Arrddon (Kiryung Nam)

Artist / Creative Technologist / Educator

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BIOGRAPHY

Arrddon is an artist, creative technologist, and educator working between London and Seoul. His practice explores participation, collective imagination, and the creative possibilities of emerging technologies.

Through interactive installations, experimental systems, workshops, and community-based projects, he creates environments where people can actively explore, contribute, and imagine new possibilities together. His work combines artistic experimentation, interactive media, and creative learning to investigate how technology can foster new forms of interaction and shared experiences.

He studied Arts Management at Korea National University of Arts (K-Arts) and later taught digital media as an Adjunct Professor. Alongside teaching, he led collaborative projects and participatory workshops through the artist collective Rigidbody.

He went on to complete an MA in Information Experience Design at the Royal College of Art (RCA), London. He continues to lead research at the Center for Creative Intelligence Design (CCID) in Seoul, exploring generative AI, interaction, and experimental design systems.

EDUCATION

2025 - 2026	**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 - Present	**Principal Researcher** | CCID (Center for Creative Intelligence Design), Seoul | Research on generative AI, interaction design, and prototyping
08. 2021 - Present	**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 GRANTS, COMMISSIONS & PROGRAMMES

2026	**V&A Digital Design Weekend Showcase** | Not Yet Sayable: Latent Homes | Selected Project **Horniman Museum & Gardens × RCA Collaborative Programme** | Unseen Orchestra | Selected Project **IFF x RCA Industry Collaboration Project** | Winning Team
2025 - 2026	**Snap Spectacles x RCA Programme** | The Collection | Selected Participant
2025	**Arts Korea Lab Residency Programme** | Artist Collective Rigidbody | Selected Resident
2021	**Arts Council Korea Online Media Art Project Grant** | Home in Seoul 100! | Selected Project **Art Center Nabi Playmaker Programme** | MemeMe | Selected Project **Seoul Museum of Art Commission** | Museum Maker | Commissioned Project

SELECTED WORKS: EXHIBITIONS & PERFORMANCES

2026	**Not Yet Sayable: Latent Homes** | Participatory installation, developed at RCA IED V&A Digital Design Weekend, V&A South Kensington, London RCA Spatial Storytelling: 'What if I am…', London Breeze Film Festival, Riverside Studios, London
2025	**VAEKKER Retrospective Exhibition** | Rigidbody, in collaboration with Arts Korea Lab, Arts Korea Lab 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** | AR art game, Art Center Nabi, Playmaker

	Home in Seoul | AR art game, Seoul Foundation for Arts and Culture (SFAC)
	Museum Maker | AR art game, commissioned by Seoul Museum of Art, presented in *Collection_Open Hacking Mining*
2018	**Comes and Goes** | Site Specific Serial performance, Seoul Foundation for Arts and Culture (SFAC)

CREATIVE LEARNING

2026	**Signals in Translation: Creative Computing Across Media and Contexts** | Creative computing workshop, Royal College of Art (RCA), Director & Facilitator
	Almost Here: The Pool That Never Existed | Participatory workshop / performance, Battersea Arts Centre Homegrown Festival, Lead Artist & Director
	Data as Behaviour / Sound of Vision | NECESSITY.INK, Director & Facilitator
	Systems Practice | Creative technology workshop series, RCA Student Programme (IED), Director & Facilitator
2025	**Creative Learning <IED TouchDesigner Workshop>** | RCA Student Programme, Director & Facilitator
	<AI Commune> Workshop | Arts Korea Lab 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
2023	**Mission: Raising AI** | Smilegate Futurelab SEED13, Participating Artist & Instructor
2022	**Noise Jam** | [Pipeline] Media Activation Project, Tutor

COLLABORATIONS

2026	**Eunjo Lee <When the Void Gazes Back>** | V&A, Interaction Designer
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>** | Immersive Sound Designer

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