

Ze Gao is a multidisciplinary artist and scientist based in Hong Kong. He serves as Chief Scientist at Cyanpuppets (Guangzhou) and holds the position of Research Fellow with the UNESCO Chair in World Traditional Handcrafts: Inheritance and Innovation. Previously, he served as faculty at Hong Kong Polytechnic University and held researcher positions at the Tongji University-MIT City Science Lab, PolyU-NVIDIA Joint Research Centre, and the Extended Reality & Immersive Media Lab of HKUST. Gao holds a degree from the Maryland Institute College of Art and an MFA from the School of Visual Arts New York. His work bridges art and technology, focusing on **AI-Generated Content**, **Human-Computer Interaction**, **Cultural Heritage**, and **Mixed Reality**. His academic contributions have been published in ACM and IEEE conferences including CHI, SIGGRAPH Asia, Ubicomp, and IEEE VR, etc. His artworks have been showcased globally at tech and art venues such as SIGGRAPH, ISEA, NeurIPS, CVPR, Multimedia, and DIS, and permanent collected at institutions including the Rochester Art Center (USA) and Franco-American Institute (France). His works are recipient of internationally recognized awards including the **Ars Electronica Award**, **Red Dot Design Award**, **Lumen Prize**, **NTU Global Digital Art Prize**, and **OPPO Renovators Award**. He has also served as reviewer, program committee and art jury for leading conferences and journals including ACM CHI, UIST, IEEE VR, ISMAR, PRICAI, ISEA, EVA London, IJHCI, and IJHCS.

Research interests: **AI-generated content**, **Human-Computer Interaction**, **Augmented and Virtual Reality**, **Interaction & Game Design**, **Cultural Heritage**, and **Museum Study**

Education

2020-2024	Ph.D., Academy of Interdisciplinary Studies, Hong Kong University of Science and Technology, Hong Kong SAR, China
2019-2020	Ph.D.,(Transfer out) Faculty of Social Sciences, University of Macau, Macao SAR, China
2018-2019	Visiting Scholar, Department of Philosophy, Sun Yat-sen University, Guangzhou, China
2015-2017	M.F.A., Photographic, Video and Related Media, School of Visual Arts, New York, NY, USA
2014-2015	Postgraduate Certificate., Multidisciplinary Arts, Maryland Institute College of Art, Baltimore, MD, USA

2010-2014 B.A., Photographic and Imaging Arts
Nazareth College, Rochester, NY, USA & SDNU, Jinan, China

Solo Exhibitions

- 2022 *NTU-GDAP 2022, Biennial Competition, Global Digital Art Exhibition, Singapore*
"Reconstruction-Genesis", Shaw Auditorium, HKUST, Hong Kong, China
- 2018 "Classic of Mountains and Seas", Unnamed Gallery, New York, NY, USA
- 2017 "Genesis" Gallery House, Brooklyn, NY, USA
- 2013 "Marginal Men I&II" LORETTE WILMOT LIBRARY, Rochester, NY, USA
- 2013 "Marginal Men I" Rochester Art Center Gallery, Rochester, MN, USA

Selected Group Exhibitions

- 2025 AI Nüshu (AI女书), NeurIPS 2024, Artwork in Creative AI Session, Vancouver Convention Center, Canada
- 2024 AI Nüshu (AI女书) , The 1st China Digital Art Exhibition(首届中国数字艺术大展), China Academy of Art Museum, Hangzhou, China
AI Nüshu (AI女书) , CVPR 2024 AI Art, Jun 17th-21st, 2024 at the Seattle Convention Center, Seattle WA, USA
Lumen Prize, Carla Rapoport Award Winner, 2024
AI Nüshu, Reddot Award – Design Concept Winner, 2024
Industrial Lichen, 2024 ISEA Art Gallery, The 29th International Symposium on Electronic Art (ISEA) 2024, June 21-29, 2023, Brisbane, Australia.
<https://isea2024.isea-international.org/industrial-lichen/>
- 2023 "AI Nüshu (Women's scripts) - An Exploration of Language Emergence in Sisterhood", SIGGRAPH Asia 2023 Art Gallery (SA '23), Sydney, Australia.
Visible Emotions, ARTECH 2023, Faro, Portugal.
Emotion Tracker, ARTECH 2023, Faro, Portugal.
"Symbiosis: From the Present to the Future",
The First Greater Bay Area Metaverse Arts Festival.
"Symbiosis: From the Present to the Future",
The 10th China Visualization and Visual Analytics Conference (ChinaVis 2023) Chongqing, China, 21-24, July, 2023.
"Symbiosis: From the Present to the Future",
1st International Congress and Exhibition on Sustainability in Music, Art, Textile and Fashion (ICESMATF 2023) 26-27 January, Madrid, Spain.
<https://www.icssietcongress.com/icesmatf-2023>.
<https://www.artsteps.com/view/63d044c203f02771af076612>.
- 2022 Participants 2022, State of the ART(ist) 2022, Ars Electronica Festival, 2022.
NTU-GDAP, Biennial Competition, the Nanyang Technological University, Global Digital Art Exhibition, Singapore, 2022.

- ARTeFACTo2022 (Virtual Exhibition:
<http://artefacto.artech-international.org/virtual-exhibition>), International Journal and
 Conference of Transdisciplinary Studies in Arts, Technology and Society, Macau.
 Chinese CHI 2022 (Diamond Award), The Tenth International Symposium of
 Chinese CHI Art Gallery, Guangzhou, China.
 Meditation in Motion: Interactive Media Art Visualization Based on Ancient Tai Chi
 Chuan, ACM Multimedia 2022, Art Exhibition, Lisbon, Portugal.
 ASIA DIGITAL ART EXHIBITION, Times art museum, Beijing, China.
 Metanalysis, Computer Art Congress 7, Geneva, Switzerland.
 Messier 31 Messier -- Contemporary art exhibition,
 Link: <https://mp.weixin.qq.com/s/HL9lcMnAixVvK3kSmo9CWA>.
 Electric Dreams, The 1st CMA International Symposium, and Exhibition,
<https://electricdreams.ust.hk/learning-and-unlearning-in-the-age-of-the-metaverse/>,
 Virtual Exhibition.
 Blossoms; Living Space; Type Between the Spaces, 1st International Congress
 And Exhibition On Art And Design Research (ART&DESIGN-2022),
 Istanbul, Turkey. <https://www.icssietcongress.com/about-art-design>.
 VISIONS, "Water & Color," Centre for Arts and Design, University of Macau, Macau
 China.
- 2021 "Metanalysis" Art Macao: Macao International Art Biennale 2021, Macau, China.
 "Ink elephant" Wild Imagination - Contemporary Ink Art in Guangdong-Hong.
 Kong-Macao from 2000 to 2020, Guangdong Museum of ART, Guangzhou, China.
 Asia Digital Art Exhibition 2021, Times Art Museum — Beijing, China.
- 2020 "Symbiosis - 共生" Collective Exhibition of Macao Visual Arts 2020, Macau,
 Contemporary Art Center - Navy Yard No.1, Macau, China.
 "Metanalysis," The 3rd Exhibition of Contemporary International Ink Design, Beijing,
 China.
 "Genesis" & "Metanalysis" The 3rd Guangdong-Hong Kong-Macao Greater Bay
 Area, Art Exhibition, The Guangzhou Academy of Fine Arts, Guangzhou, China.
 Hold Your Breath, HÜTEN GALLERY, Shanghai, China.
 Digital Image Art Center | DIAC www.digitalimageart.com Online exhibition Art
 Center.
- 2019 The 10th New Star Artist, Top100 Artist Group Exhibition, Jiangsu, China.
 Group Exhibition, SxV Museum of Modern Art — Qingdao, China.
 The Fourth Dawan District Biennale Exhibition of Fine Art and Design, Guangzhou.
 Artwork "Water & Color" Selected for 2019 "Out of focus/Ambiguë" International
 Art Exhibition in Paris at Vanities Gallery, Paris.
 Beijing International Design Week, "Ink and Texture-International Design

