

# Laewoo (Leo) Kang

Independent HCI<sup>1</sup> researcher, multi-media artist, PhD

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Based in *Ithaca, New York*

## EDUCATION

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**Cornell University**; Ithaca, NY (2022)

Ph.D. in Information Science / minor in STS<sup>2</sup>

Dissertation Title: *Improvisation and Aesthetic Engagement For HCI*

**New York University**; New York, NY (2011)

Master of Professional Studies in ITP<sup>3</sup> at Tisch School of the Arts

Dissertation Title: *I Want To: Interactive Installation for Exploring Our Desire*

**KAIST**<sup>4</sup>; Daejeon, Korea (dropout, 2009)

Master of Science at the Graduate School of Culture Technology

**Hongik University**; Seoul, Korea (2008, dual major in B.S and B.F.A)

Bachelor of Science in Electrical and Electronic Engineering, School of Engineering

Bachelor of Fine Arts in Digital Media Design, School of Design and Media

Dissertation Title: *Electrical Engineering for Interactive Media Art*

## EMPLOYMENT

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- April 2025 – present, Artist-in-Residence, Media Arts Collective + Resource Exchange (MACRE in PSP studio), Ithaca, NY (topic: creative reusing of e-waste for media art)
- July 2024 – Jan 2025, online used musical instrument store (self-employed).  
Responsible for advertising, packing, shipping, and customer service. Successfully completed over 50 transactions with an average customer service rating of 5.0/5.0 from 36 customers.

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<sup>1</sup> Human-Computer-Interaction

<sup>2</sup> Science and Technology Studies

<sup>3</sup> Interactive Telecommunications Program

<sup>4</sup> Korea Advanced Institute of Science and Technology

- May 2023 – July 24, post-doc researcher, Information Science, Cornell University (1 yr 2 mos) - art-based research project, 'Undercurrent', (topic: creative reusing of e-waste for interactive media art/ supporting nonlinear learners in STEM)
- 2013 – 2016 Intel Science and Technology Center (ISTC) for Social Computing, Art-based ethnographic researcher (topic: creative reusing of e-waste for interactive media art)
- 2011- 2012, 2017- 2020, Teaching Assistant, Information Science, Cornell University
- 2008, Research Assistant (topic: Music Technology), KAIST, Daejeon, Korea
- 2003 – 2004 Bankon (1.5 years): Programmer and designer focused on enhancing online security for banking services (as part of South Korean military service)
- 2002 – 2003, Barun InfoTech, Seoul, South Korea (1.5 years): Web programmer and designer involved in developing various online services, including Four Pillars of Destiny tools, Mindmap applications, and an intranet messenger (as part of South Korean military service)

## RESEARCH PUBLICATION

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### Peer-Reviewed Conferences (full paper):

- Kang, Laewoo, Steven Jackson, and Trevor Pinch. "The Electronicists: Techno-aesthetic Encounters for Nonlinear and Art-based Inquiry in HCI." Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. ACM, 2022.
- Kang, Laewoo, and Steven Jackson. "Tech-Art-Theory: Improvisational Methods for HCI Learning and Teaching." Proceedings of the ACM on Human-Computer Interaction 5.CSCW1 (2021): 1-25.
- Kang, Laewoo, Steven Jackson and Phoebe Sengers. "Intermodulation: Improvisation and Collaborative Art Practice for HCI", Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. ACM, 2018. (\* Best of CHI - **Honorable Mention** \*)
- Houston, Lara, Steven J. Jackson, Daniela K. Rosner, Syed Ishtiaque Ahmed, Meg Young, and Laewoo Kang. "Values in repair." Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems. ACM, 2016.
- Jackson, Steven J., and Laewoo Kang. "Breakdown, obsolescence and reuse: HCI and the art of repair." Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. ACM, 2014. (\* Best of CHI - **Honorable Mention** \*)

### Magazine Article:

- Kang, Laewoo, and Steven Jackson. "Collaborative art practice as HCI research." *interactions* 25.2 (2018): 78-81.

