

Current Head of Future Convergence Group, Digital Media Business, Samsung Electronics Co., LTD.

Affiliate Program Mentor, Samsung LKH Scholarship Foundation, Samsung Corporation
Project Leader, Futureworks Laboratory and Future Technology Strategic Group
Research Professor, Kaywon Institute of Arts and Technology, KIAT

A member of American Computing Machinery (ACM) / American Architecture Association (AAA) / Industrial Designers Society of America (IDSA) / Special Interest Group of Graphics (SIGGRAPH) / Special Interest Group of Computer Human Interaction (SIGCHI)

Specialties

- Strategic Business/Product Planning and R&D Innovation Management
- Human-Computer Interaction Research and Advanced User-Interface Design
- Solid Implementation of Embedded Technologies for Emerging Digital Media
- Interactive Arts and Digital Design and Contemporary Advanced Visual Arts
- Spatial and Architectural Design and Display and Stage Installation
- Creative Brainstorming Theory and Collaborative Dynamics



JAY LEE

is currently Head of the Future Convergence Group, a leading strategic business consulting and product planning taskforce at Samsung Electronics, where he provides executive lens for strategic and creative solutions for future digital convergence business. Throughout various task force team experiences, he leads both analyzing emerging technologies and facilitating research and development for target “whitespace” . Recently he has been working on advanced product planning using ubiquitous and seamless connectivity, to foster the next generation of digital technologies that change the ways people communicate and entertain.

With his diverse backgrounds in visual practices (video and installation), space design (architectural and product), technical engineering (hardware implementation and software programming), and business consulting (address “whitespace” and comparative analysis), Jay also serves his part time for teaching, as a research professor, in the field of research and design disciplines. Recently he opens a next generation of mobile interfaces of telecommunication workshop at Kaywon Institute of Arts and Technology, in addition to various invited lectures and seminars worldwide.

Before joining Samsung, Jay worked at the MIT Media Lab as a scientist. With the consecutive years since 1997 at the MIT Media Lab, he conducted advanced man-machine interaction research and computational media interface design, embedded system technologies such as various tangible user interfaces —new emerging interface paradigm which has impacted computer science, industrial design, and interactive digital arts communities respectively.

Jay holds two advanced Master of Science degrees through both MIT Media Lab’s Program and MIT Program in Visual Studies. Before joining MIT, he also earned M.F.A, and B.F.A degrees in School of Arts and Design at Hong-ik Univ. in Seoul. His HCI related Computer Science research has been published at international conferences such as ACM SIGCHI and SIGGRAPH. Jay has also displayed his conceptual and aesthetic strengths in exploring interactive work that have been exhibited at MIT-CAVS, SIGGRAPH, NTT-ICC, Ars Electronica 2001, and Interaction 2001. Jay is an IDEA 2000 award recipient for interface design with Tangible Media Group. As a scientist, Jay was working tightly with Nicholas Negroponte at the MIT Media Lab, engaging in extension of MIT Media Lab’s world-partner collaborations.

Educational Backgrounds

- 1999-2001 **MIT Media Laboratory at Massachusetts Institute of Technology** Cambridge, MA. Master of Science Media Technologies (S.M.media '01) degree on June 2001, Concentrated on Human Computer Interaction and Digital Interface Research. Advisor: Professor Hiroshi Ishii. Thesis Readers: Joseph A. Paradiso, Rob Jacob.
- 1997-1999 **MIT Visual Studies Program** in the **Department of Architecture**, School of Architecture and Planning, **Massachusetts Institute of Technology**, Cambridge, MA. Master of Science Visual Studies (S.M.visS.'00) degree on Feb. 2000, Concentrated on designing interventional architectonics and contemporary discourse. Advisor: Professor Krzysztof Wodiczko, Thesis Readers: Edward Levin and Dennis Adams.
- 1995-1997 **Graduate School of Hong-Ik University** Master of Fine Arts (M.F.A.'97) degree on Feb. 1997, Seoul, Korea. Concentrated on multimedia and public work, Thesis: A Study of Video Image: Focused on Visual Transformation Elements, represented as a Graduation Exhibition, entitled Video Hands at Boda Gallery, Seoul. Advisor: Professor Myung-Young Choi, Thesis Reader: Jong-hyun Ha ana Tae-Ho Kim.
- 1988-1995 **Collage of Fine Arts and Design at Hong-Ik University** Department of Painting, Bachelor of Fine Arts (B.F.A.'95) on Feb 1995, Seoul, Korea. Concentrated on multimedia installation and contemporary photography