- Exhibition", Beijing, China.
- Group exhibition, SVA Gramercy Gallery, 209 East 23rd Street, New York.
- 2018 The third Guangdong-Hong Kong-Macao Greater Bay Area Artworks Academy Awards Biennale, Guangdong.
- 2017 SVA Graduate Thesis Exhibition 2017. SVA Chelsea Gallery, New York, NY, USA
 "Abstract Art in Dialogue," New York School of Interior Design Gallery, New York, NY.
 Group Exhibition at The Hole NYC, New York, NY, USA.
 China-America Young Artists Exhibition, Central Academy of Fine Arts, Jarvis Center, New York, USA.
- 2016 Sino-American Young Artists Exhibition, Javits Convention Centre, New York, NY.
 Exhibition supervised by "Fantastic Art China 2016: New York International Creative Festival".
 Poor Image Art Center | PIAC www.poorimageart.com Online Art Center.
 'It's Elemental: Earth & Air,' Group Exhibition at Valley Art Center in Ohio, Chagrin Falls, OH, USA.
 "Facsimiles" Group exhibition, SVA Gramercy Gallery, 209 East 23rd Street, New York, USA.
- 2015 'When You Got It You Got It, Group Exhibition at Gallery House in Brooklyn, Brooklyn, NY, USA.
 "Water & Color" Décor Art Gallery, Baltimore, MD, USA.
 With JZZP at New York Art Book fair, MOMA PS1, New York, NY, USA.
 MICA 2015 MFA Thesis. MICA Art Gallery — Baltimore, MD, USA.
 MICA Fall Show "Genesis," North Avenue Marker Gallery, Baltimore, MD, USA.
 "Let's look at the light "&" Let's look at Shadow "MICA Studio Center, Baltimore, MD, USA.
- 2014 Pingyao International Photography Festival, Pingyao, Shanxi, China.
 Shandong Normal University Art Gallery, Jinan, Shandong, China.
- 2013 Group Exhibition at The Franco-American Institute, Rennes, France.
 RIT Art Center gallery student-faculty group show, Rochester, NY, USA.
- 2012 Pingyao International Photography Festival 2012 student group show, Pingyao, Shanxi, China.
- 2010 National Agricultural Exhibition Center Group show, DPE--The Second National DV & Photograph Exhibition, Beijing, China.

Publications ^{*}Co-first author, [†]corresponding author

Conferences, Symposiums, Workshops, and Art Gallery

ACM MM/WWW/SIGGRAPH/UbiComp/DIS/TEI are generally regarded as the top-tier publications in Human-Computer Interaction (20-25% acceptance rate), even when considering all HCI journals.

2025 [ACM C&C] Guo, M., Nie, K., Han, J., Fu, J., Wang, G., Wang, X., Chi, Z., & Gao, Z[†]. (2025). Visual storytelling in HCI: A workshop on narrative development through sequential art. In Proceedings of the 2025 ACM Creativity and Cognition Conference (CC '25) (pp. 1–16). Association for Computing Machinery. <https://doi.org/10.1145/3698061.3728391>

[ACM C&C] Guo, M., Chen, R., Nie, K., Gao, Z., & Wang, Z[†] (2025). *LoRA-based pattern generation for Yi ethnic embroidery heritage preservation (Best Pictorial Award)*. In Proceedings of the 2025 ACM Creativity and Cognition Conference (CC '25). Association for Computing Machinery. <https://doi.org/10.1145/3698061.3726964>

[Space CHI] Ze Gao, Yuan Zhuang, Kunqi Wang, and Mengyao Guo[†] (2025, June). *Monitoring the Structural Health of Space Habitats through Immersive Data Art Visualization, Proceedings of Advancing Human-Computer Interaction for Space Exploration (SpaceCHI 2025). SpaceCHI 4.0, June 23-24, European Astronaut Centre, Cologne, Germany.*

[ACM CHI] Guo, M., Nie, Y., Li, Z., Han, J., & Gao, Z[†]. (2025, April). *CyanKitten: AI-Driven Markerless Motion Capture for Improved Elderly Well-Being. In Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (pp. 1-6).*

2024 [SIGGRAPH Asia] Yuanlinxi Li, Mengyao Guo, and Ze Gao[†]. 2024. *Empathy Engine: Using Game Design and Real-time Technology to Cultivate Social Connection (Posters)*. In SIGGRAPH Asia 2024 Posters (SA '24). Association for Computing Machinery, New York, NY, USA, Article 44, 1–3. <https://doi.org/10.1145/3681756.3697867>

[ISEA] Ze Gao[†], Zheng Wang & Xiaolin Zhang. 2024. Documenting the Ephemeral: Strategies for Preserving Early Internet Art. *Proceedings of the 29th International Symposium on Electronic Art (ISEA) 2024, June 21-29, 2023, Brisbane, Australia.* https://www.isea-archives.org/isea2024_presentation_gao_wang_zhang/

[ISEA] Mengyao Guo, Yuanlinxi Li, Yadan Liu & Ze Gao[†]. 2024. Liao-zhai in the Mirror: Exploring Gender Bias and Awareness through Utilizing Serious Games for Gender Education, *Proceedings of the 29th International Symposium on Electronic Art (ISEA) 2024, June 21-29, 2023, Brisbane, Australia.* https://www.isea-archives.org/isea2024_presentation_guo_et-al/

[ISEA] Xingzhi Shi, Mengyao Guo & **Ze Gao**. 2024. Industrial Lichen (**Art Gallery**). *Proceedings of the 29th International Symposium on Electronic Art (ISEA) 2024*, June 21-29, 2023, Brisbane, Australia.
<https://isea2024.isea-international.org/industrial-lichen/>

[ISEA] Yiting Liu, Mengyao Guo, **Ze Gao**. 2024. *SubmergeShots: A VR-based Serious Game for Enhancing Marine Bioscience Knowledge and Conservation Awareness*(**Art Gallery**).*Proceedings of the 29th International Symposium on Electronic Art (ISEA) 2024*, June 21-29, 2023, Brisbane, Australia.

[EVA London] Mengyao Guo, Yuan Zhuang and Feng Gao and **Ze Gao**[†], *The Depth and Complexity of Traditional Painting Versus AI-Generated Art: A comparative analysis using Van Eyck's Arnolfini Portrait*. 2024. DOI: 10.14236/ewic/EVA2024.12

[EVA London] Zheng Wang, Xiaolin Zhang and **Ze Gao**[†], *Evaluating the Impact of Artificial Intelligence Generative Technologies on Representations and Artistic Creation in Women's Books Nüshu*. 2024. DOI: 10.14236/ewic/EVA2024.11

[C&C] Xingzhi Shi, Mengyao Guo, and **Ze Gao**[†]. 2024. *Reconstructing Identity: An Augmented Reality Exploring Self-Objectification (Posters)*. In *Proceedings of the 16th Conference on Creativity & Cognition (C&C '24)*. Association for Computing Machinery, New York, NY, USA, 527–531. <https://doi.org/10.1145/3635636.3664245>

[C&C] Mengyao Guo, Yu Nie, and **Ze Gao**[†]. 2024. *A Technical Demonstration on Streamlining 3D Motion Production Workflows with a Markerless Motion Capture System (Posters)*. In *Proceedings of the 16th Conference on Creativity & Cognition (C&C '24)*. Association for Computing Machinery, New York, NY, USA, 566–570.
<https://doi.org/10.1145/3635636.3665313>