Peer-Reviewed Conferences (extended abstract):

- Kang, Laewoo Leo. "Lady Bugs: Collaborative Interface for Exploring Creative Error and Uncertainty." Companion Publication of the 2023 Conference on Computer Supported Cooperative Work and Social Computing (CSCW). ACM, 2023.
- Kang, Laewoo. "Intermodulator: Interactive Audio-visual System for Collaborative Improvisation." Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. ACM, 2018.
- Kang, Laewoo. "I Want To: Interactive Installation for Exploring Our Desire", Proceedings of International Conference on Tangible, Embedded, and Embodied Interaction (TEI). ACM, 2018.
- Kang, Laewoo. "Echo(): Listening to the Reflection of Obsolete Technology." Proceedings of the 2017 ACM Conference Companion Publication on Designing Interactive Systems. ACM, 2017.
- Kang, Laewoo. "Breaking AndyWall: Transgressive and Playful Exploration on the Dynamic Role of Users in Art and Design." Proceedings of the 2016 CHI Conference, Extended Abstracts on Human Factors in Computing Systems. ACM, 2016.
- Kang, Laewoo, Tazoo Park, and Steven Jackson. "Scale: human interactions with broken and discarded technologies." CHI'14 Extended Abstracts on Human Factors in Computing Systems. ACM, 2014.
- Kang, Laewoo, Tianyuan Gu, and Geri Gay. "Harmonic paper: interactive music interface for drawing." CHI'13 Extended Abstracts on Human Factors in Computing Systems. ACM, 2013.
- Cheng, Justin, Laewoo Kang, and Dan Cosley. "Storeys: designing collaborative storytelling interfaces." CHI'13 Extended Abstracts on Human Factors in Computing Systems. ACM, 2013.
- Cho, Taemin, Jon Forsyth, Laewoo Kang, and Juan P. Bello. "Time-varying Delay Effects Based On Recurrence Plots", Digital Audio Effects(DAFx), 2011
- Kang, Laewoo, and Hsin-Yi Chien. "Hé: Calligraphy as a Musical Interface." NIME. 2010.

**ACADEMIC SERVICES**

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- Associate Chair, ACM<sup>5</sup> CHI<sup>6</sup> 2025, 2023 (Design)
- Associate Chair, ACM DIS<sup>7</sup> 2023 (Theory)

## TEACHING EXPERIENCE (Cornell University)

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- Media Art Practice for HCI (INFO 6400) 2019-15, main lecturer, independent studies
- Tech-Art-Theory (INFO 6400), 2013, main lecturer, studio-based HCI class
- Introduction to Rapid Prototyping and Physical Computing (INFO 4320), TA, 2019-20
- Designing Technology for Social Impact (INFO 4240), TA, 2021, 2019-17
- Teams and Technology (INFO 4430), TA, 2016-15
- Human-Computer Interaction Design (INFO 3450), TA, 2020
- New Media and Society (INFO 3200), TA, 2012
- Intermediate Design and Programming Web (INFO 2300), TA, 2018-16
- Introductory Design and Programming for the Web (INFO 1100), TA, 2011

## SOLO ART EXHIBITION

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- 'Another Day', Community Arts Partnership ArtSpace, Ithaca, NY, USA (Feb 2016)
- 'Breaking AndyWall', Gallery Planet, Seoul, Korea (Aug 2015)
- 'Scale<sup>8</sup>', The Olive Tjaden Gallery, The Tjaden Hall, Ithaca, NY, USA (Jan 2014)
- 'I Want To', The Olive Tjaden Gallery, The Tjaden Hall, Ithaca, NY, USA (Feb 2013)
- '100 Desires to See the Sky', Rand Hall, Ithaca, NY, USA (Oct - Dec 2012)

## GROUP EXHIBITION, PERFORMANCE, DEMO (selected)

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- 'Three Philosopher', NIME 2023, Mexico City, Mexico (May 2023)
- 'Intermodulator', The Cherry Art Gallery, Ithaca, NY (Sep 2022)
- 'Three Philosophers' and The Electronicists, The Loft, Ithaca, NY (March 2019)
- 'Intermodulator', CHI 2018, Societe Des Arts Technologique, Montreal (April 2018)
- 'I Want To', TEI 2018, Stockholm Kulturhuset, Sweden (March 2018)
- 'echo() II', DIS 2017, Edinburgh, Scotland (June 2017)
- 'Inter-modulator' in Powerdove's concerts, Ithaca and Brooklyn (Nov 2016, Jan 2017)