Professional Experiences

- 2002~2004 **Samsung Electronics** Head of Future Convergence Group, Digital Media R&D Center, Korea
Samsung Electronics T/F Team Leader for Mobile Office Planning Taskforce, Seoul, Korea
Samsung Lee Kun Hee Scholarship Foundation Program Mentor, Seoul
Kaywon Institute of Art and Technology Research Professor, Eiwang City, Korea
- 2001-2002 **MIT Media Laboratory** Research Scientist, Advanced Digital Technology, MIT-Cambridge
- 1999-2001 **MIT Media Laboratory** Research Assistantships in Tangible Media Group, MIT-Cambridge
- 1998-2001 **MIT Scholarships** Multi-Sponsored Consortium / Collaborative Research of Digital Life Consortium, MIT
- 2001 **Quick Descriptive Vehicle Design Workshop** presented by Micahel Robinson, Head of Lancia Design Workshop for MLEast, KOEX conference meeting room, organized by MIT Media Lab, Seoul
- 2000 **COMDEX Fall 2000** Dick Brown (CEO, EDS) Key Note Speech Staff, Las Vegas Convention Center, Nevada
- 1998-1999 **MIT Department of Architecture** Teaching Assistantships: Intro. to Video, Lecturer: Julia Scher, MIT
MIT Media Laboratory Tangible Media Group Artist in Residence in Tangible Media Group, MIT
- 1997-1998 **US Computer Resources Funds and MIT Department of Architecture** Teaching Assistantships, MIT
- 1993-1995 **Director of Team Spirit and Green Heart** Modern Arts study and movement group, Seoul, Korea
- 1990-1992 **Korean Military Service** The 1st Army Head Quarter, Military Police, Won Ju, Kangwon-do, Korea
- 1988-1990 **Center for Arts Education at Hong-Ik University** Teaching Assistantships, Seoul, Korea

Awards and Lectures

- 2004 **SK Research Institute for SUPEX Management** Invited Lecture, Hosted by SK Telecom, Seoul
Convergence Forum Invited Lecture, Hosted by Convergence Forum, Seoul Press Center, Seoul
- 2003 **Yonsei University** School of Business and Management, Sang Nam MBA course, Seoul
Multimedia Awards 2003 Nexus-Wireless Media Center, presented by the President of Korea, Seoul
Kaywon School of Arts and Design Mobile Programming Coursework, Info+Telecom dept. Eiwang City
- 2002 **Samsung Electronics** Invited Lecture, Digital Media R&D Center, Digital Media Network Business, Suwon
BenQ Acer Media Technology Inc. Group Invited lecture, hosted Epoch Foundation, Taipei, Taiwan
Ambit Broadband Inc. Invited lecture, hosted Epoch Foundation, Hsinchu Science Industrial Park, Taiwan
- 2001 **Yonsei University**, Invited lecture, hosted by CADD lab in the Department of Housing Design, Seoul
The Korean National University of Art Invited lecture, hosted by Design School of Visual Arts, Seoul
CHI 2001 (Computer Human Interaction Conference), Design Expo, Interactive Posters presentation, Seattle
Kookmin University Invited Lecture, hosted by Graduate School of Techno Design (TED), Seoul
SAMSUNG Electronics Invited Lecture, hosted by Human Interface Group at Design R&D Center, Seoul
Hongik University Invited Lecture, hosted by Dept. of Visual Communication Design, Seoul
KIST (Korean Institute of Science and Technology) Invited Lecture. Hosted by System Technology Division
LG Electronics Invited Lecture, hosted by LG Electronics Institute of Technology (Elite), Seoul