[C&C] **Ze Gao**[†], Mengyao Guo, Yutong Chen, Dongliang Xu, and Zhiwei Wang. 2024. *The Digital Blossoming: Generative Flowers of Ethnic Wisdom (Posters)*. In *Proceedings of the 16th Conference on Creativity & Cognition (C&C '24)*. Association for Computing Machinery, New York, NY, USA, 532–536.
<https://doi.org/10.1145/3635636.3664246>

[HCII] Ziqi Wang, Mengyao Guo, Yikun Fang, Kexin Nie, Hanbing Wang, Xingzhi Shi, Yifan Li, Ze Gao. 2024. *Wings of Imagination: Strengthening Avian Embodiment and Flight Immersion in Virtual Reality Through Multisensory Haptic Feedback*. In *Proceedings of the International Conference on Human-Computer Interaction, HCII 2024*. 411-432, https://doi.org/10.1007/978-3-031-60012-8_26

[ACM CHI] Hua Xuan Qin, Shan Jin, **Ze Gao**, Mingming Fan, and Pan Hui. 2024. *CharacterMeet: Supporting Creative Writers' Entire Story Character Construction Processes Through Conversation with LLM-Powered Chatbot Avatars*. In

Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24). Association for Computing Machinery, New York, NY, USA, Article 1051, 1–19. <https://doi.org/10.1145/3613904.3642105>

[IEEE VR] Yi Wang and **Ze Gao[†]**, "Embracing Tradition Through Technology: The Mixed Reality Calligraphy Studying Environment," (Posters) 2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Orlando, FL, USA, 2024, pp. 711-712, doi: 10.1109/VRW62533.2024.00152.

[IEEE VR] Ziqi Wang and **Ze Gao[†]**, "Enhancing Body Ownership of Avian Avatars in Virtual Reality Through Multimodal Haptic Feedback," (Posters) 2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Orlando, FL, USA, 2024, pp. 713-714, doi: 10.1109/VRW62533.2024.00153.

[TEI] Mengyao Guo, LI Yuanlinxi, **Ze Gao[†]**. 2024. Echoes of Heritage: Exploring the Convergence of Immersive XR and Live-Action Roleplay for Rural Revitalization (WIP). In *Proceedings of the 18th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '24)*. Association for Computing Machinery, New York, NY, USA, Article 88, 11 pages. <https://doi.org/10.1145/3623509.3635266>.

[NIME] Zhen Wu, **Ze Gao**, Hua Xu, Xingxing Yang, and Tristan Braud. 2024. SoundMorphTPU: Exploring Gesture Mapping in Deformable Interfaces for Music Interaction. *Proceedings of the International Conference on New Interfaces for Musical Expression*. DOI: 10.5281/zenodo.13904891

[AHFE] Wang, Z., Liu, S., Mi, J., Wang, H., Jiang, Y., Xu, D., **Gao, Z[†]**. (2024). Exploring the Healing Potential of Tie-dye Art Therapy Using a Younger Generation of College Students' Workshop as an Example. In: Amic G. Ho (eds) *Human Factors in Communication of Design*. AHFE (2024) International Conference. AHFE Open Access, vol 136. AHFE International, USA. <http://doi.org/10.54941/ahfe1004968>

[AHFE] Wang, Z., **Gao, Z[†]**. (2024). Enhancing Body Ownership of Non-Human Avatars in Virtual Reality through Multimodal Haptic Feedback. In: Tareq Ahram and Christianne Falcão (eds) *Human Factors and Wearable Technologies*. AHFE (2024) International Conference. AHFE Open Access, vol 141. AHFE International, USA. <http://doi.org/10.54941/ahfe1005057>

2023 [CELL] Kexin Nie*, Mengyao Guo*, and **Ze Gao[†]**, "Enhancing Emotional Engagement in Virtual Reality (VR) Cinematic Experiences through multi-sensory Interaction Design," 2023 Asia Conference on Cognitive Engineering and Intelligent Interaction (CEII), Hong Kong, Hong Kong, 2023, pp. 47-53, doi: 10.1109/CEII60565.2023.00017.

[CELL] Yuhan Ma*, Weiran Zhao*, Xiaolin Zhang and Ze Gao[†], "Embodied Cognition Guides Virtual-Real Interaction Design to Help Yicheng Flower Drum Intangible Cultural Heritage Dissemination (**Best Paper Award**)" 2023 Asia Conference on Cognitive Engineering and Intelligent Interaction (CEII), Hong Kong, Hong Kong, 2023, pp. 1-7, doi: 10.1109/CEII60565.2023.00009.

[SIGGRAPH Asia] Yuqian Sun, Yuying Tang, Ze Gao, Zhijun Pan, Zhigang Wang, Tristan Braud, Chang Hee Lee, and Ali Asadipour. 2023. AI Nüshu (Women's scripts) - An Exploration of Language Emergence in Sisterhood. In Proceedings of the SIGGRAPH Asia 2023 **Art Gallery** (SA '23). Association for Computing Machinery, New York, NY, USA, 2 page.

[SIGGRAPH Asia] Yuqian Sun*, Yuying Tang*, Ze Gao[†], Zhijun Pan, Yurou Chen, Kejiang Qian, Chuyan Xu, Zhigang Wang, Tristan Braud, Chang Hee Lee, and Ali Asadipour. (2023). AI Nüshu: An Exploration of Language Emergence in Sisterhood Through the Lens of Computational Linguistics. SIGGRAPH Asia 2023 Conference Papers. 7 pages. <https://doi.org/10.1145/3533386>.

[AIGC] Guo Mengyao, Zhang Xiaolin, Zhuang Yuan, Chen Jing, Wang Pengfei, Gao Ze[†] (2024), Exploring the Intersection of Complex Aesthetics and Generative AI for Promoting Cultural Creativity in Rural China after the Post-Pandemic Era, International Conference on AI-generated Content, AIGC 2023, Shanghai, China, August 25–26, 2023, Communications in Computer and Information Science, vol 1946. Springer, Singapore. https://doi.org/10.1007/978-981-99-7587-7_27

[ARTECH] Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, and Ze Gao. 2024. Wearable Devices for Emotion Visualization: State of the Art, Benefits, and Challenges. In Proceedings of the 11th International Conference on Digital and Interactive Arts (ARTECH '23). Association for Computing Machinery, New York, NY, USA, Article 30, 1–10. <https://doi.org/10.1145/3632776.3632794>

[ARTECH] Mengyao Guo, Xiaolin Zhang, Zhiyi Wang, Siqi Chen, and Ze Gao. 2024. Visible Emotions: Exploring the Temporal Dynamics of Artists' Emotional States through Real-Time Visualizations. In Proceedings of the 11th International Conference on Digital and Interactive Arts (ARTECH '23). Association for Computing Machinery, New York, NY, USA, Article 29, 1–4. <https://doi.org/10.1145/3632776.3632795>

[ARTECH] Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, and Ze Gao. 2024. Wearable Devices for Emotion Visualization: State of the Art, Benefits, and Challenges. In Proceedings of the 11th International Conference on Digital and Interactive Arts (ARTECH '23). Association for Computing Machinery, New York, NY, USA, Article 30, 1–10. <https://doi.org/10.1145/3632776.3632794>

[CHCHI] **Ze Gao***, Xiang Li*, Changkun Liu, Xian Wang, Anqi Wang, Liang Yang, Yuyang Wang, Pan Hui, and Tristan Braud. 2024. VR PreM+: An Immersive Pre-learning Branching Visualization System for Museum Tours. In *Proceedings of the Eleventh International Symposium of Chinese CHI (CHCHI '23)*. Association for Computing Machinery, New York, NY, USA, 374–385.

