CV

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Kiryung Arrddon Nam
Media Artist & *System Designer* & *Creative Learning Researcher*

Website | arrddon.com
Email | arrddon@gmail.com
Instagram | @arrddon
Linkedin

About

Arrddon is a media artist, system 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 designs 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.

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

Professional Practices

11. 2024 - ongoing	**Principal 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 Meltimedia 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
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
	Talking of Beloved Things	Seoul Senior Welfare Center
2021	**Home in Seoul 100!**	Art Game, Online Media Arts Project supported by Arts Council Korea
	MemeMe	Art Game, Art Center Nabi, Playmaker
	Home in Seoul	Art Game, Seoul Museum of Art
	Museum Maker	Art Game, Commissioned by Seoul Museum of Art, presented in *Collection_Open Hacking Mining*, AR Application
2018	**Comes and Goes**	Site Specific Serial performance, Seoul Foundation for Arts and Culture (SFAC)

Selected Works - Creative Learning

2026	**Workshop Series <Systems Practice>**	RCA Student Programme, Director & Facilitator
2025	**Creative Learning <IED TouchDesigner Workshop>**	RCA Student Programme, Director & Facilitator
	<AI Commune> Workshop	ArtKoreaLab Super Test Bed Basic Training, Facilitator
	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
	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
2022	**Noise Jam**	[Pipeline] Media Activation Project, Tutor

Collaborations

2025	**Iklectik <Noisemas 5>**	Visual Artist
	Seongnam Cultural Foundation <Upscaling Seongnam Community>	Director
2024	**Smilegate Future Lab <SEED 14: From My Own Perspective>**	Creative Education, Director
2023	**Art Seongsu <GhettoAlive>**	Sound Festival, GetoAlive, Forum & Performance, Director
2022	**National Museum of Modern and Contemporary Art <Munsin: Retrospective Towards The Universe>**	Exhibition, Electronic Soundscape

Research

2025.6 - 2025.9	**Development of an AI-Driven Design Process to Improve Design Process Efficiency**	Hyundai Motor Company and Kia Motors Corporation, Co-researcher
2024.7 - 2024.12	**Monitoring and Evaluation of the 2024 Our Neighborhood Arts Project <All Arts 31>**	Seongnam Cultural Foundation, Korea National University of Arts Industry-Academic Cooperation Foundation, Co-researcher
2020.9 - 2021.12	**Operation of a curriculum for training convergence art planners and a convergence performance planning workshop <Toolshop>**	Korea National University of Arts Convergence Arts Center Art Collider Lab, Theater Department, and six other institutions' collaborative education research and development projects, researchers and instructors
2020.8 - 2020.12	**<2020 Technology-Enabled Arts and Culture Education> Advisory Group and Consulting Operations**	The Korean Arts and Culture Center Association, the Korea National University of Arts Convergence Arts Center Art Collider Lab, Co-researcher