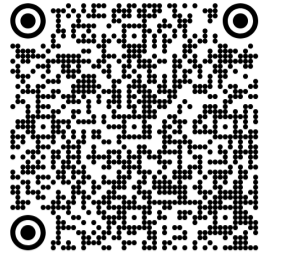


# meta-TOPIAS

Computational Media&Arts | Info Hub  
2026 spring **exhibition, performance & symposium**



Monday 11 May

16.00-18.00:

## Creative Prototyping

(CMAA5043) prof. Xin Tong

 **W4-201**

Thursday 14 May

14.00-17.00:

## e-Textiles (CMAA6019H)

prof. Margaret Minsky

## Digital Fabrication & Physical Computing

(CMAA6019I) prof. Nicolo Merendino

 **CMA OpenLab** E2-3F East End

17.00:

## Interactive Music Systems Design

(CMAA5030) prof. Omar Hamido

 **CMA Lab** Curved screen room E2-3F

Friday 15 May

10.30-18.00:

## City as Canvas: Art&Tech in Public Space

(CMAA6019j) prof. Anca Horvath

 **Lecture Hall C, 1F**

13.00-16.00:

## Creative coding & Interactive art

(UCUG1505)  
prof. Theo Papatheodorou

 **Highbay**

Friday 15 May

 **W4, 1F, 102**

## SYMPOSIUM

13.30-15.30

Prof. Mark Grimshaw | *AI Ecology as Heterotopia*

CMA, HKUST-gz; Dpt. of Culture&Communication, Aalborg University

Prof. Christiane Herr | *New Human-Nature Relationships in the City*

School of Design, SUSTech

Prof. Dimitrios Raptis | *From Utopias to Poly-Topias*

CMA Visiting Scholar; Human-centered Computing, Aalborg University

Prof. Bin Jiang | *AI for Architecture*

Urban Governance and Design, HKUST-gz

16.00-17.30

Prof. Thomas Fischer | *Media Archaeology + Cybernetic Machines*

School of Design, SUSTech

Prof. Quanle Huang | *Where Water Flows, Prosperity Grows*

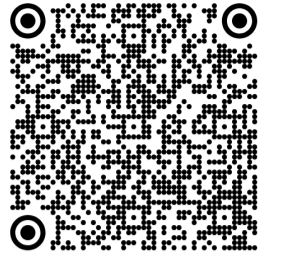
Architecture School, Guangzhou Academy of Arts

Prof. Shavei Zhang | *Urban Vitality Phase Transition Mechanisms*

Landscape Architecture School, Guangzhou Academy of Arts

# meta - T O P I A S

Computational Media&Arts | Info Hub  
2026 spring **exhibition, performance & symposium**



**SYMPOSIUM**

Friday 15 May



**W4, 1F, 102**

**13.30-15.30**



## **Mark Grimshaw** | *AI Ecology as Heterotopia*

Associate Professor CMA, HKUST-gz;  
Prof. Emeritus, Dpt. Culture&Communication, Aalborg University

Mark Grimshaw-Aagaard has published on a diverse range of subjects including computer games, presence/immersion, and ultrasound. Previously the Obel Professor of Music at Aalborg University (now Professor Emeritus), he has been based at the Hong Kong University of Science and Technology (GZ) since January 2025. Mark is series editor of Palgrave Studies in Sound, and his books include *Game Sound Technology & Player Interaction* (IGI Global 2011), *The Oxford Handbook of Virtuality* (OUP 2014), *Sonic Virtuality* (OUP 2015), *The Oxford Handbook of Sound & Imagination* (OUP 2019), *The Recording, Mixing, & Mastering Reference Handbook* (OUP 2019), and *The Oxford Handbook of Video Game Music & Sound* (OUP 2024).



## **Christiane Herr** | *New Human-Nature Relationships in the City*

Professor, founding member School of Design, SUSTech

Christiane is a tenured professor at the School of Design, Southern University of Science and Technology, Shenzhen, China. Christiane obtained a Dipl.-Ing. degree from the University of Kassel, her MArch and PhD degrees from The University of Hong Kong, and a Dr.-Ing. degree from the University of Kassel. She founded the Future Ecologies Research Group to examine intersections of ecology and technology in building facades in a cross-disciplinary approach, emphasizing the local context of China. Christiane is Past President of CAADRIA as well as Vice-Chair of CAADFutures and has co-edited the book "Design Cybernetics: Navigating the New" for the Springer Design Research Foundations Series with Thomas Fischer.



## **Dimitrios Raptis** | *From Utopias to Poly-Topias*

CVRS CMA visiting scholar;  
Assoc. Prof., section lead Human-centered Computing, Aalborg University

Dimitrios is a tenured Associate Professor of Interaction Design and Human-Centered Computing at Aalborg University, Denmark. He holds a PhD in computer science from the same university and a Bsc+Msc in electrical engineering from the University of Patras in Greece. He has worked with technologies for cultural heritage and he is an expert in conducting critical studies on how technology impacts the environment, the society and the individual, by employing, Research through Design and Provocative Design as means for critical reflection. Recent examples of his work include using design probes for sustainable consumption (electricity, heating, food, mobility - SDG 11,12,13), and for privacy and data transparency in smart homes (SDG 16). He has received 4 Paper awards in top HCI venues (MobileHCI, CHI, DIS, TEI).