<https://doi.org/10.1145/3629606.3629643>

[CHCHI] Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu, and **Ze Gao†**. 2024. Envisioning Wearable Color-Changing Device to Facilitate Emotion Recognition and Communication in Children with Autism Spectrum Disorder. In *Proceedings of the Eleventh International Symposium of Chinese CHI (CHCHI '23)*. Association for Computing Machinery, New York, NY, USA, 367–373.

<https://doi.org/10.1145/3629606.3629642>

[CHCHI] Mengyao Guo, Xiaolin Zhang, Zhiyi Wang, and **Ze Gao†**. 2024. Exploring Emotions in Art: Innovations in Biometric Monitoring and Real-Time Visualization. In *Proceedings of the Eleventh International Symposium of Chinese CHI (CHCHI '23)*. Association for Computing Machinery, New York, NY, USA, 404–410.

<https://doi.org/10.1145/3629606.3629645>

[CHCHI] Mengyao Guo, Xiaolin Zhang, Zhenzhen Niu and **Ze Gao**. 2023. *Color Modes Wearable Color-Changing Device (Art Gallery)*. In *The Eleventh International Symposium of Chinese CHI (Chinese CHI 2023)*. Association for Computing Machinery, New York, NY, USA.

[CHCHI] Yuqian Sun, Yuying Tang, Zhijun Pan, **Ze Gao**. 2023. AI Nüshu (Women's scripts) (*Innovation Award*) (*Art Gallery*). In *The Eleventh International Symposium of Chinese CHI (Chinese CHI 2023)*. Association for Computing Machinery, New York, NY, USA.

[CHCHI] **Ze Gao**, Yang Ji. 2023. Symbiosis: From the present to the future (*Art Gallery*). In *The Eleventh International Symposium of Chinese CHI (Chinese CHI 2023)*. Association for Computing Machinery, New York, NY, USA.

[CHCHI] Kai Chen, Yuyang Jiang and **Ze Gao**. 2023. Change and Constance: Generation and Diagramming of Chinese Gardens- Image Generation of Traditional Chinese Interfaces Based on SD Model (*Art Gallery*). In *The Eleventh International Symposium of Chinese CHI (Chinese CHI 2023)*. Association for Computing Machinery, New York, NY, USA.

[CHCHI] Yuyang Jiang, Yaqing Cai, Lan Huang, Haohan Yang, Wangyue Liu and **Ze Gao**. 2023. Color Modes Wearable Color-Changing Device (*Art Gallery*). In *The Eleventh International Symposium of Chinese CHI (Chinese CHI 2023)*. Association for Computing Machinery, New York, NY, USA.

Sijin ZHU*, Mengyao GUO*, Yuyang JIANG, Xiaolin ZHANG, Yuan ZHUANG, Zheng WANG and **Ze GAO[†]**. 2023. *Exploring the Impact of ChatGPT on Art Creation and Collaboration: Benefits, Challenges and Ethical Implications (**Best Paper Award**)*. The 6th International Conference on Global Cultural and Creative Industries, ICCI-USC-SJTU, Shanghai, China

Xiaolin ZHANG, Yechen WANG, Yufei WANG, Xishi ZHANG, and **Ze GAO[†]**. 2023. *Exploring the Impact of Gamification in Immersive Virtual Exhibitions: from User Experience Perspective (**Best Paper Award**)*. The 6th International Conference on Global Cultural and Creative Industries, ICCI-USC-SJTU, Shanghai, China

Hanbing Wang, Xiaolin ZHANG, and **Ze GAO[†]**. 2023. *Gamifying the Culture Heritage: Exploring the Potential of Immersive Virtual Exhibitions (**Best Paper Award**)*. The 6th International Conference on Global Cultural and Creative Industries, ICCI-USC-SJTU, Shanghai, China.

[UbiComp] Yuqian Sun*, Xingyu Li*, Jun Peng, and **Ze Gao[†]**. 2023. *Inspire creativity with ORIBA: Transform Artists' Original Characters into Chatbots through Large Language Model (Poster)*. In *Adjunct Proceedings of the 2023 ACM International Joint Conference on Pervasive and Ubiquitous Computing & the 2023 ACM International Symposium on Wearable Computing (UbiComp/ISWC '23 Adjunct)*, October 08–12, 2023, Cancun, Quintana Roo, Mexico. ACM, New York, NY, USA, Pages 78–82. <https://doi.org/10.1145/3594739.3610695>

[ACM DIS] Yan Xiang, Qianhui Fan, Kejiang Qian, Jiajie Li, Yuying Tang & **Ze Gao[†]**. 2023. *Decentralized Governance for Virtual Community(DeGov4VC): Optimal Policy Design of Human-plant Symbiosis Co-creation*. In *Designing Interactive Systems Conference (DIS '23)*. Association for Computing Machinery, New York, NY, USA, 64–70. <https://doi.org/10.1145/3563703.3596621>.

[ACM DIS] Zhen Wu, **Ze Gao** & Tristan Braud[†]. 2023. *Unlogical instrument: Material-driven gesture-controlled sound installation (**Art Gallery**)*. In *Designing Interactive Systems Conference (DIS '23)*. Association for Computing Machinery, New York, NY, USA, 80–86. <https://doi.org/10.1145/3563703.3596643>

[WWW] Simin Yang*, **Ze Gao***, Reza Hadi Mogavi, Pan Hui, and Tristan Braud[†]. 2023. *Tangible Web: An Interactive Immersion Virtual Reality Creativity System that Travels Across Reality*. In *Proceedings of the ACM Web Conference 2023 (WWW'23)*. Association for Computing Machinery, New York, NY, USA, 3915–3922. <https://doi.org/10.1145/3543507.3587432>

[EVA London] **Ze Gao[†]**. 2023. *Envisioning an Immersive Multi-Screen VR System for Museum Archive Browsing*. In *Electronic Visualisation and the Arts*,

EVA 2023, London, UK, July 10-14, 2023, Jonathan P. Bowen, Jon Weinel, and Graham Diprose (Eds.). BCS. pp 160-162
<https://doi.org/10.14236/ewic/EVA2023.26>

[EVA London] **Ze Gao**[†], Simin Yang, and Xingxing Yang. 2023. Symbiotic Hands: A virtual reality interactive system that traverses reality. In *Electronic Visualisation and the Arts*, EVA 2023, London, UK, July 10-14, 2023, Jonathan P. Bowen, Jon Weinel, and Graham Diprose (Eds.). BCS. pp 163-165
<https://doi.org/10.14236/ewic/EVA2023.27>

[ISEA] Yang X^{*}, Wang Z^{*}, & **Gao, Z**[†]. (2023, May). Immersive Possibilities: Archiving Sound Art of Live Performance in the Context of the Metaverse. 28th International Symposium on Electronic Art France 16-21 May 2023, In ISEA2023: SYMBIOSIS. https://www.isea-archives.org/isea2023_3rd_snmaa-presentation_gao_wang_yang

[ISEA] **Gao, Z**[†], Zheng Wang (2023, May). An Immersive Multi-Screen VR System for Museum Archive Browsing in the age of Metaverse. 28th International Symposium on Electronic Art France 16-21 May 2023, In ISEA2023: SYMBIOSIS.
https://www.isea-archives.org/isea2023_3rd_snmaa-presentation_wang_gao

2022 [VRCAI] Wang, A., **Gao, Z.**, Wang, Z., Hui, P., & Braud, T[†]. (2022, December). Envisioning A Hyper-Learning System in the Age of Metaverse (Poster). In *The 18th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry* (pp. 1-2).

