# Hwa Young Jung Curriculum vitae

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## **PROFILE**

An award winning multidisciplinary artist working in the arts, cultural and sciences, facilitating collaborative workshops and projects.

### PROFESSIONAL

#### **Domestic Science**

## Co-Founder, Northwest - 2016 - Present

Domestic Science are an artist collective exploring the genre of interactive fiction to tell historical and factual stories of particular places; Our key approach is to not use science and technology as a subject for our practice but rather explore it as a culture.

#### Re-Dock

### Co-Director, Liverpool - 2014 - Present

Re-Dock are a CIC established in 2008 to develop and deliver high quality creative projects throughout the North West of England and beyond. Re-Dock encourages community regeneration through participation and collaboration with underrepresented and disadvantaged groups.

#### **TANDOT**

#### Creative Director and Founder, Manchester - 2008 - 2108

TANDOT was a bespoke interactive design agency with clients predominantly in the arts and public sector. Projects range from web and graphic design to interactions design and UX, physical installation and interactive pieces.

#### Manchester Digital laboratory (MadLab)

#### Co-Director and Co-Founder, Manchester - 2009 - 2013

MadLab was an informal adult learning space in central Manchester. Responsible for community and formal programming, my main duties were liaising with academic and cultural organisations to create and deliver collaborative projects.

#### **Amoeba Design**

#### Graphic Designer, Seoul - 2001 - 2004

Amoeba is a design agency based in Seoul working with bluechip clients such as SAMSUNG and LG.

#### **Elias Arts**

Graphic Designer, New York - 2000 - 2001

Elias Arts is a sound design company with over 30 years experience.

## **EDUCATION**

# Ravensbourne College of Art - MA in Interactive Digital Media, 2006

Studies and thesis focused on critical art practices in the public sphere.

# Parsons School of Design - BFA in Communication Design, 2000

## **SKILLS**

## Organisational

Project management and delivery of and running workshops, seminars, unconferences and hackathons. Director of two established art collectives working in the creative technology and learning sectors.

### Presentation and Panel experience

Speaker and presenter to universities, arts and cultural organisations in the UK and internationally about 'grass-roots' innovation and creative community spaces. Represented Manchester on a international trade mission.

## **EXHIBITIONS, FESTIVALS & PROJECTS**

#### A Night of Social Care Improv

Improv night about social care workers, result of FACT's Future World of Work residency. 2018

#### **Crewe: Beyond Ultimate Reality**

Creative Young People workshop in Crewe Library, creating interactive immersive promenade play set in the library. 2018

#### Probationary: The Game of Life of Licence

Taking the form of a board game, Probationary takes its players on a journey through the eyes of four playable characters as they navigate the complexities of the probation process. 2017

## Regina v Turing and Murray

An immersive, participatory play, set in the actual courtroom in Knutsford where Turing was sentenced, a play exploring the external pressures and the internal thoughts of the people in the courtroom, drawing parallels with historic and contemporary LGBT audiences, linking discussions around notions of the civic, the law and discrimination. 2017

#### Beba-me Drink Me

Interactive fiction created during Interactivos?16 residency in Brasil 2016. Co created text adventure game about the water supply and human influence in a rural village in Brasil. 2016

#### #selkie

Augmented Reality work for exhibition during OY Festival in Papa Westray, Orkney. 2016

#### **Gym Jams**

Producer for cultural event in a fitness centre in Wigan. Gym Jams brought a high tempo clash of arts and sports in a leisure centre including local community dance performances and new robot games overseen by a floating robot. 2016

## **OK! Sparks**

Co-lead artist for Wray Castle, a medieval folly and a National Trust property on Lake Windemere. Exploring the hidden history of the castle, bringing previous tenets - Freshwater Biological Association and Merchant Navy through the mediums of open workshops and a text adventure game. 2016

#### **Text Adventure Time**

Lead artist for FACT Liverpool's engagement project, working with young people in libraries of Wigan, Burnley and Hull. Created a programme to collaboratively

create an alternative future of the North, through the medium of a text adventure game. 2015 - 2017

#### **Numbers That Matter**

Project manager for a collaborative research and design project from Creative Exchange, between Lancaster University, Dundee University and FutureEverything. Numbers That Matter explored engaging communities with OpenData, Well-Being and Wearable technology. 2014

### Spaceship Unbound

Co-curation of exhibition at Castlefield Gallery, Manchester exploring the issues of survival in a world turned back to year zero. June 2013

### 38° of Separation

Co-curation of exhibition about North Korea and South Korea during the Asia Triennial Manchester 2011, November 2011

#### FutureEverything 2011

Speaker during the FutureEverything Conference about DIYBio.

#### Manchester Science Festival 2010, 2011

Programmed and hosted workshops as part of the Manchester Science Festival, including Robot Hackday, Home Chaos, DIYBIO Summit, Microbiology & Art exhibition, Alan Turing reading event and Science Jamboree

## **EVENTS & AWARDS**

#### Smart City Delegation 2012, St. Petersburg

Celebrating the 50 year twinning of Manchester, UK and St. Petersburg, Russia, I was asked to represent citizen-lead post-industrial responses to innovation and forge links between the two cities.

#### Wellcome Trust Society Award 2011-2012

Project director for DIYBIOMCR, a joint project with Manchester Metropolitan University to run a 'citizen science' engagement project about DIYBio in Manchester.

## Manchester Women's Award 2011

Women in Science - runner up

## Big Chip 2011, Manchester Digital Laboratory

Highly Commended in the not-for-profit category

STEM Ambassador 2014 - present