School of Art, Design and Media (ADM) - Faculty Research Areas for Graduate Admissions - AY2022-2023

Name of Faculty	To supervise MA and/or PhD student	Research Areas/Interests	Culture and Identity	Culture and Heritage	Digital Humanities and Art	Southeast Asian Art, Design and Media	Production Culture	Art in Motion	Sight and Sound	Art and Public Space	Design Studies	Others
Andrea Nanetti	Both MA & PhD students	Animated solutions, AR, and AI for the study of premodern maps (e.g., Mao K'un, Gangni Yeokdae Gukdo Ji Do, Da Ming Hunyi Tu, Fra Mauro, Edrisi, 1457 Genoese Map), travel accounts (e.g., Marco Polo, Ibn Battuta, Zhang He), chronicles (e.g., Malay Annals, Royal Chronicles of Ayutthaya, Pate Chronicles, Venetian Chronicles), and illuminated manuscripts (e.g., Da Vinci, Michelangelo) as knowledge aggregato	-	Yes	Yes	-	-	-	-	-	-	
Benjamin Seide	MA student only	- Virtual cultural heritage: Exploring state-of-the-art virtual reality (VR) technologies for the benefit of promoting cultural heritage - Immersive technologies: 360´ video experiences, 3D stereoscopy, dome projections and state-of-the-art XR (VR/AR/MR) applications at the intersection of media art and technology - The art and science of visual effects and animation, and its role as an aesthetic and narrative device in filmmaking	-	Yes	Yes	-	Yes	Yes	-	-	-	
Benjamin Slater	MA student only	Film Studies, Film History, Film Criticism, Singapore Film, Screenwriting, Narrative, Interactive Narrative, Performance	Yes	Yes	-	Yes	Yes	-	-	-	-	
Candice Ng Ee Ching	MA student only	Issues in Visual Communication Practice, Graphic Design Studies, Critical Design, Para-academic Design Practices	-	-	-	-	-	-	-	-	Yes	
Chul Heo	Both MA & PhD students	Film and Television Studies, Critical Theory, Cultural Studies, Sound Research, Production Studies, Korean Film, Southeast Asian Cinema, Transnational Cinema, Public Sphere Theory	Yes	-	Yes	Yes	Yes	Yes	Yes	-	-	
Cindy Wang I-Hsuan	Both MA & PhD students	1. Chinese Aesthetics in visual communication and in contemporary (Typography) design theory and practice. 2. Foster a culture of international exchange and cross-cultural interactions for all matters related to art, craft and communication design. 3. Printing techniques to further stimulate the visual expression of art work and visual communication approach (theoretical or practice-based research) 4. Design thinking and Branding	Yes	Yes	-	Yes	-	-	-	Yes		
Danne Ojeda	Both MA & PhD students	Contemporary Art and Design Art, Design and Sciences Art, Design and Education Critical Design, Design-Fiction, Design-Art, Design Speculations Art/Design Histories Socio-cultural related projects Exhibition Design (History, criticism and/or practice as research) Editorial Design, Print (History, criticism and/or practice as research) (Digital) Visual Communication	Yes	Yes	Yes	Yes	-	Yes	-	Yes	Yes	
Davide Benvenuti	MA student only	Visualization of cultural heritage, Animation, Visual storytelling, Animation history	-	Yes	Yes	Yes	-	Yes	-	-	-	
Ella Raidel	Both MA & PhD students	Experimental Cinema, Sinophone Cinema, Contemporary Aesthetics, Contemporary Art, Interdisciplinary Research Urban Studies, Film Studies, Chinese studies, Expanded Cinema	Yes	-	-	Yes	-	Yes	Yes	-	-	
Gray Hodgkinson	Both MA & PhD students	Digital narrative animation. Digital game design and world building. Serious games and games for society. VR world building. VR story-telling.	-	-	-	-	-	Yes	Yes	-	-	
Hans Martin Rall	Both MA & PhD students	Virtual reality AI and animation Animation history Adaptation for Animation Comics and Graphic Novels Comics Journalism	-	-	Yes	Yes	-	Yes	Yes	-	Yes	
Ina Conradi Chavez	MA student only	fine art, media art, co-immersive spaces/installation arts, fictional & non-fictional animation, public art, media art for urban screens and media architecture, artificial intelligence (AI) in art, generative digital art.	-	-	Yes	Yes	-	Yes	Yes	Yes	-	
Lisa Winstanley	MA student only	Ethical design practices and pedagogies, Collaborative design practices and pedagogies, Design for [positive] change, Design Activism Design Thinking, Life-Centric Design	-	-	-	-	-	-	-	-	Yes	Design for [positive] change, design activism
Marc Gloede	Both MA & PhD students	- Development of Curatorial Practices - Curating time-based media - The relation of images, technology, space, and the body - The dynamics / interferences between fields such as art/architecture, art/film, and film/architecture - Expanded Cinema - Perception of color in film and art - The impact of digital dynamics on film and art practices - Re-thinking Abstraction	Yes	-	Yes	Yes	-	Yes	-	Yes	-	
