune-Review, Oct 8, 2001:  
“Pittsburgh artist Semi Ryu's Hungboga is an amazing realization of a phenomenal idea:...”
- o InPittsburgh, Jul 11, 2001:  
“...the most profound works occupy their own rooms. Semi Ryu created Hungboga by telling...”
- o Pittsburgh City Paper, Jul, 2001:  
“...it becomes a reminder that art is everywhere and one of the strongest possibilities for the establishment of new relationships...”
- o Pittsburgh POST-GAZETTE, Jun 30, 2001:  
“Semi Ryu created an enchanting animated video, Hungboga...”

### **AWARDS**

*All International, Juried*

*(Unless cited)*

- The Best Young Animated Film Award, 11th International Festival of Animated Film Stuttgart 2002, Germany; 3D Animation “HUNGBOGA.” Mar. 22-27, 2002
- The Second Best Film Award, Student Animation, 31st Canadian International Annual Film Festival (CIAFF), Campell River, BC, Canada; 3D Animation “KOKTOO GAKSI.” Oct. 2-7, 2000.
- Winner of the First Prize of Computer Graphics & Animation UNIMOVIE, Pescara, Italy; 3D Animation “KOKTOO GAKSI.” Sep. 27-Oct. 1, 2000.
- Winner of the First Prize, 1998 SAMSUNG Computer Graphics Competition, Seoul, Korea; 3D Animation “Korean Marionette Performance.” Sep. 1998.  
*(National)*
- Winner of the Second Prize, 1997 SAMSUNG Computer Graphics Competition, Seoul, Korea; 3D Animation “a CIRCLE.” Oct. 1997.  
*(National)*



