Young Suk Lee
Closing Report
Researching Multi-Sensory Implication through Producing Interactive Creative Art Work

I received the faulty research grant to support my professional development and current creative research during the summer 2016. Indeed, Grant support enabled me to research and develop, both the computer hardware and software components that I employed in my multi—media art; and to research the multi-sensory interactive implication and 3D digital fabrication materials I use in the construction of my artwork. I produced a combination of the multisensory interactive project that is consist of tea table and chandelier, “Tea with Crows” between May and November, 2016. I was able to achieve the following results:

Publication

1. Importantly, I was able to research further about Human Computer Interaction Design while building this project, and I was able to publish two ACM papers.


The ACM TEI Conference 2017: The 11th International Conference on Tangible Embedded and Embodied Interaction, "Tea with Crows: Experiencing Proactive Ubiquitous Technology by Interactive Art", Keio Media Design, Keio University, Tokyo, Japan

Creative Activity

2. This project also gave me the several opportunities to present as an art piece while accepted into the juried exhibitions at the Concordia University Ann Arbor, MI, the Central Michigan University, MI and an international solo show in Seoul, South Korea.

International Solo Exhibition: "The Itchy Soul-Mate", Interactive Multi-Media Exhibition The Fine Arts Center Gallery, Northeastern Illinois University, Chicago, IL

Juried Exhibition: "MYSTERY and ENIGMA", The 2017 Kreft Juried National Exhibition” Kreft Arts Program, Concordia University Ann Arbor, MI

Juried Exhibition: "Materialized: Juried 3D Printed Art", The University Art Gallery Central Michigan University, MI
3. This piece will be displayed at the art track section of the international conference, TEI17: Tangible Embedded and Embodied Interaction at the Keio Media Design, Keio University, Tokyo, Japan (March 17) and this piece has been accepted in the interactive/installation section of CHI17: It's the baggiest international conference on Human factors in Computing system in the Human computer interaction Design field at the Colorado Conventional Center, Denver, Colorado (May 2017).

**Interactivity/Installation track Conference Exhibition CHI2017:**
The 35th international conference on Human factors in Computing system Colorado Conventional Center, Denver, Colorado

**Art Track Conference Exhibition TEI 2017:** "Tea with Crows"
11th International Conference on Tangible Embedded and Embodied Interaction, Keio Media Design, Keio University, Tokyo, Japan