[VRCAI] Gao, Z^{*}, Wang, A^{*}, Hui, P., & Braud, T[†]. (2022, December). Bridging Curatorial Intent and Visiting Experience: Using AR Guidance as a Storytelling Tool. In *The 18th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry*, (pp. 1-10).

Zhang Xiaolin, and **Gao Ze**[†]. (2022. 12.10—11) "Human-plant Symbiosis - the Relationship between Humans and Plants in Ecological Art Practice in Contemporary Art Environment ", [International Conference on Ecoaesthetics and Contemporary Art](#), School of Arts, NJU, Nanjing, China.

[ARTeFACTo] **Z. Gao**, X. Zhang, S. Zhu, and T. Braud[†], "Metanalysis: A connected-wall video installation based on the movement of traditional Chinese ink painting (Best Paper Award) " 2022 Third International Conference on Digital Creation in Arts, Media, and Technology (ARTeFACTo), Macao, Macao, 2022, pp. 1-6, doi:10.1109/ARTeFACTo57448.2022.10061258.

[CHCHI] Anqi Wang, Yue Hua & **Ze Gao**. 2024. *Phygital Distributed City*

(Diamond Award) (Art Gallery). Interspaces Between Nature and the City. In Proceedings of the Tenth International Symposium of Chinese CHI (Chinese CHI '22). Association for Computing Machinery, New York, NY, USA, 291–303. <https://doi.org/10.1145/3565698.3587395>

[CHIPLAY] Danlu, F., Ze, G., Linping, Y., & Zikai, W[†]. (2022, November). CollectiAR: Computer Vision-Based Word Hunt for Children with Dyslexia (WIP). In Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (ACM CHI-PLAY). Bremen, Germany.

[ART&DESIGN] Gao, Z., Wang, A., & Hua, Y. (2022, September). The All-Seeing Eye, 1st International Congress And Exhibition On Art And Design Research (ART&DESIGN-2022), Istanbul, Turkey.

[ICMI] Wang, A., Gao, Z., Lee, L. H., Braud, T., & Hui, P[†]. (2022, November). Decentralized, not Dehumanized in the Metaverse: Bringing Utility to NFTs through Multimodal Interaction (**Best Paper Award in Blue Sky**). In Proceedings of 2022 International Conference on Multimodal Interaction (ACM ICMI). Bengaluru (Bangalore), India.

[ACM MM] Gao, Z^{*}, Wang, A^{*}, Hui, P., & Braud, T[†]. (2022, October). Meditation in Motion: Interactive Media Art Visualization Based on Ancient Tai Chi Chuan (**Art Gallery**). In Proceedings of the 30th ACM International Conference on Multimedia. Lisbon, Portugal. DOI:<https://doi.org/10.1145/3503161.3549967>.

[CAC.7] Gao, Z^{*}, Wang, A^{*}, G. Varvara., Hui, P., & Braud, T[†]. (2022, September). Digital Art in the Age of Metaverse and NFT: Content and Creation, In the Proceedings of the 7th Computer Art Congress, Geneva, Switzerland. ISBN 9979-10-90094-58-1, <http://www.europia.org/edition/livres/art/CAC7.htm>

[CAC.7] Gao, Z[†]. (2022, September). Metanalysis (**Art Gallery**), In the Proceedings of the 7th Computer Art Congress, Geneva, Switzerland. ISBN 9979-10-90094-58-1, <http://www.europia.org/edition/livres/art/CAC7.htm>

[WAC] Gao, Z[†], Man, S., & Wang, A. (2022, October). AI Art and Design Creation Industry: The Transformation from Individual Production to Human-Machine Symbiosis. In 2022 World Automation Congress (WAC) (EI)(pp. 52-56). IEEE.

[ISEA] Gao, Z., & G. Varvara[†] (2022, June). The future of art museums in the digital age: Using virtual reality for archiving purposes. 27th International Symposium on Electronic Art Barcelona 10-16 June 2022, In ISEA2022: Possibles. <https://www.isea-archives.org/isea2022->

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- 2021 [ICEECA] Lin, L., & Gao, Z. "Rapid Drawing Fractal Graphics by Creative Programming Software", 2021 International Conference on Electronic, Electrical and Computer Applications (ICEECA2021)(EI), 25-27 June 2021, Tianjin, China.
- 2020 [ICCESE] Lin, L., & Gao, Z. (2020). Exploration of Modern Visual Design Thinking in Chinese Traditional Culture: Taking the Image Design of Shan Hai Ching Monsters as an Example. In 4th International Conference on Culture, Education and Economic Development of Modern Society (ICCESE 2020) (EI)(pp.268-271), Atlantis Press.
- 2017 [Leonardo] Leonardo Abstracts Service, Gao, Ze "Metanalysis - The Classic of Mountains and Seas: Transforming Ancient Chinese Mythology through Contemporary Expressions." Master's , School of Visual Arts, 2017, <https://leonardo.info/leonardo-abstracts-service/47137>

Journals and Magazines

- 2025 [SSCI & AHCI] Chen Jing, Zhang Manling, Guo Mengyao and Gao Ze. The role of risk attitudes in shaping digital privacy preferences: evidence from a large-scale survey. **Humanities & Social Sciences Communications**, 12, 109 (2025). <https://doi.org/10.1057/s41599-025-04423-9>
- 2024 [CSSCI] Chen Ping, Guo Mengyao, Gao Ze. Promoting international Communication of China's Cultural Heritage Through Digital Media and Diverse Approaches [J]. **Journal of Northwestern Polytechnical University** (Social Science Edition), 2024(2):81-91.
- Hanbing Wang[†], Ze Gao, Xiaolin Zhang, Junyan Du, Yidan Xu, Ziqi Wang, Gamifying cultural heritage: Exploring the potential of immersive virtual exhibitions, Telematics and Informatics Reports, Volume 15, 2024, 100150, ISSN 2772-5030, <https://doi.org/10.1016/j.teler.2024.100150>.*
- Sijin Zhu, Zheng Wang, Yuan Zhuang, Yuyang Jiang, Mengyao Guo, Xiaolin Zhang, Ze Gao[†], Exploring the impact of ChatGPT on art creation and collaboration: Benefits, challenges and ethical implications, Telematics and Informatics Reports, Volume 14, 2024, 100138, ISSN 2772-5030, <https://doi.org/10.1016/j.teler.2024.100138>.*
- 2023 [SCI] Muhammad Yaqoub, Ze Gao[†], Xiaoxian Ye, Khaled Al-Kassimi, Zhiming Chen & Wang Haizhou (2023) Three decades of glocalization research: bibliometric analysis, **Cogent Social Sciences**, 9:2, DOI: 10.1080/23311886.2023.2245239

Sijin Zhu & **Ze Gao**[†].(2023) Research on barrier-free wayfinding and navigation **International Journal of New Developments in Engineering and Society**, ISSN 2522-3488 Vol. 7, Issue 5: 55-60, DOI: 10.25236/IJNDES.2023.070509

Sijin Zhu & **Ze Gao**[†].(2023).Flat Earth: An Approach to Enhance Public Responsibility to Motor Impaired People. **International Journal of Frontiers in Sociology**(3). doi:10.25236/IJFS.2023.050307.

[A&HCI] **Gao, Z.**, Braud. T and G. Varvara. “VR-Driven Museum Opportunities: Digitized Archives in the Age of the Metaverse”. **Artnodes**, Num. 32, July 2023, pp. 1-14, doi:10.7238/artnodes.v0i32.402462.

2022 Zhang Xiaolin, and **Gao Ze**." The "Rebellion" against Traditional Art——Aesthetics and Concepts in Ready-Made Art since Duchamp." **Fashion China**. China Fashion Designers Association, Beijing, 2022(11):63-69.

