Curriculum Vitae

Gérald Vincent Estadieu

GERALD ESTADIEU is currently an Assistant Professor in the Faculty of Arts and Humanities at the University of Saint Joseph (USJ) - Macao, teaching in the Department of Architecture & Design. With a Master's Degree in Signal and Image Processing from the Université d'Orléans (France) and a PhD in Science and Technology of the Arts from the Catholic University of Portugal (School of Arts, Porto), his research and artistic activities focus on the fields of Soundscape, Spatial Audio and Ambisonics, as well as Interactivity and Digital Fabrication.

He created the Fab Lab at the University of Saint Joseph and co-founded the first fablab in Macau. He is also a member of several international collaborative experiments, including Museomix and HackMyChurch. He has developed artistic projects in local and international exhibitions, integrating soundscapes, interactive technology and digital fabrication. His work has been exhibited in Macau, Vietnam, Thailand, Portugal and South Korea.

PERSONAL DATA

Date of birth	20.08.1969
Place of birth	Paris, France
Marital Status	Married, 3 Children
Nationality	French
Citizenship	France, EU Citizen | Macau S.A.R. Permanent Resident
Current Residence	Macau S.A.R.
Email	estadieu@gmail.com | gestadieu@usj.edu.mo
Phone	+853 6662 0041
Address (MO)	One Grantai, Regal Royalton (Tower 6), 9X, Taipa, Macau SAR, China
Languages	French, English
Driver's License	France/EU & Macau S.A.R.

Social Networks

ORCID	https://orcid.org/0000-0003-2632-8381
Scopus	https://www.scopus.com/authid/detail.uri?authorId=56880417400
HCommons	https://hcommons.org/members/gestadieu/
Academia.edu	https://usj-mo.academia.edu/GeraldEstadieu
ResearchGate.com	https://www.researchgate.net/profile/Gerald_Estadieu
Google Scholar	https://scholar.google.com/citations?user=GQBcjVwAAAAJ&hl
Social Medias	Linkedin | X/Twitter | YouTube | Instagram

ACADEMIC MILESTONES

2020, May	Appointment as Assistant Professor at the University of Saint Joseph, Faculty of Arts and Humanities
2019, December	Doctorate Degree in Science and Technology of the Arts - Specialisation in Interactive Art - with Magna cum Laude at the Catholic University of Portugal - School of Arts, Porto - supervised by Professor Carlos Sena Caires and co-supervised by Professor Alvaro Barbosa.

Thesis: "*Collaborative Prototyping and Hacking: Re-Inventing the Museum Space in the Age of Information Technology*"
Thesis Defence entitled "MAFIAA - A Framework for Interactive Apparatus in Museums."

Assessment Committee Chaired by:
- Professor Luís Gustavo Pereira Marques Martins (Vice-Rector at Catholic University of Portugal)

Assessment Panel:
- Professor Doctor Monica Mendes (University of Lisbon)
- Professor João Miguel Magalhães Marcelino Fernandes Cordeiro (University of West London)
- Professor André Venturoti Perrotta (Catholic University of Portugal, School of Arts, Porto)
- Professor Carlos Sena Caires (Supervisor, University of Saint Joseph)

1995, June	Diplôme d'Études Supérieures Spécialisées (DESS, equivalent Master 2) in Real-Time Systems and Signal Processing from Université d'Orléans, France. www.univ-orleans.fr Research Dissertation: "Computer simulation of the human blood flow mathematical model during cardiopulmonary resuscitation" for Datascope Corporation (USA) and the University of Rhode Island, USA.
1992, June	Maîtrise (Master 1) Électronique Électrotechnique et Automatisme de l'Université d'Orléans, France. www.univ-orleans.fr

