

HUA-CHUN FAN

MEDIA ARTS • MUSIC • CREATIVE TECHNOLOGIES

Hua-Chun Fan (Fionn), a multifaceted artist from Taipei, Taiwan, is a media composer, interaction designer, and HCI/HRI researcher. Her interdisciplinary work spans the realms of arts, science, and technology, with a primary focus on loneliness and techno-intimacy, as well as immersive audio, smart textiles, and the integration of proxemics with AI/XR technologies.

CONTACT

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EDUCATION

PHD IN CREATIVE TECHNOLOGIES

University of Galway, Ireland | 2023 - present

- Supervisors: Dr Sam Redfern and Dr Máiréad Ní Chróinín
- Thesis Title: *The Hidden Symphony: Sonic Proxemics with AI – The intimacy and playful politics in mixed reality.*

MA, MUSIC FOR APPLIED MEDIA

Danube University Krems

(Universität für Weiterbildung Krems), Austria | 2016 - 2020

- Supervisors: Mag. Thomas Wernbacher, MSc MA and composer Miguel Kertsman
- Thesis Title: *How do the soundtracks enhance immersion in computer games? — A case study of «NieR: Automata»*

MA, MEDIA ARTS CULTURES

(ERASMUS MUNDUS JOINT MASTER)

Danube University Krems, Austria | 2015 - 2017

University of Lodz (Uniwersytet Łódzki), Poland | 2017

Aalborg University (Aalborg Universitet), Denmark | 2016

- Supervisors: Prof. Dr. Oliver Grau and Prof. Dr. Naoko Tosa
- Thesis Title: *How do digital technologies affect the aesthetics of Japanese calligraphy art and culture*

MBA, MASTER OF BUSINESSES ADMINISTRATION

European University, Taiwan / Switzerland | 2014 - 2015

BA, HUMANITIES AND SOCIAL SCIENCES

National Tsing Hua University, Taiwan | 2005 - 2010

BA, CHINESE LITERATURE AND LINGUISTICS

National Tsing Hua University, Taiwan | 2005 - 2010

HUA-CHUN FAN

PHD IN CREATIVE TECHNOLOGIES - I

RESEARCH INTERESTS

- Intimacy / Loneliness / Belongingness with AI
- Immersion with XR (AR/VR/MR) Technologies
- Spatial Audio / Music compositions
- Human-Robot Interaction / Human-Computer Interaction

AFFILIATIONS & MEMBERSHIPS

2024 - 2025 International Communication Association
2024 - 2025 IEEE Communications Society Membership

PUBLICATIONS & PRESENTATIONS

THE HIDDEN SYMPHONY: SONIC PROXEMICS WITH AI
2024 | Paper Presented | The 74th Annual **ICA** Conference. Gold Coast, Australia (Jun. 20 - 24)

BEING A MEDIA COMPOSER

2020 | Invited Talk | Online Forum '**Music*Media*Business - Potentials and Challenges**'. *The Center for Applied Music Research* at Danube University Krems, Austria (Jun. 22)

HOW DO DIGITAL TECHNOLOGIES AFFECT THE AESTHETICS OF JAPANESE CALLIGRAPHY ART AND CULTURE

2017 | Poster Presentation | **RE:TRACE** The 7th International Conference for Histories of Media Art, Science and Technology. *Danube University Krems • Göttweig Abbey • Austrian Academy of Sciences (ÖAW)*, Austria (Nov. 23 - 25)

2015 | Attended | **Re-Create** : Theories, Methods and Practices of Research-Creation in the Histories of Media Art, Science and Technology. *Concordia University | Hexagram-UQAM*, Montréal, Canada (Nov. 5 - 8)

ACADEMIC EMPLOYMENT & VOLUNTEERING

VOLUNTEER FOR 'BABORÓ INTERNATIONAL ARTS FESTIVAL FOR CHILDREN'

2023 | *Baboró Galway International Children's Festival Limited (registered charity)*, Galway, Ireland (Oct. 13 - 22)

ARCHIVE INTERN FOR ARCHIVE OF DIGITAL ART (ADA)

2017 - 2018 | *Center for Image Science* at Danube University Krems, Austria

VOLUNTEER FOR 'SOUND ARTS MATTER' CONFERENCE

2016 | *Aarhus Institute of Advanced Studies (AIAS)* and *Kunsthall Aarhus*, Aarhus, Denmark (Jun. 1 - 4)

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PHD IN CREATIVE TECHNOLOGIES - II

FUNDING & AWARDS

MICHAEL HALEY TRAVEL GRANT

2024 | International Communication Association, United State.