## **Bin Jiang** | *AI for Architecture: From Style-Driven Generation to Structure-Guided Design*

Professor Urban Governance and Design (UGOD) & CMA, HKUST-gz

Dr. Bin Jiang is Professor at The Hong Kong University of Science and Technology (Guangzhou) [HKUST(GZ)], with dual appointments in Urban Governance and Design, and Computational Media and Arts. He is the founder and director of LivableCityLAB and serves as Acting Master of Residential College 1. He also chairs the International Cartographic Association Commission on Digital Transformation and sits on editorial boards including Computational Urban Science. His research bridges urban informatics, complexity science, and architectural and urban design, advancing living structure theory as a foundation for more sustainable and human-centered cities. He has pioneered quantitative metrics such as the L-score (Living Structure Score) and B-score (Beauty Score), operationalized through the Beautimeter, to scientifically evaluate structural beauty and aliveness in architecture and urban space. These innovations highlight the value of crossdisciplinary approaches that connect spatial analysis, digital technology, and aesthetic theory. Dr. Jiang has held academic roles across Europe and Asia and advises organizations such as Beijing City Lab and the International Society of Biourbanism. His work continues to integrate theory, technology, and design practice to advance the creation of adaptive, livable cities.

# meta - T O P I A S

Computational Media&Arts | Info Hub  
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**SYMPOSIUM**

Friday 15 May



**W4, 1F, 102**

**16.00-17.30**



## **Thomas Fischer** | *Media Archaeology + Cybernetic Machines*

Professor, founding member, School of Design, SUSTech

Thomas Fischer is a Professor at the School of Design at Southern University of Science and Technology (SUSTech). He is a design educator and researcher and the leader of the SUSTech School of Design's Design Cybernetics Group. Before joining SUSTech, he taught Interactive Systems Design as well as Industrial and Product Design at The Hong Kong Polytechnic University and Architecture as well as Industrial Design at Xi'an Jiaotong-Liverpool University. He was a visiting academic at National Cheng Kung University and Humboldt University. He holds a Ph.D. in Education from the University of Kassel and a Ph.D. in Architecture from RMIT University. Professor Fischer has more than 100 peer-reviewed academic publications. He is a Fellow of the Design Research Society, a Fellow of the Cybernetics Society, a Certified Talent of the International Academy for Systems and Cybernetic Sciences, and a recipient of the American Society for Cybernetics' Warren McCulloch Award. His academic research focuses on design computing, design cybernetics, design geometry, and digital media.



## **Quanle Huang** | *Where Water Flows, Prosperity Grows: A Comparative Study of Urban-Water Symbiosis*

Assoc. Prof. Architecture School, Guangzhou Academy of Fine Arts

Huang Quanle holds a Ph.D. degree in Architecture from the "Cities and Environment" Doctoral School at the University of Paris 8 (France), and Master's degree in Architecture from the Architectural Design & Research Institute at the South China University of Technology. She was formerly a team member at the Academician He Jingtang Institute of Modern Architecture Creation. She is a member of the Architectural Society of China and a committee member of the Environmental Art Professional Committee under the Guangdong Civil Engineering and Architecture Society. Her research interests include: Urban Spatial Typology, Urban Design, Urban Renewal and Architectural Design, Public Architecture Design

- January 2019–2025: Dean of the Department of Architecture and Associate Professor, School of Architecture and Applied Arts, Guangzhou Academy of Fine Arts.
- 2000–2018: Architectural Design & Research Institute, South China University of Technology; engaged in urban research, urban design, and architectural design work.
- 2002–2008: During her doctoral studies in France, she worked on architectural and urban design projects at the ARCHITECTURE STUDIO (AS STUDIO) in Paris, the ARTE-CHARPENTIER (Xia Bangjie) firm in Paris, and also the studio of Professor Philippe Panerai.



## **Shavei Zhang** | *Urban Vitality Phase Transition Mechanisms in Brownfield Transformation: A Spatiotemporal Percolation Perspective*

Associate Professor, Head of Department of Landscape Architecture, School of Architecture&Applied Arts  
Guangzhou Academy of Fine Arts

Deputy Secretary General of the Guangdong Specialized Committee of Landscape Architecture  
Education Information

My research focuses on the Pearl River Delta, integrating historical GIS, remote sensing imagery, and multi-source spatial data to investigate the adaptive mechanisms of regional cultural heritage and the spatial evolution of cultural landscapes. In recent years, I have introduced urban science and complex systems theory into this field. Drawing on spatiotemporal percolation and phase transition theories, I treat cultural heritage as a self-adaptive system to understand how cultural genes maintain resilience and when they may cross the threshold of decline. I have found that changes in cultural vitality under urbanisation shocks are not abrupt "phase transitions" but rather a form of "soft percolation" — slow, continuous diffusion or reorganisation. Based on this, I identify multiple dynamic patterns of cultural genes, ranging from "stable persistence" to "persistent decay" and "fluctuating recovery", and reveal the critical conditions and heterogeneous structures of their spatial spread. Ultimately, I strive to explore synergistic pathways between ecological conservation and cultural heritage, offering new perspectives and methodological support from complex systems science for the sustainable governance of culture in the Pearl River Delta and other rapidly urbanising regions.