CAREER DEVELOPMENT

2020 - present	**Assistant Professor** Faculty of Arts and Humanities / Department of Architecture and Design at the University of Saint Joseph, Macao S.A.R - China. www.usj.edu.mo
2012 - 2019	**Senior Lecturer** Faculty of Creative Industries at the University of Saint Joseph, Macao S.A.R - China. Founder and Manager of the local fab lab "Minchee Lab".
2009 - 2011	**Director of the Information Technology Office** University of Saint Joseph, Macao S.A.R - China. » Infrastructure, support, services, » New campus planning and development, » Software development.
2001 - 2009	**E-business Program Manager** Companhia de Electricidade de Macau – CEM, Macao S.A.R - China (SUEZ Group). www.cem-macau.com » Propose a strategy and lead a multi-utilities e-business platform for water and electricity. » Develop a Customer and Invoicing system for East-Timor Electric company, EDTL, including training and support. » Open source geospatial consultant for several SUEZ subsidiaries (Morocco, Indonesia, China).
1999 - 2001	**Internet Platform Manager** Companhia de Telecomunicações de Macau - CTM, Macao S.A.R - China. www.ctm.net » Set up and manage the web unit team, including recruiting, training and web development. » Develop a company-wide strategy for online presence and implementation overview.
1998 - 1999	**Lecturer** Sup' La Mache - Lyon, France. www.ecolelamache.org Teaching and student coaching for an Associate Diploma equivalent on "Computer & Networking."
1996 1999	**Web Developer** Teleriviera (Générale des Eaux / Vivendi Group) Paris » Webmaster for the first European Internet cable service provider.
1995 - 1996	**Research Assistant**

Centre National de Recherche Scientifique - CNRS, Orléans, France. www.cnrs.fr

Work on a neural network for scientific experimentation on a satellite at the French National Centre for Scientific Research

PUBLICATIONS

Conference & Proceedings

1. Vodenicarski, D., & Estadieu, G. (2026). Hyperledger Fabric-Based Decentralised Digital Management System for Operational Excellence Using IoT. In X. Jia, T. Ramayah, & H. Zhang (Eds.), 2nd International Conference on Big Data, IoT, and Cloud Computing (pp. 23–32). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-93570-1_3

2. Estadieu, G., & Ng, S. O. K. M. (2025, April 3). Immersive Storytelling: Exploring the Intersection of Spatial Audio and Live Theatre. Multimodus'25, Portalegre, Portugal. https://multimodus.ipportalegre.pt/

3. Abreu, F. M. de, Estadieu, G., Ng, S. O., Farinha, D. F., Caires, C. S., & Fernandes-Marcos, A. (2025). ARTeFACTo 2024 Macao: 4th International Conference on Digital Creation in Arts, Media, and Technology | Creative Digital Intelligence | Conference Proceedings. In USJ Academic Press. USJ Academic Press. https://books.usj.edu.mo/index.php/usj-acaedemicpress/catalog/book/27

4. Estadieu, G. V., Messina, M., Gómez Mejía, C. M., Keller, D., Kramann, G., & Koszolko, M. (2025). Proceedings of the Ubiquitous Music Symposium 2024 (UbiMus 2024). Proceedings of the Ubiquitous Music Symposium 2024 (UbiMus 2024), 1–132. https://doi.org/10.5281/zenodo.14887888

5. Estadieu, G., Ng, S. O. K. M., Martins de Abreu, F., & Farinha, D. F. (2023, November 29). Beyond Physical Boundaries—Organising a Virtual Exhibition with NFTs for an International Conference. 11th International Conference on Digital and Interactive Arts (ARTECH 2023), November 28-30, 2023, Faro, Portugal. ARTECH 2023 - 11th International Conference on Digital and Interactive Arts, Faro, Portugal. https://doi.org/10.1145/3632776.3632815 .