- 2000 **KAIST** (Korean Advanced Institute of Science and Technology), Invited Lecture, hosted by dm/DIC, Daejeon
IDEA 00 (The Industrial Design for Excellence Awards), Silver Awards, presented by IDSA, New Orleans
KAIST (Korean Advanced Institute of Science and Technology), Invited Lecture, hosted by KAIST-ID
SIGGRAPH 00 Sketch and Applications Program and CAL program "Rethinking Space", New Orleans
Tangible Bits Assistant Director & Artist Participation at NTT InterCommunication Center, Tokyo
Mixed Reality System Laboratory Invited Lecture, hosted by Dr. Tamura, Head of MRS Lab, Yokohama
IAMAS (International Academy of Media Arts and Sciences), Invited Lecture, Gifu, Japan
NTT-ICC Invited Artist Talk, part of Tangible Bits Exhibition, ICC Gallery D, June 24, Tokyo
CHI 2000 (Computer Human Interaction Conference), Full Paper presentation, The Hague, Netherlands
Royal Collage of Arts An informal talk, hosted by Professor Bill Gaver, Computer Related Design, London
IDSA 2000 (Industrial Designers Society of America), Live-Demonstration, New Orlando
1999 **Invisible Computing Conference** Presentation, sponsored by SIGGRAPH New York, FIT, New York
SIGGRAPH 99 Presentations in Emerging Technology and Art Gallery, Los Angeles Convention Center, LA
MIT Media Lab Consortia Digital Life, Things That Think, News In the Future, Toys of Tomorrow, etc.
Sens*ble Multi-Sensory Digital Symposium at MIT, Kreisge Hall, Cambridge
UCLA (University of California Los Angeles) Costen Institute of Archaeology, Invited Lecture, Los Angeles, CA
Yale University, School of Architecture and Arts Seminars for Contemporary Art & Architecture, New Haven
MIT Council for the Arts Installation Project Funds for visiting exhibition "Repeat Reverse", Cambridge, MA
The Ministry of Cultural Council of City of Hamburg in Germany Artist Participation, Hamburg, Germany
The Korean Government Ministry of Environment Awards for the contribution in Environment 1997
1992 **The Commander of The 1st Army Military Police** Awards for Excellent Contributions, Won Ju, Kangwon-do
Collage of Fine Arts at Hong-Ik University Scholarship first entering the class
- Feature Activities**
- 2004 **D2 Conference** Wall Street Journal Executive Conference, Four Seasons Resort Ivrea, Carlsbad, California
Global R&D Strategy for Multinational Enterprise Conference Panel Speaker, Epoch Foundation, Taipei
Samsung Brand Showcase Interactive Installation Planning, Time Warner & AOL Building, New York City
R4 Project Director of Planning, Samsung Corporate R&D Intelligence building, 75000, 37th Stories, Suwon
SLSF04 Symposium Program Director, Samsung Lee Kun Hee Scholarship Foundation, Massachusetts
- 2003 **MIT-Samsung Corporate Research Partnership** Five-year Legal Agreement for funding MIT Media Lab, MIT
xD_5 Workshop Critic for the workshop, Department of Design, Hongik University
International Consumer Electronics Show (ICES' 03) Director of presenting Home Media Center, Las Vegas
FutureWorks Lab Principal Investigation and Space Design, Samsung Electronics, Suwon
SLSF03 Symposium Program Director, Samsung Lee Kun Hee Scholarship Foundation, Seoul
Samsung Expo 03 Director of Future Technology Showcase, Samsung Suwon Gymnasium, Suwon
IFA '03 Keynote Staff, G.S.Choi (CEO of Samsung Electronics), Berlin
Technology Review Head of Editors, Digital Media R&D Center, Samsung Electronics, Suwon
- 2002 **Media Lab East** Establishing an MIT's world research partner, Media Lab East in Korea, Seoul
Digital Media City Development Task Force, A member of MIT Urban Planning Team, Boston-Seoul
Mobile Language Workshop On-line Mobile Interface Design Workshop, Kaywon Institute of Art and Technology
- 2001 **Interaction 2001** The 4th International biennale of Media Arts Exhibition, Soft-topia Japan Building, Ogaki City
CH '01 (Computer Human Interaction Conference) Design Expo and Interactive Posters Presentations, Seattle
Symposium of Arts and Technology, Speaker, at Kaywon Center for Art and Technology, Kyunggi, Korea
The World Forum for Media and Culture, panel for symposium organized by IAMAS, Ogaki City, Japan
Digital Future Workshop on Digital Media and MLEast, SK Telecom Grand Conference Hall, Seoul
Idea Sketching Workshop, lectured by Bill Verplank, Advisory Board of interaction Design Institute, Ivrea, Italy
Ars Electronica '01 Exhibit Advisor, Group Exhibition, Get in Touch, Linz, Austria
- 2000 **COMDEX Fall '00** Conference Key Note Speech Staff for Dick Brown (CEO, EDS), Las Vegas, Nevada
IDSA '00 (Industrial Design Society of America), Design Gallery Participation, New Orleans, Louisiana
SIGGRAPH '00 Short-Paper Presentation, Sketches & Applications and Creative Laboratory, New Orleans
CHI 2000 Computer Human Interaction Conference, Full-Paper Presentation, Hague, Netherlands
Tangible Bits MIT Tangible Media Group's research exposition, NTT-InterCommunication Center, Tokyo
Invisible Computing '00 Organized by SIGGRAPH NY / ACM, Fashion Institute of Technology, New York