Ng Woon Lam	Both MA & PhD students	1. Chinese Calligraphy, Chinese Ink Painting 2. Singapore / Malaysia Painting / Watercolour, its history and development 3. Application of Computing in Art (Efficiency in programming is required) 4. Color Theory - Practical Applications in art or Scientific Modelling (Efficiency in programming is required)	-	Yes	Yes	Yes	-	-	-	-	-	Application of Computing in Art (Efficiency in programming is required) , Color Theory - Practical Applications in art or Scientific Modelling (Efficiency in programming is required)
Peer Mohideen Sathikh	Both MA & PhD students	Design - mobility, transportation, urban design, dwellings and habitats AI and design - theories of communication and interaction, autonomous vehicles, omnipresent AI Design culture through culture, nurture, aesthetics, craft heritage and design today	-	Yes	-	Yes	-	-	-	-	Yes	
Veronica Ranner	PhD student only	Critical design futures Bio-digital interface design Biodesign & new materials Biomedical product design UX design & co-creation	-	-	Yes	-	-	-	-	-	Yes	Critical design — An area of design that is reflective and reflexive of its own limitations, biases and harmful impact. This field of design critically interrogates artificiality in everyday life, manufacturing, human and more-than-human interactions
Wong Chen-Hsi	Both MA & PhD students	film directing and writing, singapore and SEA film, independent film making	Yes	-	-	Yes	-	-	Yes	-	-	

Category of research interest	Short definition
Culture and Identity	We interrogate the cultural politics of identity and representation on design art, film, television, photographic art, social media, packaging art, fashion, animation, and any forms of presentational art. This cluster focuses on locating the question of power in the contexts of race, class, and gender.
Culture and Heritage	The Culture and Heritage cluster examines key issues and art practices in exploring the meaning and the role of cultural heritage in contemporary society, especially in Singapore.
Digital Humanities and Art	This area explores the meanings of artwork and practice in the era of digital technologies and emerging technologies such as virtual reality (VR), artificial intelligence (AI), digital streaming, wearable technologies, interactive/participatory interface, and data science.
Southeast Asian Art, Design and Media	While situating our scholarly inquiries in a Southeast Asian regional context, we explore the socio-cultural implications of various art forms including photographic art, media art, cinematic art, design art, interactive and participatory art, VR, data art, and many others.
Production Culture	The production dimension of popular culture does research on production artists, production studios, production conventions, production styles, production conditions, production aesthetics, audience in the production process, art critics, art journalists, government agencies in art, etc.
Art in Motion	The Art in Motion cluster examines the theoretical and practical aspects of art in motion that becomes central in digital arts including film, character animation, real-time 3D storytelling, motion capture, motion graphics, stop motion, experimental filmmaking, visualizing data, installation arts, VR film, fictional & non-fictional animation, and sound art.
Sight and Sound	This cluster examines challenges and problems in applied aesthetics of visual image, sound image, cinematic expression, animation, design, interactive media, media interface, game, photography, and new media. It foregrounds the contextual power of aesthetic elements in narrative storytelling.
Art and Public Space	Where and when is art? Through interdisciplinary theories and critical lenses, we examine the meaning of art in public space with various research questions on participation, democracy, ritual practices, religion, and digital technology in historical and cultural contexts.
Design Studies	This area explores the contributions of design led research methods in the contextual setting of everyday life of humans in the era of interconnected world through digital technologies in the near future as well as speculative approaches to conceptualising visual communication, products and object, space and the third dimension and interaction between humans as well as the emerging artificial intelligence.