6. Estadieu, G. (2023, October 6). SOUNDSCAPE.AI - A Sonic Perspective on Macau. Iberian Soundscapes Conference, October 6-7, 2023, Yale University, USA. https://roadahead.macmillan.yale.edu/

7. Estadieu, G. (2023, April 25). AI-based Multimodal Qualitative Mapping of Macao Soundscape. United Nations World Data Forum, Macao. https://unwdf-macau.org/en/

8. Barbosa, A., Ng, S. O. K. M., & Estadieu, G. V. (2023). Radial String Chimes: A Behavioural Driven Tangible Instrument Derived from Networked Music Performance Practices. Ubimus 2023 Conference Proceedings, 1, 14–22. https://doi.org/10.17613/mvs6-wn75

9. Estadieu, G., Cheung, Y. Y., Pestana, P. D., & Barbosa, A. (2023). Static recording apparatus for soundscape analysis in Macau. INTER-NOISE and NOISE-CON Congress and Conference Proceedings, 268(1), 7246–7256. https://doi.org/10.3397/IN_2023_1088

10. Estadieu, G., Ng, K. M., & Farinha, D. (2022). (Un)Directed Reading, an interactive kiosk to encourage writing and reading. *Book of Abstracts*, 83–85. https://multimodus.ipportalegre.pt/

11. Estadieu, G., Ng, K. M., & Farinha, D. (2022, June 8). *(Un)Directed Reading, an interactive kiosk to encourage writing and reading*. Multimodus'22, 1st International Conference on Sound and Image in Art & Design, Portalegre, Portugal. https://multimodus.ipportalegre.pt/

12. Pestana, P., Barbosa, A., & Estadieu, G. (2022, June 8). *Macao Soundscape as an Analysis Tool for Sound Quality Assessment*. Multimodus'22, 1st International Conference on Sound and Image in Art & Design, Portalegre, Portugal. https://multimodus.ipportalegre.pt/

13. Caires, C. S., & Estadieu, G. (2020). *The concept of "Object-image" revisited through the interactive film installation "Sense of Place."* Besides the Screen, Porto, Portugal. https://besidesthescreen.com/2020-porto/

14. Chau, I. F., Cardoso, J., & Estadieu, G. (2021). Virtual Guia Fortress: A 3D-printed eXtended Reality Playset. *International Conference on Entertainment Computing*, 370–376. https://doi.org/10.1007/978-3-030-89394-1_28

15. Estadieu, G. & Caires, C. S. (2018). *Hacking: Toward a Creative Methodology for Cultural Institutions*. Proceedings of the 8th Lisbon Summer School for the Study of Culture at Microsoft headquarters, Lisbon, Portugal.

16. Cordeiro, J., De Abreu, F. M., & Estadieu, G. (2017). Audience participation in interactive art systems: Is instructional signage a necessary evil? Proceedings of the 8th International Conference on Digital Art (ARTECH 217), Macao SAR, China, *ACM International Conference Proceeding Series*, *Part F1309*. https://doi.org/10.1145/3106548.3106595

17. Estadieu, G., De Abreu, F. M., & Barbosa, A. (2017). 3D printing objects as installation art: 'Standing humanity: 3D yan character'. Proceedings of the 8th International Conference on Digital Art (ARTECH 217), Macao SAR, China, *ACM International Conference Proceeding Series*, *Part F1309*. https://doi.org/10.1145/3106548.3106588

18. Thota, N., Estadieu, G., Ferrao, A., & Meng, W. K. (2015). Engaging school students with tangible devices: Pilot project with.NET Gadgeteer. *Proceedings - 2015 International Conference on Learning and Teaching in Computing and Engineering, LaTiCE 2015*, *1*, 112–119. https://doi.org/10.1109/LaTiCE.2015.26

Journal Publications

● Iok Fong, C., Cardoso, J. C. S., & Estadieu, G. V. (2022). Design Explorations for 3D-printed Modular Markers for eXtended-Reality Tangible User Interfaces. *International Journal of Creative Interfaces and Computer Graphics (IJCICG)*, *13*(1), 1–15. https://doi.org/10.4018/IJCICG.311426