- 1999 **SIGGRAPH '99** Millennium Motel: Emerging Technology / TechOasis: Art Gallery, Los Angeles, California
CHI '99 Computer Human Interaction Conference, Sponsored by ACM SIGCHI, Pittsburgh
A Room in the Room / A Room and Beyond Public Installation Work, 352 Marlborough St. Cambridge
- 1998 **SIGGRAPH'98** Enhanced Reality, Tangible Media Group Exposition, Orlando, Florida
Interactive Expression' 98 Art+Computer+Interactivity, Center for Advanced Visual Studies, Cambridge
Bogoseo-Bogoseo A Group Exhibition, Gallery SAI, Seoul
Out of the Box Inter-design Workshop Project Exhibition, MIT Media Lab' s Bartos Auditorium, Cambridge
- 1997 **Repeat-Reverse** Invited Group Exhibition, Sponsored MIT Council for the Arts, Yale University, New Haven
Dialogue Invited Group Exhibition, Korean Tag 97, Festival at KunstHale Factory, Hamburg, Germany
Circus Stage Design and Directing for SFAA' 97 Fashion Show, Seoul Arts Center, Art Museum, Seoul
Handrail Intervention Architecture, Public Arts with Prof. Dennis Adams, MIT 77 Mass. Avenue
Vraisemblance The First Solo Exhibition, Multimedia Installations, Gallery BODA, Seoul
- 1996 **On the border of Spumato** In vited Group Exhibition, Curator: Lee Ju-Heun, Art Space Seoul Gallery, Seoul
C-518 Hong-Ik Graduate School of Painting Dept., Graduation Exhibition, Indeco Gallery, Seoul
- 1995 **Propaganda** a part of DMZ Art and Culture Movement, Kwan Hoon Galley, Seoul
Team Spirit Group Exhibition and Movement, Duk Won Museum/Seoul, Garam Arts Center/Pusan
SFAA ' 95(Seoul Fashion Association Agent), Stage Design and Art Director Hoam Art Hall
GreenScout Stage Design for KBS 1TV Live Performance, Jamsil Olympic Stadium, Seoul
- 1994 **Plus-Minus-Equal** Group Exhibition, sponsored by SamSung, Samsung Family Center, Seoul
Control and Position / Showing of Shadow Student Exhibitions, Hong-Ik University, Seoul
Contemporary Dance Festival ' 97 Stage Setting and Design, Jayu Theater, Seoul Arts Center, Seoul
"Environmental Movements and Installations": **Waste Park**, sponsored by KBS 2TV, Maronie Park, Seoul
Space in Encroachment Environmental Installation and Campaign, Hong-Ik University
Showing of the Shadow Open Studio Hong-Ik University
Rising Rainbow Environmental Installation, KOEX (Korea Exposition Center), Seoul

Papers, Journals, and Publications (selected)