[SCI] Sihuang Man, **Ze Gao**[†], "Digital immersive interactive experience design of museum cultural heritage based on virtual reality technology," **J. Electron. Imaging** 32(1), 011208 (2023), DOI: 10.1117/1.JEI.32.1.011208.

2021 [SCI] **Ze Gao**, Lin Lin, and Zhihan Lv[†]. 2021. The Intelligent Integration of Interactive Installation Art Based on Artificial Intelligence and Wireless Network Communication. **Wirel. Commun. Mob. Comput.** 2021. DOI: <https://doi.org/10.1155/2021/3123317>.

[CSSCI] **Gao, Z.** “Microgod”; “View Illusion” (Artworks). **Journal of Journalism & Communication**. Works of Gao Ze [J]. Press, 2021(08): 95. DOI:10.15897/j.cnki.cn51-1046/g2.2021.08.002.

Gao, Z. “Analysis of the influence of modern VR technology on digital media art design”, **Journal of International Education Forum**, Frontier Scientific Publishing, 3.3(2021):52-53. ISSN:2705-1196(P)/ 2705-120X (O) <http://front-sci.com/journal/article?doi=10.12238/jief.v3i3.4005>

2019 Lin Lin and **Ze Gao** (2019) Exploration of the Teaching Mode of Digital Creation of Traditional Art in the Age Of Digital Media, 2019(32):1.**Information Week**, Publication No: ISSB1673-5080, CN11-5419/G3 2019 No.32.

Ze Gao and Lin Lin (2019) A Study on Different Attitudes and Ways of Chinese Contemporary Art Creation on Traditional Cultural Symbols, 2019(32):1. **Information Week**, Publication No: ISSB1673-5080 , CN11-5419/G3 2019 No.32.

Lin Lin and **Ze Gao**,(2019) The Transformation of New Media Art Creation Thinking

in the Digital Age, Tokyo Literature, Publication No: ISSN: 2095-8250, CN: 41-1431/J, March, 2019, CNKI China Journal Database.

Ze Gao, (2019) *Extension of the Development of Contemporary Art and Chinese Studies (周易)*, 2019(10):1. *Shan Hai Jing Magazine, Cutting Edge Education International Journal*, Publication No: ISSN1002-6215, CN: 33-1032/I.

Books and Book Chapters

2024 Ziqi Wang, Mengyao Guo, Yikun Fang, Kexin Nie, Hanbing Wang, Xingzhi Shi, Yifan Li and **Ze Gao**[†] (2024). Wings of Imagination: Strengthening Avian Embodiment and Flight Immersion in Virtual Reality Through Multisensory Haptic Feedback. In: Streitz, N.A., Konomi, S. (eds) *Distributed, Ambient and Pervasive Interactions*. HCII 2024. Lecture Notes in Computer Science, vol 14719. Springer, Cham. https://doi.org/10.1007/978-3-031-60012-8_26

2023 Mengyao Guo, Xiaolin Zhang, Yuan Zhuang, Jing Chen, Pengfei Wang and **Ze Gao**[†] (2023). Exploring the Intersection of Complex Aesthetics and Generative AI for Promoting Cultural Creativity in Rural China After the Post-pandemic Era. In: Zhao, F., Miao, D. (eds) *AI-generated Content. AIGC 2023. Communications in Computer and Information Science*, vol 1946. Springer, Singapore. PP 313-331 https://doi.org/10.1007/978-981-99-7587-7_27

Ze Gao, "Art and Machines" **Scholar Publishing Group**, Published Date: April 15th, 2023, Page Length: 634, Language: English ISBN: 978-1-80053-915-0, Price: £64.90, <https://scholar-press.com/books/978-1-80053-915-0>, Available on British Library: <https://www.bl.uk/>.

2020 Cheng Qin and **Ze Gao**, "Research on the current situation and trend of digital media art" Deputy Editor in Chief, **Jilin Fine Arts Publishing House**, Standard Book Number: ISBN:978-7-5575-2948-2.

2019 Han Wang and **Ze Gao**, "Inheritance and Creation: Chinese Traditional Culture in Contemporary Design", **Beijing University of Technology Press**, Standard Book Number: ISBN:987-7-5639-6490-1.

Software Copyright

2020 **Ze GAO** "New media interaction design online learning platform software" Copyright of the State Copyright Administration of the People's Republic of China Software type: application software certificate No.: 06660317.

Certificates and Other Abilities

- 2025 Fitness Dietitian Specialist (DT2018-8228), International Federation of BodyBuilding & Fitness (IFBB)
- 2024 *The National Senior Psychological Counselor Certificate(Level 2) (CGCC311723033129), approved by Commercial Occupational Skill Testing and Instruction Center of the People's Republic of China.*
- 2023 *Carbon Manager Certificate (23100019376), approved by the Ministry of Human Resources and Social Security of the People's Republic of China*
- 2012 *The National Senior Makeup Artist Certificate (1215010000310520), approved by the Ministry of Human Resources and Social Security of the People's Republic of China.*
- 2011 *The National Senior Photographer Certificate (1215010000308101), approved by the Ministry of Human Resources and Social Security of the People's Republic of China.*

Awards / Fellowships

- 2025 The Ars Electronica Award for Digital Humanity 2025
- 2024
- 2023 Innovation Award, Chinese CHI Art Gallery 2023.
Shortlisted, ChinaVis Art Gallery 2023
Merit Award, The First Greater Bay Area Metaverse Creation Competition
- 2022 *Diamond Award, Chinese CHI Art Gallery 2022*
Shortlisted, NTU Global Digital Art Prize(NTU-GDAP) 2022
Shortlisted, Top 100 works, OPPO Renovators 2022
Shortlisted, Infinite Game, State of the ART(ist) 2022, ARS ELECTRONICA
- 2020 Invited Artist Award, The Third International Contemporary Ink and Wash Design Biennale, Beijing International Design Week, Beijing, China.
Third Prize, "Layout Design" The Third National University Digital Creative Teaching Skills Competition.
First Prize, The Fourth National Youth Cup National College Art and Design, Competition.
- 2019 First Prize, "New Media Animation Interaction" Won the 12th National (China) Aesthetic Education Teaching Achievement Exhibition, Art Education Committee of the Chinese American Artists Association.
[The 10th New Star Artist Award in 2019](#), Shortlisted for Top 100 Artists, Nanjing, China.
Shortlisted Award, Beijing International Design Week, Ink and Pattern Collection - International Design Characteristic Exhibition, Beijing, China.

- Excellent Award, “Contemporary Creative Design” The Second National University Digital Creative Teaching Skills Competition.
- Times Golden Calf Award, China Business Advertising Association.
- 2018 Outstanding Award, The First Guangdong Hong Kong Macao University art exhibition & The Third Guangdong University Art Academy Award Biennale, Guangdong Artists Association, Guangzhou, China.
Outstanding Award, Art China Chinese-American Young Artists Competition, New York, USA.
- 2017 Outstanding Alumni Award, School of Visual Arts, New York, USA.
AICAD Teaching Fellowship (Nomination). Association of Independent Colleges of Art & Design.
- 2016 China-America Youth Artist Art Exhibition Award, Fantastic Art China - International, Creative Festival.
- 2015 Professional Women Photographer Award, Catherine Kirkpatrick Selection
Alice Beck-Odette Fellowship, School of Visual Arts, New York, USA.
SCAD Honors Award, Savannah College of Art and Design, Savannah, GA, USA.
- 2014 Robert J. Hill Award, Cranbrook Academy of Art, Bloomfield Hills, MI, USA.
Merit Fellowship 2014, Maryland Institute College of Art, Baltimore, MD, USA.
- 2012 Undergraduate Award, Department of Image Arts, Rochester, NY, USA.
- 2011 Best Image Award, The 9th National College photography art exhibition, Beijing, China.
The Third Prize, DPE Second National Photography & Video Competition, Beijing, China.
- 2010 Elinchrom Fellowship, Elinchrom LTD, Renens, Switzerland.