Editorial

- Estadieu, G. V., Messina, M., Gómez Mejía, C. M., Keller, D., Kramann, G., & Koszolko, M. (2025). Proceedings of the Ubiquitous Music Symposium 2024 (UbiMus 2024). Proceedings of the Ubiquitous Music Symposium 2024 (UbiMus 2024), 1–132. https://doi.org/10.5281/zenodo.14887888

- Abreu, F. M. de, Estadieu, G., Ng, S. O., Farinha, D. F., Caires, C. S., & Fernandes-Marcos, A. (2025). ARTeFACTo 2024 Macao: 4th International Conference on Digital Creation in Arts, Media, and Technology | Creative Digital Intelligence | Conference Proceedings. In USJ Academic Press. USJ Academic Press. https://books.usj.edu.mo/index.php/usj-acaedemicpress/catalog/book/27

- 2022 / Editor of the Book of Proceedings of ARTeFACTo2022MACAO, Third International Conference on Digital Creation in Arts, Media and Technology - Emerging Extended Realities. 24-25 Nov. 2022, Macao. IEEE ISBN 979-8-3503-1004-7; DOI: https://doi.org/10.1109/ARTeFACTo57448.2022

- 2022 / Guest Editor (collaboration with Carlos Sena Caires) for the Special Issue on "Virtual Environments and Interaction Design Research at the University of Saint Joseph, Macao SAR, China" of the International Journal of Creative Interfaces and Computer Graphics (IJCICG)

Books & Chapters

- Book Chapter - de Abreu, F. M., Seck, M., Pinheiro, F. V., & Estadieu, G. (2025). Macau Cultural Tapestry: Unravelling a City's Visual Identity Through Its Patterns and Textures—Digital Archive and Mapping. In D. Brandão, N. Martins, & E. Duarte (Eds.), Perspectives on Design and Digital Communication V: Research, Innovations and Best Practices (pp. 133–167). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-76156-0_7
- Book Chapter - Caires, C. S., Estadieu, G., & Olga Ng Ka Man, S. (2024). Design Thinking Methodology and Text-To-Image Artificial Intelligence: A Case Study in the Context of Furniture Design Education. In N. Martins, D. Brandão, & A. Fernandes-Marcos (Eds.), Perspectives on Design and Digital Communication IV: Research, Innovations and Best Practices (pp. 113–134). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-41770-2_7

Panel Member
2025
- PC Member at AM.ICAD 2025 | ICEC 2025 | Multimodus'25 | ARTECH 2025

- Reviewer for the [Journal of Science and Technology of the Arts](#) | [Entertainment Computing Journal](#)

2024
- President of the [Ubimus 2024 Macao](#) International Conference on Ubiquitous Music (31/10 ~ 2/11 2024)
- Vice-President of the [ARTeFACTo 2024](#), 4th International Conference on Digital Creation on Arts, Media and Technology, Dec 2024 at University of Saint Joseph
- PC Member at [IFIP-ICEC 2024](#) | Ubimus 2024 | ARTeFACTo 2024
- Reviewer for the [Entertainment Computing Journal](#)

2023
- Reviewer for the [Organised Sound Journal](#) (Cambridge University Press)
- Reviewer for the [Journal of Ubiquitous Music](#)
- PC Member at [Ubimus 2023](#) | [IFIP-ICEC 2023](#) | [ARTECH 2023](#)

2022
- President of The International Scientific and Artistic Committee of [ARTeFACTo 2022 Macao](#), 3rd International Conference on Digital Creation on Arts, Media and Technology, Nov 24-25, 2022 at University of Saint Joseph.
- Reviewer for [Digital Applications in Archaeology and Cultural Heritage](#) (DAACH) Journal
- PC member at [EAI ArtsIT 2022](#) | [IFIP-ICEC 2022](#) | [Ubimus 2022](#) | [Multimodus 2022](#)

