

CV

PDF

ENG

한

Kiryung Arrddon Nam

Media Artist & Interaction Designer & Creative Learning Researcher[Website | arrddon.com](http://arrddon.com)[Email | arrddon@gmail.com](mailto:arrddon@gmail.com)[Instagram | @arrddon](https://www.instagram.com/arrddon)

About

Arrddon is a media artist, interaction designer, and creative learning researcher working at the intersection of art, technology, and human experience. His practice explores collective imagination by treating society and community as the material of his work. He draws out unexpected interactions and sensorial experiences, focusing on the resonances that emerge between people. Extending this approach, he develops workshops and collaborative systems as artistic practices that explore how collective creativity can shape new forms of learning and connection.

He studied Arts Management at Korea National University of Arts (K-Arts) and founded the artist collective <Rigidbody>, facilitating participatory workshops and collaborative creation. As an Adjunct Professor at K-Arts, he researched art-technology convergence and creative learning environments. He is currently pursuing an MA in Information Experience Design at the Royal College of Art, London, and leads research at the Center for Creative Intelligence Design (CCID) in Seoul, focusing on generative AI, interaction design, and prototyping for innovation projects.

Professional Practices

11. 2024 - ongoing **Lead Researcher** | CCID (Center for Creative Intelligence Design), Seoul | Research on generative AI, interaction design, and prototyping
08. 2021 - ongoing **Creative Director** | Artist Collective <Rigidbody>
03. 2022 - 08. 2025 **Adjunct Professor** | Korea National University of Arts, The Department of Multimedia | Lectures on Digital Media Visual (School of Film, TV & Multimedia), Stage Multimedia Design (School of Drama), AI Experience Design (School of Visual Arts)
10. 2023 - 09. 2024 **Director of C&D Planning Group** | Smilegate FutureLab | Led creative planning for learning initiative

Selected Works - Exhibitions & Performances

- 2025 **VAEKKER Retrospective Exhibition: AI Commune on Capitalism's Stage** | ArtKoreaLab Showroom
- 2024 **Dance of Objects** | Performance, Howling Live, Seoul Arts Center Agora
- Gravity** | Performance, Howling Live, Junglyeogjang
- Experimental Vacation** | Exhibition, ArtKoreaLab SpaceD
- 2022 **From Mic to Love** | Art Game, Platform Pampa
- Talking of Beloved Things Vol.2** | Educational Workshop-linked Exhibition, Seoul Senior Welfare Center & Artspace Isak
- 2021 **Museum Maker** | Art Game, Commissioned by Seoul Museum of Art, presented in *Collection_Open Hacking Mining*, AR Application
- Home in Seoul 100!** | Art Game, Online Media Arts Project supported by Arts Council Korea
- Home in Seoul** | Art Game, Seoul Museum of Art
- 2020 **Fn(M)** | Exhibition, Korea Creative Content Agency (Cultural X Media Art)
- 2019 **WLB Tutorial** | Art Game, Korea Creative Content Agency
- 2018 **Comes and Goes** | Site Specific Serial performance, Seoul Foundation for Arts and Culture (SFAC)

Selected Works - Creative Learning

- 2025 **Eyes and Ears of You, Me and the Computer** | Smilegate Futurelab SEED16, Participating Artist & Tutor
- <AI Commune> Workshop** | ArtKoreaLab Super Test Bed Basic Training, 퍼실리테이터
- Creative Technical Study** | Korea National University of Arts, Art Collider Lab, ACCave, Director
- VAEKKER#09: SOUND OF VISION** | Artist Collective <Rigidbody>, Director & Facilitator
- VAEKKER#08: TOUCH AI-NPC** | Artist Collective <Rigidbody>, Director & Facilitator
- VAEKKER#05: AI + VFX - Next-Gen Workflow** | Artist Collective <Rigidbody>, Director & Facilitator
- VAEKKER#03: Interactive Procedural Modeling** | Artist Collective <Rigidbody>, Director & Facilitator
- Interactive Collage Workshop** | Smilegate Futurelab SEED15, Participating Artist & Tutor
- VAEKKER#02: Facilitation for Creative Learning** | Artist Collective <Rigidbody>, Director, Facilitator
- VAEKKER#01: Visual Generative AI** | Artist Collective <Rigidbody>, Director, Facilitator
- 2024 **TouchDesigner Advanced Class : Technical Study** | Korea National University of Arts, Art Collider Lab, ACCave, Director
- 2023 **Mission: Raising AI** | Smilegate Futurelab SEED13, Participating Artist & Instructor
- 2022 **Noise Jam** | [Pipeline] Media Activation Project, Tutor
- 2021 **Fantasy Class: Augmented Reality** | National Museum of Modern and Contemporary Art, Tutor
- 2020 **Mobile Platform for Interactive AR Education** | Korea National University of Arts, Tutor

Collaborations

- 2025 **Upscaling Seongnam Community** | Seongnam Cultural Foundation, Director
- SEED 14: From My Own Perspective** | Creative Education, Smilegate Future Lab, Director
- 2023 **Art Seongsu : GetoAlive** | Sound Festival, GetoAlive, Forum & Performance, Director
- 2022 **Munsin: Retrospective Towards The Universe** | Exhibition, National Museum of Modern and Contemporary Art, Electronic Soundscape
- 2021 **Come to Sumida Garden** | Performance, Sinchon Theatre, Video & Sound, 60min
- 2020 **DREAM FLAG: AR Portal** | Exhibition, App Development
- 2019 **Bahar's Greenhouse** | Exhibition, Rain Lab Cube Gallery, Interaction Design & Sound

Education

- 2025 - ongoing **MA Information Experience Design** | Royal College of Art, London
- 2013 - 2018 **BA Arts Management, Minor in Creative Writing** | Korea National University of Arts (K-ARTS), School of Drama