Professional Service

Member, Leonardo Network Directory (LED), <https://leonardo.info/network/36402>

Member, China Society of Image and Graphics, CSIG

Member, Shandong Photographers Association

Director, Shandong Youth Photographers Association

Judge, National Science and Technology Innovation Competition for University Students ('18)

Judge, National Student Advertising Art Competition ('18, '19)

Committee

ISEA '23 '24 Conferences International Program Committee & Art Jury

EVA London '22, '23, '24 Conferences Program Committee

ACM Chinese CHI '23 Art Gallery Committee

ACM CHI PLAY '22,'23 Work-in-Progress Committee

SIGGRAPH Asia '21,'22 Emerging Technologies Committee

Invited Reviewer

ACM CHI '21,'22,'23,'24 / ACM VRCAI '21,'22,'23 / ACM MM '22,'23 / ACM ICMI '21,'22 / ACM DIS '21,'22,'23 / ACM TEI '24 / ACM SIGGRAPH Asia Art '23 / ACM CHI PLAY '21,'22 / IEEE VR '22,'24 / ACM Ubicomp-ISWC '23 / ACM UIST '24 '25 / AIGC '23 / ISEA '21,'22,'23 / EVA London '22,'23,'24 / MLIS '23 / CVVR '23/ Cumulus '23,'24,'25/ ISMAR '24,'25/ PRICAI '25

International Journal of Human-Computer Studies '22, '23, '24, '25 / International Journal of Human-Computer Interaction '20,'23, '24,'25' / Journal of Asian Architecture and Building Engineering '23/ Cogent Arts & Humanities '22,'23 / Cogent Social Sciences '22,'23 / Heliyon '22,'23 / PeerJ Computer Science '24,'25' / Behaviour & Information Technology 25'/ The China Quarterly 25'/ Lateral Journal 25' / Computers in Human Behavior Reports 25'/ Cogent Education 25'/ Computers in Human Behavior: Artificial Humans 25'/Egyptian Informatics 25'/ Computers in Human Behavior Reports 25' /Journal of electromyography and kinesiology 25'

Invited / Keynote Speaker

Monitoring the Structural Health of Space Habitats through Immersive Data Art Visualization, MIT SpaceCHI 4.0 at the European Astronaut Centre.

Computational Creativity, The Global Design Future Network 2023, School of Arts & Design at Tsinghua University cooperated with the Department of Design at Politecnico di Milano.

[The 8th Qilu Youth Forum Art Sub-forum](#), School of Art, Shandong University.

School of Design Arts and Media, Nanjing University of Science and Technology

Computational Media and Arts (CMA), The Hong Kong University of Science and Technology (Guangzhou)

The Second Golden Walnut International Young Scholars Forum, Communication University of China, Beijing, China

SUSTech School of Design, Shenzhen, China

The 8th Qilu Youth Forum, Art Sub Forum, Fine Arts School, Shandong University, Jinan, China
<https://www.en.sdu.edu.cn/info/1157/7144.htm>

International Doctoral Student Forum of Art Studies, School of Art, Peking University, Beijing, China

<https://mp.weixin.qq.com/s/pFC-wHwaB1i41W7sec7TBg>

2023 the 1st International Conference on AI-generated Content (AIGC2023), Shanghai, China
<https://icaigc.org/>

Forum for Outstanding Young Scholars from Home and Abroad (Jun 18, 2023), The School of Arts of Chongqing University, Chongqing, China
<https://news.cqu.edu.cn/archives/news2/content/2023/06/18/60a9730c61cd2be32ab54636bd50a5d330ba23fe.html>

EUROPL '24, 2nd International Congress and Expo (Nice, FR)
<https://signatureconferences.com/europl2024/invited-speakers>

MLIS '23, The 5th International Conference on Machine Learning and Intelligent Systems (Macau S.A.R, CHN) <http://www.machinelearningconf.org/Speaker>

Global Digital Art Prize, Nanyang Technological University, (Singapore, SG) <https://blogs.ntu.edu.sg/gdap/>

Computer Art Congress 7 '22
https://events.zoom.us/j/Avw7nhVCR9iSFBBUYs4jPcS4u_9QBGGFxLSqaPn90jeISYq1Eg6M~AggLXsr32QYFjq8BIYLZ5I06Dg

ARTeFACTo 2022 MACAO, University of Saint Joseph, (Macau S.A.R, CHN)
<https://artefacto.artech-international.org/>

Research Grants

2023 Research project of Chinese Academy of Management Sciences (KJCX25708), "Exploring the deep impact of Artificial Intelligence on rural revitalization of Side Rode in the framework of culture and arts: new ways of development and opportunities for innovation."

Research project of National Social Science Foundation of China (20CJY045)

2022 Research project of Science Education Innovation Research Center, China Academy of Educational Sciences (2022 important), "Solutions for the innovative integration of artificial intelligence and traditional culture". Project No. JKY16901.

2019 Research project of education and scientific research in Guangdong Province (2019 general), "Strategy Research on the Cultivation of art image reading ability of Primary and secondary school Students in the Era of visual culture". Project No. 2019GXJL204.

Teaching Reform Project, "The Development of American Contemporary Art and I-Ching", 2019 National Social Science & Art Funding Project.

2018 Research project of education and scientific research in Guangdong Province (2018 important), "Innovative and practical image new media education

research, taking VR panoramic image production as an example”.
Project No. 2018GXJK264.

Teaching Reform Project, Revision of ‘I-Ching and Contemporary Art’, South
College of Sun Yat-Sen University, (College-Level funding), 2018.

Teaching Reform Project, “New Vision of Image Vision”, translated and edited,
The 13th Five-Year Plan for Philosophy and Social Science project,
(Province-Level funding).

Academic Activities

- | | |
|------|---|
| 2023 | The Hong Kong Academy for Performing Arts (HKAPA) "Creative Arts Management and Leadership Training in the Greater Bay Area", National Arts Foundation (General) 2023 Project, Hong Kong SAR, China |
| 2023 | Guangdong, Hong Kong and Macao Greater Bay Area Youth Creative Design (Creative 100) Talent Training Program, Institute of Cultural Heritage and Creative Industries, Jinan University and Beijing Chen Jianghe Public Welfare Foundation, Guangdong, China |
| 2023 | Participating Scholars, 2023 Summer Seminar on Art Philosophy, School of Philosophy, Fudan University |
| 2022 | Participating Scholars, The Resurrection of the Classics: An Introduction to the Masterpieces of European and 2022 American Art Philosophy, 2022 Summer Seminar on Art Philosophy, School of Philosophy, Fudan University |
| 2022 | Finalist Artist, NTU Global Digital Art Prize 2022 (GDAP 2022), Nanyang Technological University, Singapore |
| 2022 | Artist & Researcher Tongji University - MIT City Science Lab, Shanghai, China |
| | - Research on decentralization incentive policy |
| | - Carbon neutralization simulation X Metaverse |
| 2022 | Participating Scholars, Research on "Art Communication", Fudan Intensive Summer Teaching(FIST), Graduate School of Fudan University, Shanghai, China |
| 2022 | Participating Scholars, The Resurrection of the Classics: An Introduction to the Masterpieces of European and 2022 American Art Philosophy", 2022 Summer Seminar on Art Philosophy, School of Philosophy, Fudan University, Shanghai, China |
| 2021 | Artist & Researcher Extended Reality and Immersive Media (XRIM) Lab at HKUST, Hong Kong, China |
| 2021 | Artist & Researcher “X+ART” International Innovation Launch Program, China-Italy Design Innovation Hub, Tsinghua University, Beijing, China |
| | - Research on Art & Technology (X-Ray Technology) |
| 2019 | Finalist Artist, 2019 Beijing International Design Week (BJDW), Beijing, China |