2021
- PC Member at [ARTECH 2021](#) | [IFIP-ICEC 2021](#) | [Ubimus 2021](#)
- Jury at Muse 2021 [GLAMi Awards](#) for the category "Resources for Scholars and Researchers"

TEACHING AND SUPERVISION

Lecturing
University of Saint Joseph (2012 to current)

→ LCM307 Sound and Music Design Bachelor of Communication and Media	2025
→ ADAT104 Studio: Modelling and Prototyping Bachelor of Design / Bachelor of Architectural Studies	2015 to 2025
→ ADPD203 Studio: Mobility Design Bachelor of Design	2020 to 2025
→ MDS103 Digital Model Construction Master of Design	2019 to 2025

→ MDS104 Design, Materials & Construction Master of Design	2018, 2019, 2020, 2022-2025
→ ADPD202 Industrial Design Materials Bachelor of Design	2017, 2019-2025
→ ADPD201 Studio: Product Design Bachelor of Design	2018, 2019, 2020, 2023-2025
→ ADPD204 Interaction Design Bachelor of Design	2019, 2020
→ LFD307 - Technological Fabrics Bachelor of Fashion Design	2019, 2020, 2022
→ ADAT103 - Mathematics and Computing (Creative Coding) → ADPD205 - Statistics and Computing Bachelor of Communication and Media / Bachelor of Design	2015, 2016, 2017, 2018, 2019, 2022 2018, 2019, 2021

Wuyi University (Jiangmen, China) link
Bachelor of Design, Year 3 - a collaboration with the University of Saint Joseph.
- 2020: Graduation Project Supervision for 4 students.
- 2018, 2019, 2020: 1-week lectures and workshops on Product Design, Digital Fabrication and Prototyping.

PhD Thesis Supervision
1. Dalibor Vodenicarski (2024) "Blockchain and Internet of Things-based Computerised Maintenance Management System for Enhanced Maintenance Operations," PhD in Information Systems, University of Saint Joseph, Macao.
2. Daniel Filipe Farinha (2024) "ARKIVO - An Information System for the Preservation of Networked Crypto Art," PhD in Information Systems, University of Saint Joseph, Macao.

Master Dissertation Supervision
1. Minghao He (Matt), 2024. SensWave - Draw your music by exploring the relationship between music, images, and emotions. Master of Design - Interaction Design, University of Saint Joseph, Macao
2. Qinghua Tang (Quinlee), 2024. Fliip: an Interactive Multifunctional Table Design for Preschoolers. Master of Design - Interaction Design, University of Saint Joseph, Macao
3. Cheong Weng Ian (Hera), 2023. COMMUNICARE - an Interactive Multisensory Application to Care for Trees in Macao. Master of Design - Interaction Design, University of Saint Joseph, Macao
4. Chau Iok Fong (Justan). 2021. Modular 3D-Printed Tangibles for Children's VR Toys. Master of Design - Interaction Design, University of Saint Joseph, Macao.

5. He Minyi (Manyee). 2020. From Waste To Save - Designing Food Sharing System Of Community For Reducing Domestic Food Waste. Master of Design - Interaction Design, University of Saint Joseph, Macao.
6. Nga Ieng Wong (Trudie). 2019. Human-Belongings Behaviour Analysis: A Smart Interactive Cabinet. Master of Design - Interaction Design, University of Saint Joseph, Macao.