Refereed International Conference Proceedings

1. Lee, J., Dunn, B., Ren, S., Su, V. and Ishii, H. (2001) **GeoSCAPE: Designing A Reconstructive Tool** for Archaeological Field Excavation, in *Proceedings of Conference on Human Factors in Computing Systems*, Design Expo Category, **CHI 2001** (Seattle, Washington, March 31- April 6, 2001), ACM Press, pp. 35-36
2. Lifton, J. and Lee, J., (2001) **Media Matrix: Self-organizing Distributed Physical Database**, in *Proceedings of Conference on Human Factors in Computing Systems*, Interactive Posters Category, **CHI 2001** (Seattle, Washington, March 31- April 5, 2001), ACM Press, pp. 193-194
3. Ishii, H., Mazalek, A., Lee, J., (2001) **Bottles as a Minimal Interface to Access Digital Information**, in *Proceedings of Conference on Human Factors in Computing Systems*, Interactive Posters Category, **CHI 2001** (Seattle, Washington, March 31- April 5, 2001), ACM Press, pp. 187-188
4. Lee, J., Su, V., Ren, S., and Ishii, H. (2000) **HandSCAPE: A Vectorizing Tape Measure** for On-Site Measuring Applications, in *Proceedings of Conference on Human Factors in Computing Systems*, Full Paper Presentation, **CHI 2000** (The Hague, The Netherlands, April 1-6, 2000), ACM Press, pp.137-144
5. Lee, J., Dunn, B., Ren, S., Su, V. and Ishii, H. (2000) **GeoSCAPE: 3D Visualization of On-Site Archaeological Excavation Using a Vectorizing Tape Measure**, in *Conference Abstracts and Applications of Computer Graphics*, Sketch and Applications Category / Creative Application Laboratory Contribution, **SIGGRAPH 2000** (New Orleans, Louisiana, July 23-28, 2000), ACM Press, pp.206
6. Ishii, H., Fletcher, R., Lee, J., Choo, S., Berzowska, J., Wisneski, C., Cano, C., Hernandez, A., and Bulthaup, C. (1999) **musicBottles**, in *Conference Proceedings of Abstracts and Applications in Computer Graphics Annual Conference Series*, Emerging Technologies Category, **SIGGRAPH 1999** (Los Angeles, California USA, August 8-13, 1999), ACM Press, pp. 174.
7. Lee, J., Su, V., Ren, S., and Ishii, H. (1999) **HandSCAPE: A Vectorizing Tape Measure** for On-Site Measuring Applications, in *Conference Proceedings of Abstracts and Applications in Computer Graphics*

Annual Conference Series, Emerging Technologies Category, **SIGGRAPH 1999** (Los Angeles, California USA, August 8-13, 1999), ACM Press, pp. 168

8. Lee, J. and Keays, B., (1999) **Suspended Windows** in *Conference Proceedings of Electronic Arts and Animation Catalogue in Computer Graphics Annual Conference Series*, Art Gallery Category, **SIGGRAPH 1999** (Los Angeles, California USA, August 8-13, 1999), ACM Press, p. 23

Refereed International Journals

1. Ishii, H., Mazalek, A., Lee, J., (2000) **musicBottles Concept**, in *Proceedings of the Quarterly Journal of IDSA (Industrial Designers Society of America): INNOVATION Fall 2000*, Design Exploration Category, **IDSA 2000** (New Orleans, Louisiana, September 18-24), Vol. 19, No. 3, 2000, New York: BusinessWeek, pp. 226-227.
2. Lee, J., (2000) **A Private Spectacle**, in *Proceedings of thresholds: MIT Architecture Journals*, Senior Editor: Jennifer Mack, Editor Katherine Wheeler Borum, Advisory Boards: Mark Jarzombek, Stanford Anderson, and Ellen Jones, Cambridge: MIT Press, Vol. 20: *(Be) Lodings*, pp. 86-88,
3. Ishii, H., Lee, J., (eds.) (2000) **Tangible Bits: Towards Seamless Interfaces between People, Bits and Atoms**, Hiroshi Ishii +Tangible Media Group / MIT Media Laboratory, in *Publication of the NTT-ICC (NTT InterCommunication Center) Open Studio*, ISBN 4-7571-0035-3 C0055, Tokyo: NTT Publishing Co. Ltd. Vol 2, 2000, pp. 46-47
4. Lee, J., (2001) **Upcoming Human Interface Revolution**, in *the Periodical Publication of Science DongA*, Special Reports in Emotional Engineering in Digital Age, Vol 3. Feb.2001, Seoul: DongA Ilbo C., pp.90-95.

