

Kiryung Arrddon Nam*Media Artist & Creative Technologist & Learning Researcher*

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

ABOUT

Arrddon is an artist and creative technologist working between London and Seoul. He designs interactive systems for collective experience, focusing on how people imagine, communicate, and create together. His work develops participatory environments where individual experiences are transformed into shared structures through interaction, generative AI, and system design. He also approaches Creative Learning as a practice, designing processes for collaborative learning and creation.

He studied Arts Management at Korea National University of Arts and led the artist collective Rigidbody, developing collaborative projects and participatory workshops. He later taught as an Adjunct Professor, focusing on art and technology convergence and creative learning environments. He is currently pursuing an MA in Information Experience Design at the Royal College of Art in London and leads research at the Center for Creative Intelligence Design (CCID) in Seoul, exploring generative AI and interaction through system-based experimentation.

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, Seoul

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

2026 **Not Yet Sayable: Latent Homes** | Participatory installation, RCA
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 <Toolkshop>** | 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