EXTRAORDINARY POSTGRADUATE RESEARCH TRAVEL BURSARIES

2024 | *School of English, Media, and Creative Arts (CASSC)* at
University of Galway, Ireland.

SCHOLARSHIP FOR PHD IN CREATIVE TECHNOLOGIES

2023 - 2027 | Full-funded | *Centre for Creative Technologies* at
University of Galway, Ireland.

GOVERNMENT SCHOLARSHIP TO STUDY ABROAD

2024 - 2026 | Trans-disciplinary Arts (創作展演：跨領域創作) |
The Ministry of Education (教育部留學獎學金), Taiwan.

'TUNING IN!—ROUTES TO A CAREER IN THE MUSIC SECTOR' ARTIST PROGRAMME

2019 - 2020 | Chosen as 1 of 10 music talents across Europe |
Universität für Musik und darstellende Kunst Wien (The
University of Music and Performing Arts Vienna) and *mica-*
music austria, Austria.

ERASMUS STUDENT MOBILITY FOR TRAINEESHIPS

2017 - 2018 | Tileyard Education, London, United Kingdom |
Faculty of Education, Arts and Architecture at Danube
University of Krems, Austria.

GOLDEN BUTTERFLY AWARD (SHORTLISTED)

2017 - 2018 | Publishing Art in Taiwan (金蝶獎) for "The Best Book
Design from all over the World" at Leipzig Book Fair, Germany |
Taipei Book Fair Foundation, Taiwan.

BEST CREATIVE PRIZE

2008 | Ethnography and GIS workshop | *Department of Taiwan
and Regional Studies* at National Dong Hua University, Taiwan.

BEST TEAMWORK & HONOURABLE MENTION MEMBER

2007 | Challenging the Mainstream: Culture and Action
Journalism Camp | Taiwan Media Watch Foundation, Taiwan.

CHAMPION OF 'NATIONAL COLLEGIATE TAX CUP DEBATE COMPETITION'

2006 | China Taxation Research Association (Taipei) | National
Central University, Taiwan.

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PHD IN CREATIVE TECHNOLOGIES - III

SKILLS & QUALIFICATION

- Chinese (native) | Japanese (advanced) | French (intermediate)
 - Logic Pro X | Sibelius | Pro Tools
 - Max/MSP | Touch Designer | DaVinci Resolve
 - Wwise | Character Creator 4
 - Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Lightroom)
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RELEVANT PROFESSIONAL EXPERIENCES

PRODUCT MARKETING MANAGER

Reallusion Inc., Taiwan | 2021 - 2023

- **360 Marketing Strategy:** Execute holistic marketing strategies for Character Creator 4, a 3D character creation solution for realistic virtual human or stylised avatar.
- **Cross-Department Communication:** Facilitate communication among departments to meet product release schedules.
- **Artist Collaboration:** Connect with artists to create showcases, articles, tutorials and assist with technical issues.
- **Traffic Generation:** Develop media exposure strategies, including Keyword/SEO, to generate new traffic to the website.
- **Industry Knowledge:** Utilize in-depth knowledge of 3D pipelines and industry trends to initiate collaborations and partnerships, exemplified by the release of the Dynamic Wrinkles / Pose tools for Unreal Engine 5 and ZBrush.

GLOBAL DEVELOPMENT REPRESENTATIVE / ART DIRECTOR

United Digital Publications Co., Ltd., Taiwan | 2014 - 2021

- Handled global purchases and **copyright contracts** of digital archives within Asia-Pacific region.
- Achieved **IP agreement** on digitisation and commercial use over 80%
- Collaborated with National Palace Museum in 2020 by initiating new proposals.
- Designed **visual identity** for global distribution, including logo, poster, catalogue, banner online/offline.
- Established **international partnership** at 2012 Tokyo International Book Fair, 2014 Frankfurt Book Fair, and 2017 AAS conference/Film Expo in Toronto.

HUA-CHUN FAN

PHD IN CREATIVE TECHNOLOGIES - IV

REFERENCES

DR SAM REDFERN

Supervisors | *Department of Computer Science* at University of Galway, Ireland

sam.redfern@universityofgalway.ie

DR MÁIRÉAD NÍ CHRÓINÍN

Supervisors | *Department of Drama and Theatre Studies* at University of Galway, Ireland

mairead.nichroinin@universityofgalway.ie

DR CONN HOLOHAN

Program director & Course director | *Centre for Creative Technologies & BA in Film & Digital Media* at University of Galway, Ireland

conn.holohan@universityofgalway.ie