Theses and Publications

1. Lee, J. (eds.) (2003) **Mobile Interface** Volume 1: New Typographic Programming for Mobile Interaction, in Partial Fulfillment of Requirement for the Coursework, Mobile Programming, Department of Information and Communications, Kaywon School of Arts and Design, Eiwang City, Korea
2. Lee, J. (2001) **HandSCAPE: A Design of Computational Measuring System**, in *Partial Fulfillment of Requirement for the Degree of Master of Sciences in Media Arts and Sciences (MSmediaS)*, accepted by Program in Media Arts and Sciences at Massachusetts Institute of Technology, Thesis Advisor: Hiroshi Ishii, Thesis Readers: Joseph A. Paradiso and Robert Jacob, MIT Media Laboratory, Cambridge, USA
3. Lee, J. (2000) **A Room in the Room: A Private Spectacle**, in *Partial Fulfillment of Requirement for the Degree of Master of Sciences in Visual Studies (MSvisS)*, accepted by Visual Studies Program in the Department of Architecture at Massachusetts Institute of Technology, Thesis Advisor: Krzysztof Wodiczko, Thesis Readers: Dennis Adams and Edward Levin, School of Architecture and Urban Planning, Archived at MIT Rotch Library and US Congress Library, Cambridge, USA
4. Lee, J. (1996) **KUNSA-Vraisemblance**, as parts of a Solo-Exhibition at Gallery BODA, Seoul, ©Indeco Arts Book Inc. Limited Edition of 500 copies (Exhibited in Seoul, Korea October 20- November 18, 1996)
5. Lee, J. (1997) **A Study of Video-Images Focusing on Visual Transmission System in Media**, *Partial Fulfillment of Requirement for the Degree of Master of Fine Arts (MFA)*, Accepted by Graduate School of Hong-Ik University," , Thesis Advisor: Myung-Young Choi, Department of Painting at Hong-Ik University, Archived at Hong-Ik Library and Korean Congress Library, Seoul, Korea
6. Lee, J. (eds.) (1995) **Team Spirit**, as parts of Large Scale Group Exhibition, exhibition catalogue, Designed by Jindale, Sponsored by Duk-Won Museum, Limited Edition of Art Book, 2000 copies, (Exhibited in Seoul, Korea, January 20 – February 28, 1995)

Articles and Interviews (selected)

- 2004 **BusinessNext** interview "The Top Secret Weapon of Samsung", reported by Taiwanese Magazine, Taipei
National Geographic TV interview "Future Creativity", reported by Lisa Ling, Part of Samsung Promotion /
Discovery Channel TV interview, "Digital Cool", Special report of Samsung Electronics,
- 2003 **Discovery Channel** TV interview "Create the Culture of Ideas", Part of Samsung PR / **CNN** interview
"Future of Samsung" / **Samsung Broadcasting Center (SBC)** interview "Wireless Home Media Center"
and on-line streaming video / **Samsung Brand Campaign** IFA 2004 Booth Interview, Digital Home
- 2002 **Computer Arts** "Interactive World of Jay Lee", Published in UK, Korean Ed., issued on June, pp.104-107,
Interaction 2001, "Dialogue with Expended Images", produced by International Advanced Media Arts and
Sciences, VHS videotape, 60min.