- 2019 Finalist Artist (Top100), The 10th New Star Art Award Nanjing, China
- 2019 Participating Scholars, Research on "Art Communication", Fudan Intensive Summer Teaching(FIST), Graduate School of Fudan University, Shanghai, China
- 2018 Participating Scholars, The 1st TouchDesigner Chinese Forum, Shanghai, China
- 2018 Guest Lecture, Third Workshop on "Intangible Culture" School of Art and Design, Yunnan University, Kunming, China
- 2018 Award Artist Talk, The 10th National University Student Advertising Design Competition Award Ceremony and Teachers' Achievement Exchange Meeting, Beijing Normal University & Hong Kong Baptist University United International College (UIC), Zhuhai, China
- 2018 Participating Scholar, National Seminar on Teaching Logic and Critical Thinking in Universities, Department of Philosophy, Sun Yat-sen University, Guangzhou, China
- 2018 Academic Guest, Columbia Asia Technology Entrepreneurship Conference (CATEC), Hong Kong Convention and Exhibition Centre, Hong Kong, China
- 2018 University student volunteer Teacher leader, Lianzhou International Photography Exhibition, Lianzhou, China
-Responsibility for the exhibition & museum opening activities

Residencies

- 2020 Sichuan Fine Arts Institute, Chongqing, China
- 2019 University of Bonn, Bonn, Germany
- 2018 Yan- Garden, Dongguan, Guangdong, China
- 2015 Gallery House, Brooklyn, NY, USA
- 2014 University of Glasgow, Glasgow, Scotland, UK

Selected Press/Artworks

- 2023 The Complete Collection of Contemporary Art, pages 441-445, ISBN 978-1-62437-445-6, May 2023, First version, CHINA INTERNATIONAL PRESS GROUP LIMITED
- 2022 *the 7th Computer Art Congress, Geneva University of Art and Design, Avenue de Châtelaine 5, CH-1203 – Geneva, Switzerland.*
New Media Art Archiving, International Symposium on Electronic Art Conference, Jun10.
<https://isea2022.isea-international.org/event/long-paper-the-future-of-art-museums-in-the-digital-age-vr-for-archiving-purpose/>
- 2021 *Musee Magazine "Let's look at the Shadow",*
<https://museemagazine.com/culture/2021/3/8/photo-journal-monday-ze-gao/>.

- 2018 The Fifth "Intangible Culture" Lecture, Department of Art and Design, Yunnan University, <http://www.art.ynu.edu.cn/info/1038/1741.htm> November 5.
- 2017 Abstract Art in Dialogue, <http://www.bjsddesign.com/dinfo/index/id/168/aid/739.html> June 29.
'Bra's one day – photojournalism, *Shandong Pictorial Magazine*, May.
- 2016 Inheriting the Hurricane, SEPTEMBER 2016 ISSUE, FOUNDRY.
<https://www.foundryjournal.com/chen.html>
Ghost Girl in the Recovery Room, SEPTEMBER 2016 ISSUE, FOUNDRY.
<https://www.foundryjournal.com/givhan.html>
Like Sky Lit Moon, SEPTEMBER 2016 ISSUE, FOUNDRY.
<https://www.foundryjournal.com/lester.html>
Marks of Beauty, Professional Women Photographers, Since 1975, Interview by Catherine Kirkpatrick.
<https://www.pwponline.org/marks-of-beauty-the-photography-of-ze-gao/>
Catherine Kirkpatrick, Interview, Sinovision English Channel, New York, NY, USA March 5.
- 2013 *Analysis of Photographic Works*, Donghua University Press, Professional Teaching Materials, Authors: Yu Xiaofeng, p154 "1992s".
- 2011 *Photography Composition*, Shanghai People's Fine Arts Publishing House, Professional Teaching Materials, Authors: Jinquan Nie, p94, p82, p105.

Selected Artist Talks / Lectures

- 2022 Artist Talk, The 7th Computer Art Congress(2022.09.01-09.02), Geneva University of Art and Design, Geneva, Switzerland.
Artist Talk, ISEA 2022 - Possibles, 27th International Symposium on Electronic Art (2022.06.10-06.16), Barcelona, Spain.
- 2019 Invited talk, Alter Gallery (2019.01.05-01.06), Panelist, Shanghai, China.
Visiting Artist, Design Academy Eindhoven, Eindhoven, Netherlands.
Visiting Artist, the University of Bonn, Bonn, Germany.
- 2018 Roundtable Discussion, The 10th College Students Advertising Creative Competition
Teachers Conference (2018.10.18-10.21), Panelist, UIC, Zhuhai, China.
Invited Speaker, Department of Art and Design, Yunnan University, The Fifth "Intangible Culture" Lecture(2018.11.01-11.04), Yunnan University, Kunming, China.
Guest Speaker, 2018 National University Logic and Critical Thinking Teaching Seminar(2018.11.16-11.18), Panelist, Sun Yat-Sen University, Guangzhou, China.
Invited Guest, Columbia University Science and Technology Seminar, Panelist,

- Hong Kong Conference Center, Hong Kong.
- 2017 Artist Talk, BFA Photo & Video Department, School of Visual Arts, New York, USA
- 2016 Guest Artists Talk, Abstract Art in Dialogue (2016.01.24-01.28), New York School of Interior Design, New York, USA.
- Invited Artist, Cross-Culture Dialogue: China-America Young artists Exhibition(2016.02.06-02.10), Jarvis Center, New York, USA.
- 2015 Visiting Artist, CUNY Hunter College, New York, NY, USA.
- Artist Talk and Q&A, Gallery House, Brooklyn, NY, USA.
- 2014 Visiting Artist, University of Glasgow, Glasgow, Scotland, UK.
- 2012 Artist Talk: Lorette Wilmot Library, Nazareth College, Rochester, NY, USA.

Teaching & Research Experience

- 2025 - **Research Fellow**, UNESCO World Heritage Chair in Traditional Crafts Transmission and Innovation, Guangzhou, China
- 2025 - **Chief Scientific & Research Fellow**, Cyanpuppets, Guangzhou, China
- 2024 -25 **Research Assistant Professor**, School of Design, PolyU, Hong Kong SAR
- 2022 - **Researcher**, Tongji- MIT City Science Lab @ Shanghai, Shanghai, China
- 2020 -23 **Researcher**, HKUST Extended Reality and Immersive Media (XRIM) Lab, Hong Kong SAR
- 2020 -21 **Adjunct Faculty**, Faculty of Innovation and Design, City University of Macau, Macau, China.
- 2018 - **Adjunct Faculty**, School of Arts and Design, Yunnan University, Kunming, China.
- 2018 -22 **Assistant Professor**, Department of Art and Design, South College of Sun Yat-Sen University, Guangzhou, China.
- 2015 -17 **Instructor**, Digital Media Lab (ICP), New York International Center of Photography, New York, USA.
- 2014 -15 **Teaching Assistant**, Maryland College of Art, Baltimore, MD, USA.
- 2013 -14 **Psychological Assistance & English Teacher**, Chinese Academy of Sciences, Ya'an Psychological Assistance Station, China.

Collections

- 2019 Beijing Daxing International, Beijing, China
- 2017 Rochester Art Center, Rochester, MN, USA

2015	Maryland Institute College of Art, Bunting Center, Baltimore, MD, USA
2014	Franco-American Institute, Rennes, France
2012	Lorette Wilmot Library, Rochester, NY, USA