School of Art, Design and Media - Faculty Research Areas

For this call (AY2019 August intake), the ADM faculty has expressed particular interest in the following research areas.

Name of Faculty	Number of MA students this Faculty is willing to supervise for AY2019	Number of PhD students this Faculty is willing to supervise for AY2019	Research Areas
Associate Professor Andrea Nanetti	1	1	Reloading the Treasure of Human Experiences in Artificial (human made) and Manufactured (machine generated) Intelligence. Human experiences are embedded in all sorts of artefacts and media that across time and space have been created by mankind to encode knowledge and values. In this way, artefacts and media are considered and treated as knowledge aggregators of human experiences. How can the present treasure of human experiences become what might be inherited by machine learning algorithms? How can we train machine learning (which allows algorithms to learn through experience, and do things that we are not able to program for) in the observation of how scholars used methodologies and ontologies of traditional disciplines to deal with their subjects of investigation?
Associate Professor Benjamin Seide	2	-	1. The exploration of immersive technologies such as stereoscopy, dome projections and virtual reality applications. Investigating realistic and artistic experiences in immersive and VR media 2. The role of visual effects as an aesthetic and narrative device in film-making 3. Development of new tools and techniques relevant to the animation and visual effects production practice

Assistant Professor Bernhard Schmitt	**3**	**-**	1. Theory, practice of stop motion animation 2. Theory and practice of animatronics 3. Theory and practice of puppets in audio-visual media 4. The economics of animation 5. History of special effects 6. Rapid prototyping in audio-visual media 7. Motion-design in robots 8. Social robots
Associate Professor Biju Dhanapalan	**2**	**-**	1. Integration of visual effects tools and technologies with diverse fields such as classical dance, digital art history to investigate the symbiotic relationships between visual effects and other disciplines, classical dance 2. Real-time animation film making - motion capture, virtual camera and game engine 3. Visual communication in the song and dance in Indian cinema 4. Archiving tangible and intangible cultural heritage using modern technology – motion capture 5. Using modern technology like AR, VR and animation in experiential museum experiences 6. Interdisciplinary collaboration of art and technology in new media and interactive exhibits
Associate Professor Chul Heo	**3**	**1**	1. Critical Cultural Studies 2. Media Studies 3. Production Culture in Film and Television 4. Sound Theory 5. Public Sphere 6. Asian Cinema: Korean cinema, Southeast Asian cinema 7. Digital Humanities 8. Television Theory 9. Production Aesthetics

Associate Professor Cindy Wang	**1-2**	**-**	1. The theory of Chinese aesthetic interplay into art and design practice. 2. Chinese aesthetics in Typographic Design. 3. Contemporary Design and Chinese Aesthetic: Contextualises concepts and methods used in design practice and creative thinking; focuses on how integrating traditional Chinese aesthetics into different perspective and visual expression in communication design. My current research interest is to study the theory of aesthetics that incorporates the Chinese perspective, opens up new insights and adopts traditional aesthetics as the design approach in art and design.
Associate Professor Danne Ojeda	**-**	**2-3**	1. Issues in Visual Communication/Contemporary (Graphic) Design theory and practices. 2. Communication Design and Science relations (theoretical or practice-based research) 3. Editorial and exhibition design approaches (theoretical or practice-based research) 4. Art and Design pedagogies 5. (Contemporary) art and design histories
Assistant Professor Davide Benvenuti	**1**	**-**	1. Animation History with special attention to Italy, Japan and the USA 2. Animation in Asia with special attention to Japan and Anime 3. Animation and Technology applied to 2D and 3D animation I am seeking to expand 3D experience relating to all aspects of character animation, particularly in the areas of rigging and modelling and animation.
Assistant Professor Elke Reinhuber	**(willing to accept any reasonable number of new students)**	**(willing to accept any reasonable number of new students)**	1. Beyond Visibility – exploring the future of photography beyond our visible spectrum 2. Immersive experiences – 360° imagery and Virtual Reality (VR) 3. Environment and sustainability in artistic practice With my background in photography, I am exploring new dimensions in image acquisition, such as depth images, wavelengths beyond the visible spectrum, machine vision, etc., but also presentation methods and narrative structures which are part of my research within moving images and immersive installations.