Guest Lectures

1. "The Empathy of Sound: Storytelling in the Age of Immersion", Jan 26th 2026, University of Economics of Ho Chi Minh City (UEH), Vietnam.
2. "Immersive Soundscapes: Redefining Experiences Through Spatial Audio", May 23rd, 2025, at the lecture breakfasts organised by the France-Macau Chamber of Commerce (FMCC) [Pontofinal]
3. "Crafting Soundscapes", SoudLab Guest Lecture, City University of Hong Kong, 2025.10.22. Invitation by Prof. PerMagnus Lindborg in SM3130 Sound installation and Spatialisation.
4. "OTTOsonics and Soundscapes", SoundLab Symposium, City University of Hong Kong, 2025.05.29
5. "Immersive Soundscapes". France Macau Chamber of Commerce (MFCC), 2025.05.28 [MacauBusiness] [Ponto Final]
6. "AI-based Multimodal Qualitative Mapping of Macao Soundscape". UNU 2023 World Data Forum Macau https://unwdf-macau.org/en/
7. "Perspectives on 3D Printing in the Tourism Industries" (Jan. 2021). Public lecture at Macao Institute for Tourism Studies (IFTM).
8. "The Maker Movement: a Chance for Macau" (Nov. 2014). Keynote at This Is My City, Macao 2014. Macao Science Museum, Macao.

Workshops & Creative Events (organisation)

2026
- Feb 10-12 - "Spatial Audio and OTTOsonics" workshop and training for Singapore University of Design and Technology.
- Jan 19~31 - "Coding Arts with Python": workshop at the University of Economics of Ho Chi Minh (UEH), Vietnam.

2024
- February 19~23 - OTTOsonics workshop: assembly, installation and training on an innovative Ambisonics playback system (Spatial Audio), the first in Asia.
- March - Creative Soundscape Workshop Series (1 workshop) in collaboration with KMUTT, workshops in Bangkok, Thailand.

2023

- **Creative Soundscape Workshop Series** (2 workshops) in collaboration with **KMUTT**, workshops in Bangkok, Thailand.

2021 & 2022
- 3D Printing and Laser Cutting workshops for teachers from the Mainland China Study Tour at USJ
- 3D Printing and Laser Cutting Workshops (18 hours) for local teachers, organised by DSEDJ (Department of Education of Macau SAR Government).
- 3D Scanning and 3D Modeling Workshops in the "Arte na Escola" program (6 hours). Workshops for children from 9 to 16 years old.

2020 - 3D Printing Workshops at the Museum
Workshops proposed for local citizens to discover 3D printing and 3D scanning in collaboration with the Macao Art Museum.

2015 - Hackathon, Macau
Organiser of the first hackathon in Macau, resulting in 6 different projects related to Smart Cities.

2015 - HackMyChurch, Lyon, France
Co-organiser of the first edition of HackMyChurch, a creative and collaborative event to re-imagine a Catholic Church and its practices.

2014 - 2018 - Minchee Lab Creative Workshops Serie, Macau
Organiser of workshops related to 3D Printing, DIY electronics (Arduino, Raspberry Pi) and Laser cutting for all ages.

2013 - Museomix, Grenoble, France
Participation in the Museomix 2013 Edition as a team coordinator.

RESEARCH PROJECTS

2025/2027 - "OTTOsonics, an Ambisonics platform for Spatial Audio"
Research project in collaboration with the Tangible Music Lab of the University of the Arts, Linz (Austria).

2025/2026 - "Echoes of Heritage - Highlighting Macau's Sonic Heritage"
This project seeks to investigate the sonic heritage of Macau, a vibrant city with a rich cultural heritage, and develop a comprehensive framework for classifying, archiving, promoting, and restoring its unique sonic characteristics.
Funding: Macau Foundation
Role: Lead Researcher

2020/2023 - "An AI-based Multi-modal qualitative Mapping of Macau Soundscape"
The project proposes an innovative approach to understanding and analysing soundscapes using deep learning technology.
Funding: Science and Technology Development Fund (FDCT) - 0026/2020/A1
Role: Principal Investigator

2019/2020 - "Autonomous 3D Printing Station in the Smart City of Macau- Smart Print 3D"
Research the impact of a 3D printing kiosk remotely available in a dense population area such as Macau.
Funding: Science and Technology Development Fund (FDCT) - 0002/2019/ASC
Role: Principal Investigator
https://www.macaubusiness.com/smart-print-3d-towards-smart-city/