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<sup>5</sup> Association of Computing Machinery

<sup>6</sup> Computer-Human Interaction

<sup>7</sup> Designing Interactive Systems

<sup>8</sup> This work is produced in the collaboration with Taezoo Park and Steven Jackson

- 'Breaking AndyWall', CHI 2016, the gallery Works, San Jose, CA (May 2016)
- 'echo' & 'Breaking AndyWall' in The Electric Golem's concert, Ithaca, NY (Jan 2016)
- 'Scale', CHI 2014, Metro Convention Center, Toronto, Canada (April 2014)
- 'Scale', The World Maker Faire, New York Hall of Science (NYSCI), New York, NY, USA (Sep 2013) - (\* 4 Blue Ribbon, editor's choice award \*)
- 'I Want To', The World Maker Faire, New York Hall of Science (NYSCI), New York, NY, USA (Sep 2012) - (\* 4 Blue Ribbon Award, editor's choice \*)
- 'I Want To', iConference, Marriott Hotel, Toronto, Canada (Feb 2012)
- 'One Second', NIME(ITP) 2010, Glasslands Gallery, Brooklyn, NY (Dec 2010)
- 'He', ReNew Digital Art Festival, Copenhagen, Denmark (May 2010)
- 'He', NIME Conference 2009, Sydney, Australia (June 2010)

## **SCHOLARSHIP AND AWARD** (selected)

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- Honorable Mention (best paper nomination award), CHI (2018)
- Intel Science and Technology Center (ISTC) for Social Computing Graduate Research Award (2013 - 2016)
- 4 Blue Ribbons Award (editor's choice) in the World Maker Faire (2014)
- Honorable Mention (best paper nomination award), CHI (2014)
- 4 Blue Ribbons Award (editor's choice) in the World Maker Faire (2013)
- Tisch School of the Art Scholarship, New York University (2009-2011)
- KAIST Scholarship, Culture Technology Department, KAIST (2009)
- Hongik Scholarship, Hongik University (2006, 2007)

## **SOCIAL SERVICES**

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- Cleaning (volunteer), Loaves and Fishes (Ithaca-based free community kitchen, non-profit), Ithaca, NY, July 2024 – April 2025
- Photographer (volunteer), Ithaca Underground (non-profit), Ithaca, NY, 2020 – 2021
- Social Worker (volunteer), Hongik Social Volunteers, Ulaanbaatar, Mongolia, 2005 – Designed computational drawing classes sponsored by Wacom
- Social Worker (volunteer), International Work Camp (IWC), Kundapura, India, 2004 – Supported a low-income school, Manasa Jyothi Dumb & Deaf Disabled Society
- Military Service (3 years, mandatory), South Korea Military Service, Seoul, South Korea, 2001 – 2003 – Served as skilled industrial personnel in computing and design

## BOOK

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- 'Hello India', Laewoo Kang, Travel Essay, Editor, ISBN: 9788992037242, Dec 2007  
(\* **Best Seller**, Feb 2008 in Naver Books , Included in South Korean middle school textbook \*)
- 37 Secrets of Photoshop Masterpiece, Kang et.al, Tutorials, Info & Culture, ISBN: 8956742758, Oct 2005

## SKILLS

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- Research: Ethnography, Interview-based Qualitative Research focused on Human-Computer Interaction, Art-Technology, Computational Creativity
- Writing: Theory Writing, Academic Writing, Technical and Engineering Writing
- Software and Hardware Engineering: C++, Java, Arduino, Raspberry Pi, Analog Circuit Design, HTML/CSS, PHP
- Videography and Editing: Final Cut Pro, 360-Degree Camera
- Sound Design and Editing: Logic Pro X, Software and Hardware Synthesizers
- Photography: Analog and Digital Production
- Craft/ Making: Woodworking, Handcraft, Laser Cutting, CNC, 3D Printing
- Painting: Oil, Acrylic, Enamel Painting
- Teaching: Engineering and Coding for Non-STEM Practitioners