Assistant Professor Galina Mihaleva	2	2	1. Wearable technology 2. Bio-design and bio-material exploration 3. Sustainability, fashion and technology 4. Design & Technology 5. Wellness, design and technology 6. Art installations and multisensorial experiences
Associate Professor Gray Hodgkinson	2	-	1. Animated narrative – extending forms of animated story-telling. 2. Animated meaning – communicating meaning through animation. 3. Digital worlds – for animation, digital gaming, VR and 360 film. 4. Concept and character art for animation and digital gaming. My current research explores new processes of digital production that increase the speed, efficiency and performativity of animation production. This includes VR and game-engine technology, which can increase the real-time interaction of making and performing animation. I am also continually investigating the shape and nature of narrative in animation.
Associate Professor Hans-Martin Rall	2	2	1. Adaptation of classic literature, fairy tales and legends for animation 2. Trans-cultural adaptation for animation 3. Southeast Asian animation 4. Chinese animation 5. Silhouette animation in the digital age 6. Animated documentary 7. Comics journalism 8. Visual and narrative analysis of comics Generally PhD and master topics are preferred that integrate theory and practice (by incorporating a practical component) – but purely theoretical approaches are also possible.

Associate Professor Ina Conradi Chavez	**at least 1**	**at least 1**	1. Digital image making methodologies for real time projects and digital experience (animation for urban media such as architectural projections, media architecture, media façade, projection mapping, urban screens, 3D rapid prototyping and print on various substrates) 2. Public art 3. STEAM: (science, technology, engineering, Art and mathematics) Science candidates who are interested in art, social, ethical and environmental issues related to scientific innovations; emphasis on artists who explore selected scientific themes and technologies in medical image processing and other disciplines
Assistant Professor Jennifer Ray Burris	**4-5**	**2-3**	1. Histories and Theories of Performance - How do we understand performance (including music and dance) in dialogue with art history and curatorial research? 2. Feminism as critical methodology in art history, curatorial practice, and museum studies 3. Global Histories of Contemporary Art - Inter-generational conversations between Latin America, Southeast Asia, and North Africa 4. Philosophy and Curatorial Practice - Ecologies, forms of historical memory, and theories of landscape
Associate Professor Jesvin Yeo	**0**	**1**	1. Intangible and tangible heritage studies – innovation through culture and tradition. 2. Design and visual research methods – theoretical and practical influences on creative concept development in the design-visual communication processes. 3. Interdisciplinary design research – exploring design in different fields/industries to integrate functional, emotional and social aspects that are based on actual needs.

Assistant Professor Kristy Kang	**1**	**1**	1. Mapping 2. Visualizing cultural history and heritage 3. Database narratives 4. Digital archives 5. Digital humanities 6. Urban screens and public media art My work explores narratives of place and geographies of cultural memory. My research interests combine urban and ethnic studies, mapping, animation and digital media arts to visualize cultural histories of cities.
Associate Professor Laura Miotto	**(To be confirmed; however, co-supervisions are okay)**	**-**	1. Multi-sensory design in museums and exhibitions 2. History of exhibition design 3. Museum architecture, new trends and evolution 4. Historical development of museums in Southeast Asia 5. Visitor studies in Singapore and/or Southeast Asia 6. Spatial narratives in relation to museums or to heritage sites 7. Issues of conservation in museum exhibitions 8. Lighting design for exhibitions 9. Use of interactivity in museum exhibitions and outreach My research interests span theories, methods and design processes used in exhibition design and spatial narratives in the context of museums and public places, and understanding Exhibition Design historically and in relation to the new socioeconomic realities of Singapore and other modern Asian societies. I aim to eventually compose a comprehensive survey that investigates cultural specificities, design and innovation trends, strategies or tools that are unique to exhibition making in this part of the world. My focus is on the spatial and narrative nature of the exhibition realm.

Assistant Professor Lisa Winstanley	1	-	1. Ethical design practice and its pedagogical implications 2. Collaborative creative practice 3. Psychology behind design practice erarching research interest revolves around the notion of trust within a design context and reviews how ethical design practice and collaborative creative practice can be supported by fostering trusting relationships within diverse social communities.
Assistant Professor Marc Gloede	3	2	1. Development of Curatorial Practices 2. Curating time-based media 3. The relation of images, technology, space, and the body 4. The dynamics / interferences between fields such as art/architecture, art/film, and film/architecture 5. Expanded Cinema 6. Perception of color in film and art 7. The impact of digital dynamics on film and art practices 8. Re-thinking Abstraction9. Redefining Research: Renegotiating Academic and Artistic Practice & Theory 10. Visualizing Trauma 11. The Value of the Image – Image as Evidence: Between Fiction, Documentary and a debate on Fake Media
Assistant Professor Michael Tan	2	2	1. Arts & Design for Health and Well-being 2. Creative Ageing 3. Cultural engagement for Health and Well-being (eg Museums, Health and Well-being) 4. Socially-Engaged Art 5. Arts-based Social/ Health Research / Visual Methods My research interests explore art and design practices in relation to health and well-being, care, aging, and human flourishing. I am active in mapping arts and health practice locally and internationally, examining the roles and contributions of artists and designers operating in health and caring contexts or who are involved in socially engaged creative practices.