2018/2019 - "Theatrical Robots and Arts" (Science Promotion)
In collaboration with the University Pompeu Fabra, Barcelona and the Research Center for Science and Technology of the Arts (CITAR), School of Arts of the Catholic University of Portugal, this project proposed to take robotics and artificial intelligence as disciplines and bring them closer to performing arts by generating bridges and seeking to attract the general public and young people to science and scientific research.
Funding: Fundo para o Desenvolvimento das Ciências e da Tecnologia (FDCT) - 0041/2018/PS
Role: Project Co-Coordinator

2016/2017 - "Prototyping Spaces & Interactive Experiences on Campus" (Science Promotion)
This project's primary goal is to boost students' creativity within their daily lives on campus. To provide them with a more active, creative and collaborative learning environment. Through a creative process, they can propose new interactive solutions to enhance the life experience on campus for all students and staff.

Team Role: Project Coordinator

ARTISTIC AND CULTURAL WORK

2025.05.01-30 - "Whispers of Macau" | link

"Whisper" is an innovative immersive sound installation that invites audiences to experience renowned literary works related to Macao in a captivating new dimension. Featuring texts from celebrated authors in Portuguese, Cantonese, Chinese, English and 20 more languages, this installation offers a unique spatial audio journey transcending linguistic boundaries.

2024. 12.7-9 - Sound Design & Sound Spatialisation for "ChongChong's Hamster" Premieres. PR | link

The Black Box Theatre at the Macau Cultural Centre hosted the highly anticipated premiere of ChongChong's Hamster, a poignant and visually stunning theatrical experience. This innovative production, presented by Rolling Puppet Alternative Theatre in collaboration with OTTOsonics, marked a milestone in Asian theatre by integrating puppetry, visual storytelling, and immersive Ambisonics sound technology.

2024 - "StormSphere" | VR
Immersive Ambisonics Sound Installation for the "1874 Typhoon in Macau", University of Saint Joseph, Macau. 23/09 to 15/10 2024
Collaboration with Sandra Olga Ng

2023 - "Macao Soundwalk" link

Feb 25, 2026

Installation Art for ARTTECH Fusion 2023, UEH, Ho Chin Minh City, Vietnam. 13-15 October 2023
Collaboration with Yin Yan Cheung, Jung-Chul Hur, Diogo Vieira.

2022 - "Full Journey" // Through the Eyes of AI: a (mid)Journey to Macao link
Video installation for the Thinking MEDIA V Exhibition at Art Space In Gallery, Incheon National University, Incheon, South Korea. A video based on Artificial Intelligence generated art drawings related to Macao.
Collaboration with Moon Cheung and Sandra Olga Ng Ka Man.

2021 - 25th Anniversary of USJ Lighting
An interactive acrylic edge-lighting for the 25th Anniversary of the University of Saint Joseph, 3m x 1m.
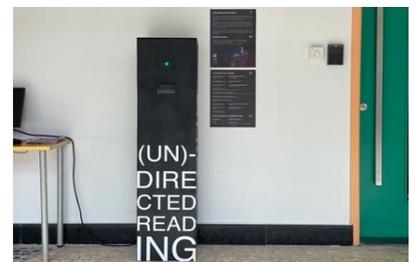Collaboration with Sandra Olga Ng Ka Man and Sophia Cheok.

2021 - (Un)Directed Reading link
Development of a book compiling outstanding creative writings by students with illustrations and a kiosk installation to digitalise and print extracts of writings to encourage reading habits.
Collaboration with Sandra Olga Ng Ka Man, Daniel Filipe Farinha and June Iec.

