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I have industrial engineer background but to be a designer is my main wish !!

My currently works spans the field of Aesthetic Computing, Ambient user interface, Information Visualization, Interactive Media and HCI.

My researches regarding the field of Context-Aware, Ambient Intelligence, Digital Augmented Environment and Tech Art.

#Autobiography

When I was young boy, I am strongly interesting in how things that works behind the unmeaning box, such objects as radio, walkman, computer and any of electronic artifacts. I had the curiosity to know everything about the rules, and it gave me great encouragement to know how to make anything I meet. This is also the main reason and motivation for me to get into the fields of industrial engineering. I received Bachelor of Science in Mold and Die Engineering from National Kaohsiung University of Applied Science in beautifully South TAIWAN. In the five years technical education, I was trained to be a technocrat and producer of artifacts. I acquired various technical skills means such as form modeling, mechanics, electronics, including dynamics, ergonomics or human factors engineering. In the end year of study, I founded great interesting in product design and design things that are more friendly, amiability, interactivity and emotional to people, I started exploring with perspective from machine learning, human-centric computing, social psychology, philosophy and focus on making our relationship with technology intellectually intimacy and pleasing. That is what I often ask myself about "Why we need more technology? What kind of artifacts we necessary need?" and "what should it look like?". From the field of fabrication to design, I sought to reduce the gaps between human and machine, and bring computation and interactivity into our daily lives and the world we are living in.

By reading papers from international periodicals and scope of HCI, UbiComp and AmI, I have extended concentration from product design domain to human-scale computing, Context-aware and Ambient Intelligence. Soon after, I was selected into the Graduate Institute of Architecture at NCTU. Take part in the digital media group, I take a opportunity to work with people from different fields such as visual communication designer, architecture researcher, computer science , experienced media composer, cognitive psychology scholar and artist of Applied Arts in NCTU. I started exploring of integrates and embedded information representation into the architectural environment by means of smart artifacts and everyday objects. In other words, augmented reality by providing better " meaningful " to existing places.

Till now, I am still focusing on issues regarding that how enabling media and sensor technology could interlink environment with human unobtrusively, and how aesthetic approach calming, enriching, and empowering out lives and our minds. By involving self-adaptability computer systems that adapt to, and learn form context, the electronics are sensitive to people's needs, customized to their requirements, anticipatory of their behavior, recorded personal memories and responsive to their presence. So that people living easily in digital augmented environments. At that time, my attention is also engaged by social computing concept that visualization of the person presence interlinked with each other.

#Interesting

- Interface design To facilitate people's peripheral awareness of information through attractive, aesthetic and poetic interface :Information Visualization, Augmented physical environment, Ambient User Interface(Peripheral Display).
- Experience Computing Intimacy Every-day life objects, Simplicity
Sensory/Personal experience Computing, Social Media, Affective Computing, Emotional Design.
- Ambient Intelligence Computational Intelligence, Self-adaptability, Proactive gathering, Activity-Centered Computing, Situation context/services, Place-Relevant information.

#Education

- 2003-Present **Master of Science in Architecture**
National Chiao-Tung University Hsin-Chu, TAIWAN
Worked on research in the field of computational design, which explores the interlink between human and environment, including visual design fields and engineering.

Master Thesis:

Digital Backchannel - making additional connections between individuals fragments
Advisor: June-Hao Hou, (<http://140.113.133.1/work.html>)

- 1995-2000 **Bachelor of Science in Mold and Die Engineering,**
National Kaohsiung University of Applied Science Kaohsiung, TAIWAN

#Experiences

- 2005.1-Present **Consultant and Tutor of Physical Computing of HCII** GIA.NCTU
PIC Programming and Physical Computing for HCII Project of Graduate in Architecture, NCTU
- 2003.9-2005.2 **Manager and Tutor of CAD/CAM** GIA.NCTU
Rapid Prototyping and Laser Cutter.
(<http://www.arch.nctu.edu.tw/~unnormal/3d/>)
- 2004.2-2004.9 **Designer of NCTU GIA Gallery** GIA.NCTU
MYSQL, PHP, Flash MX, Database visualization Design& Programming, Individual works.
(<http://www.arch.nctu.edu.tw/studioworks>)
*Some of my works included RP Modeling also showed in the gallery!!

#Works

- 2005 **A proximate sensor for activity zones context**
Foldable Proximate Sensor prototype design, Unfinished works.
(<http://140.113.133.1/~unnormal/patterns/context.doc>)
- 2005 **Mouse.Based.Drawing**, interactive graphic
Programming & Visual designer
(http://140.113.133.1/~unnormal/mouse_based_drawing/)
- 2004 **A.VR-Augmented VR CAVE** (collaborate with Ting-Han Daniel Chen),
contribution: AR Toolkit, C/C++ Programming, Dual-Webcam production & modeling.
- 2004 **TAIWAN Slices** (design workshop in Taipei, collaborate with Ting-Han Daniel Chen)
contribution: Hardware setup and installation design
- 2003 **Music.Bubble** (Interactive Sound Experimental)
(<http://140.113.133.1/~unnormal/musicbubble/>)
- 2003 **i Door** - (class project that Collaborate with Ting-Han Daniel Chen, MAX, Kevin)
contribution: interactive hardware setup,
- 2003 **Reactive Sounder**-The Ambient Soundscape by end table (2003)
Hardware and Programming , visual designer

#Publication

2005 eCAADe **Collective Creativity :
towards cooperative sketches environment in the early design stage**
Full paper accepted in the Proceedings of eCAADe 2005.

2005 IDC **Digital Backchannel :
making additional connections between individuals fragments**
Abstract accepted in the congress of international design, 2005IDC in Taiwan

#Skills&Tools

Visual Design 3D MAX, Photoshop, CorelDraw, Illustrator, Premiere, After Effect, Realist Rendering & Aniamtion Skills.

Interface Design Flash, Director, Processing, Max/Msp+Jitter,

Programming PIC Basic Pro, Action Script, Lingo, Processing Scripting, Flash Communicaiton Server, C/C++, JavaScript, PHP, MySQL, WinSock, Flash XML Socket, CSS/HTML,

Physical Computing PIC Micro-Controller, Basic Stamp, Serial Port, Analog/Digital Electronic, Circuit Implemented
MPLAB IDE v7.0 with PIC Basic Compiler

Mechanical Rapid Prototyping(3D Printing), Laser Cutting, Physical Modeling, Mechanical and Mechanism design

Stuff that I have used!! **WebCamXtra** and **SerialXtra** for Director,
Cv.jit Computer Vision for Max/Msp+Jitter
AR Toolkit VRML for C/C++
Network/Serial Port interface for Flash and Java,