Associate Professor Michael Walsh	**1**	**1**	1. Cultural Heritage (with particular reference, if possible, to Cyprus) 2. British art 1870-1930 (and the empire) 3. Popular Culture and Music (in relation to protest and conflict) My research falls under the umbrella term 'Conflict and Culture'.
Assistant Professor Michelle Lim	**-**	**1**	1. Art History (Modern & Contemporary East Asia or Contemporary Singapore) 2. Curatorial Issues 3. Exhibition Histories
Assistant Professor Ng Woon Lam	**3**	**1**	1. Chinese Ink Painting and Chinese and Chinese Calligraphy 2. Traditional Painting Techniques and History of Painting – 3 Major eras of Western Painting Concept Development: Before Impressionism, Impressionism/Post-Impressionism and Abstraction 3. Colour Theory and Technology Enhanced Teaching of Colour Theory 4. Pedagogical Research of Teaching of Colour Theory 5. Pedagogical Research of Chinese Calligraphy Training 6. Malaysia / Singapore Painting and Art History 7. Animation / Illustration / Fine Art research related to color theory, history of color development and brushworks Candidates with strong computer engineering or computer science knowledge are invited to apply to work in an art research topic on presenting Chinese calligraphic brushworks in 3D space. Knowledge of Python language, Maya and interest in visual art / Chinese culture is an added advantage but not a requirement. The selected candidate will mainly be involved in Python programming and creating good computing concepts to streamline this process. The selected candidate will work with art researchers to create the required effects in 3D space. To ensure a smooth research process, the selected candidate will have 2 supervising professors, one from the School of Computer Science and Engineering and one from the School of Art, Design and Media.

Associate Professor Oh Soon-Hwa	**2**	**1**	1. Uses of photography in the digital age 2. History of photography in Southeast Asia and East Asia 3. Photography education: formal and informal 4. Studio photographic practices as research 5. Gender, culture, and politics through photographic images 6. Photography curating, installation, and market 7. Creative processes in artists and art making My research focus lies in the interaction between Art & Science and Photography & Technology. Teaching and researching on digital photography has incited me to explore and expand the boundaries of the photographic medium by collaborating with scientists in various projects in development. In my photographic practice, my interest lies in documentary projects that deal with issues of identity, gender, and human condition. My research interests also focus on the artist and dealer relationship.
Assistant Professor Ross Williams	**2**	**1**	1. The aesthetics of sound design for moving images. 2. Soundscapes as intangible cultural heritage. 3. Sound and Memory in film narrative. 4. Spatial sound in Virtual Reality for cultural heritage applications. 5. Pedagogy of sound for film and animation. 6. Volcano infrasound: Improving event detection by using audio post techniques to reduce noise.
Associate Professor Sebastian Grobler	**1**	**-**	1. Directing and acting 2. Child actors and representations of childhood in films 3. History in films - trauma/nostalgia, cultural memory and national identity 4. Visual perception, cinematic imagery and philosophy of the image 5. Digitization and the future of moving images I am a feature film director, writer and producer.

Assistant Professor Sujatha Meegama	1	1	1. Connecting Art Histories in Indian Ocean Art Worlds -Ivories from Asia -The Renaissance & Asia in the Global Early Modern -Global Renaissances in the Early Modern World -Buddhist Temples in South Asia and Southeast Asia -Hindu Temples in South Asia and Southeast Asia -Nineteenth-century Photography in Asia -Multiple Modernisms in South Asia 2. Hidden Shrines in Singapore My research engages with both the "global turn" in art history and the "oceanic turn" in area studies. I also engage with the digital humanities through my projects on hidden shrines in Sri Lanka and Singapore.

*Note that this list of research areas is non-exhaustive. Nonetheless, candidates should use this information to get a general overview of the research interests of faculty, in order to propose suitable faculty members as supervisors/co-supervisors for their research.