2021 - Radial String Chimes
Initially developed by Álvaro Barbosa in 2010 at Stanford University, we developed version 2.0, which included a new soundboard and a complete digital redesign and fabrication process (mainly laser cutting and 3D printing). The project is open-source, online documented and can be replicated and customised in any fab lab.
Collaboration with Álvaro Barbosa and Ng Ka Man (Sandra Olga)

2020 - <u>3D Printing Replicates at Macau Grand Prix Museum</u>
Development of 3 replicates 1:3 scale of 3 iconic racing cars from the museum to provide a new experiment for visually impaired visitors as well as insight into the possibilities of 3D printing.
Collaboration with Filipa De Abreu Martins, Carlos Sena Caires, João Brochado and Ng Ka Man (Sandra Olga), students, and the Macau Grand Prix Museum (Macau).

2019 - "<u>Sense of Place</u>" <u>link</u> <u>link</u>
Based on the original text "A Certain Place" by Carlos Sena Caires (2016), this Interactive Art Installation proposes a literary and audio-visual combination of real and virtual characters with a machine of reach and retention of the reality itself.
Collaboration with Carlos Sena Caires for the Madeira Dig Festival (Madeira, Portugal) <u>www.madeiradig.com</u>.

2019 - <u>Universal Design Experimentation with The British Museum's Italian Renaissance Drawings</u>
Experimental area based on the digital fabrication to make tangible the drawings. Experimentation with visually impaired people.
Collaboration with Filipa De Abreu Martins for a 3-month exhibition of The British Museum's "Italian Renaissance Drawings" at the Macau Arts Museum.
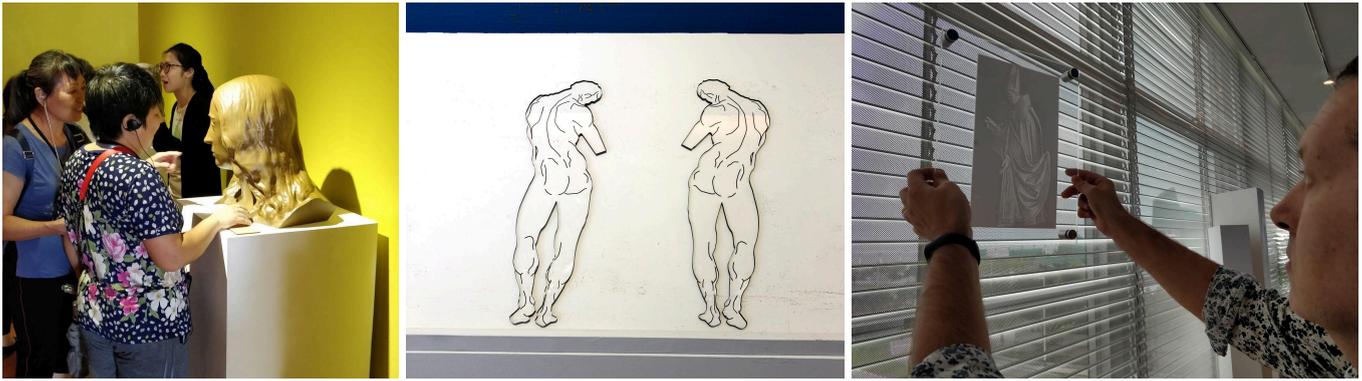
2018 - "Espresso Dog"

Collaboration with Filipa De Abreu Martins on the project "AnnoCannis 2018", a CNY Street Art Exhibition.
Interactive Sculpture of a dog partially covered with coffee capsules and LED animation.

2017 - Live Exhibition "Yan Character"

Collaboration with Filipa De Abreu Martins at Creative Macau.
Live 3D Printing of unique blocks to create a 2-meter-high Chinese "Yan" - people - character with interactive video mapping and visitor participation.

2015 - QR Goat

Collaboration with Filipa De Abreu Martins on the project "AnnoCaprum 2015", a CNY Street Art Exhibition.
Interactive Sculpture of a goat tagged with QR codes.

2014 - 3D Printers Installation Art

Collaboration with Daniel Farinha and Marco Leong during "This Is My City Festival".
A live 3D-printing stage with music and video projection.