- 2001 **Take Over** Ars Electronica 2001 Annual Publication, pp.248-260, Linz, Austria / **openIDOOOR** MIT Alumni Association' s Monthly Web Interview, issued on Feb. / **Science DongA** DongA Science Monthly Magazine in Korea, Special Report of Digital Interface Revolution, vol. 182, issued on Feb. pp. 90-95 / **OpenWorld SK Telecom** ' s Cultural Information Magazine, Cover page, Vol. 47, issued on March+April, 2000
- 2000 **SBS** (Seoul Broadcasting System, Channel 6) Interview for 21c Design Documentary, air on Dec.6-7 11:00-1:00am / **Dot21** Hangyerae IT, Korean Economic and Technology Weekly Magazine: "HandSCAPE", 6.27.2000, pp. 36-37 / **FRAMES** MIT Media Lab' s bi-monthly publication, Getting In touch with Digital World, Tangible Bits Exhibition. Issued on July-August 2000 / **Tangible Bits** Towards Seamless Interfaces between People, Bits and Atoms, NTT-ICC Open Studio Publication / **NHK-TV** News: "Tangible Bits", July 2 6:00pm / **Ashai-TV** Davinchi-program: "HandSCAPE", July 28. 11:00am / **Maiji Shinbun** "Tangible Bits", June 23 / **Nihon Gaijai Shinbun** "Tangible Bits: musicBottles", July 3 / **Ashai Evening News** June 29, MIT boffins brings bits of hands-on fun / **SIGGRAPH' 00 Conference Proceedings**, "GeoSCAPE", p. 206 / **Ruins** MIT Journals for Arts and Letters, "A Room in the Room", pp.46-47
- 1999 **New Scientist** International Science Weekly Magazine in London, August 21, p.8 / **FRAMES** MIT Media Lab' s bi-monthly publication, SIGGRAPH99 Media Lab Presentation, issued on July-August 2000 / **Union-Tribune** "Computer Conference is a window on a world of wonder", New Media Colum, written by Pam Dixon, Issued on Sept.5, San Diego, California
- 1997 **Korean Tag** '97" Korean Culture in Germany, Hamburg, Germany, p.25 / **"1+1=2"** Documentary collaboration, photographs, interview with Katherina Oberlik, booklet / **SPACE** Korean Art and Architecture monthly magazine, "Dialogue", June / "Handling of Art-New Generation", **Jung-Ang Ilbo** / Newspaper, Culture Map, Jan.27 / **Bogoseo-Bogoseo10** (DADADA), "SSamzi-Hand", Back cover ad, Ann graphics, Jan.
- 1995 **G.G** Korean monthly magazine, "Digital Image Maker", Feb. / On the Border of Spumato, **GANa Art** magazine, written by Lee Ju-Heon, Jan. p.120 / **KBS 1 Radio** "Image Maker: Live interview", Aug. 22, pm2:00, 10:00 / **GANa Art** magazine, "Vraisemblance", pre-initial No. / **Asian Cannon of CommonCulture** "DMZ-Art and Culture Movement in Korea", Issued on October 1996, Tokyo **KBS 2TV**, "TEAM" cultural talkative program. Jan.18, broadcasting Jan.28. KBS 2TV / **Wualgan Misul**, Monthly Art Magazine, "The New Team Spirit", written by Jeon Soo-Jin, Mar. p.157 / **Art World** "Young Mind-New Vision", Mar. p.28 / **GANa Art** , "The Third Generation Gap of Our Age", written by Eum-Hyuk, Apr. p.30~39 / "Team Spirit", GaNa Art, written by Jung Jae-Sook, Mar. p.82 / **Hangyerae 21** "Sneering at Techno-Culture", written by Lee Ju-Heon, Feb. P.92 / **Happy Times** weekly Newspaper , "Team Spirit", Feb. 2nd / **She's**, Weekly Korean Cultural magazine "Encounter of Video and Stage", Oct. / **Jung-Ang Ilbo** and **Dong-A Ilbo** Daily Newspaper in Korea, "Broken Frame of X-Generation", Feb.7 / **KBS-1 Radio** "Media and Public Arts", interview with a talk show, Apr. 2nd, 9:00pm
- 1994 **Moon-Wha Ilbo**, Daily Newspaper in Korea, "New Age-Changing Art Language", Feb. 3rd / **Hangyerae Ilbo**, Daily Newspaper in Korea, "Waste Park", May.16th / **KBS 1TV** "Waste Park" channel 9, on air: April. 10, 7:00pm

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