No.	Name	Faculty/ School/ AVA	Department	Research Interests	Research Profile	Preferred Student's Background
Augmented Creativity Lab						
1	Dr Eugene Alexander BIRMAN	Arts	Music	Dr BIRMAN's own research is predicated on a very simple notion - that the great discussions in the world today, whether they touch on environmental issues, questions of truth in media, and the delicate delineation between identity and nationhood, can be highlighted, dramatized, and perhaps even resolved through music. Just as the case for culture in our modern societies becomes ever more perilous and 'inessential', so must music make the case for itself. To do so without a tangible connection to those modern societies, and the technological revolution we are living through does a disservice to that same case; He is looking for a sustainable way forward.	http://www.eugenebirman.com	Composition combining arts + tech + current events.
2	Prof. John ERNI	Arts	Humanities and Creative Writing	Research focus on international and Asia-based media and cultural studies; critical legal theory related to human rights philosophy, ethics and politics; gender and sexuality studies related to media and visual culture; youth studies in transnational contexts; cultural politics of race/ethnicity/migration; critical public health studies.	https://artsbu.hkbu.edu.hk/about-us/our-community-of-teachers-and-researchers/prof-john-nguyet-erni	Academic background in media and cultural studies, and/or critical legal studies.
3	Dr Patrick Gordon HOLLAND	Arts	Humanities and Creative Writing	Dr HOLLAND researches how literature and literary aesthetics respond to supermodernity and non-places; He also researches sacred and profane place and ritual. More generally, he researches writing, literary aesthetics, stylistics, and literary phenomenology. That said, he has a great interest in video games and digital narrative. I have taught these as topics in broader writing courses, and he is working on a paper concerning video game aesthetics. He would be happy to supervise a student who wishes to investigate something in any of these fields. (He envisages video game writing, video game aesthetics, and writing and supermodernity as having particular potential for interdisciplinary work.)	http://www.patrickholland.com.au	Writing & literature, video games, phenomenology, aesthetics, supermodernity & non-place (ethnography); sacred & profane place.
4	Dr Jie CHEN	Science	Computer Science	Immersive, volumetric capture and shape modelling for XR platforms. Dr CHEN is working on addressing some of the key challenges of virtual tele-presence: charactering human centric models and environment mapping, for efficient modes of virtual communication. He is interested in innovating novel and affordable imaging modalities (RGBD sensors, Go-pro arrays, Light Field cameras, etc.) and using learning-based reconstruction models (both parametric and volumetric) for characterizing 3D human shape, motion, and its interaction with the environment.	https://jchenhkg.github.io/	Students from computer science, mathematics, physics backgrounds, and possess experience of working on computer vision, computer graphics, and computational photography topics are highly preferred.