



Universiteit  
Leiden

The Netherlands

## **Interaction with sound for participatory systems and data sonification**

Liu, D.

### **Citation**

Liu, D. (2023, November 21). *Interaction with sound for participatory systems and data sonification*. Retrieved from <https://hdl.handle.net/1887/3663195>

Version: Publisher's Version

License: [Licence agreement concerning inclusion of doctoral thesis in the Institutional Repository of the University of Leiden](#)

Downloaded from: <https://hdl.handle.net/1887/3663195>

**Note:** To cite this publication please use the final published version (if applicable).

---

## Acknowledgements

---

This book not only marks the end of my Ph.D. journey, but also contains all the memories behind the works and time I shared with my fellows, friends and family. It could never have started without the financial support by the China Scholarship Council (CSC). In the beginning it was not easy to make significant steps. And COVID-19 confronted me being in a lockdown in Wuhan that severely limited me. Nevertheless, I am still very happy at this moment to deliver my thesis with my sincere gratitude towards everyone who has helped me.

First of all, I would like to express my deepest appreciation to my promoter, Prof.dr.ir. Fons Verbeek. Thank you for encouraging me all the time since I started studying in Leiden. Your patience and openness brought me a great environment to conduct my research and complete this thesis. I am grateful for your guidance in crafting a great narrative storytelling, which has contributed to making this thesis easily accessible to a wider audience. Moreover, I would like to express my sincere gratitude to Edwin van der Heide. His efforts and guidance provided me with new insights that supported my research at the outset to take off. These ideas naturally developed and concluded in the various research topics. And I am grateful that Prof.dr. Aske Plaat was part on my supervision team.

Thank you, Yi Qin, my first supervisor, who brought me to the field of electronic music and interactive art. I always feel lucky to have met you at the Conservatory. Your support and enthusiasm made my time there determined and enjoyable.

Thank you, Jelger Kroese, for your playful collaboration in the Băi. It was so great to work with you so that we have finally made it to exhibit the installation at NIME.

A big thank-you to my parents, who always inspire and support me to explore everything. 感谢我亲爱的妈妈，无条件的支持我，爱我，让我一直拥有一条退路，

## Acknowledgements

---

可以无所畏惧的去尝试我想做的事情。感谢我亲爱的爸爸，默默爱我，守护我，教导我做一个人独立坚强的人。感谢我可爱的外婆，一直疼我护我，希望你身体健康，长命百岁。

Thanks all the people I met, worked and played with in the past years when I was in Leiden. I really treasure the time we spent together, best wishes to all of you. A special thanks to Taotao, who has designed the cover of this book. I am convinced that your talent will soon get noticed by more people. 感谢叶馥榕，罗交，张伟韬，马国栋，宋宇超，谢谢你们让我的独居生活多了许多色彩和风味，预祝一切顺利。谢谢我在Santa Clara的家人苏琰，曾嫚，总是开导我鼓励我，小虾苏聊还有机会更新。谢谢我在上海的家人，最棒的调音师李璐，这些年我们一直互励互勉，期待尽快见面。

Thank you all the people who participated my experiments, especially during the time of COVID-19 regulations.

Finally, I would like to thank Kelvin Kien Man Ko. Throughout all the time we have spent together, thank you for embracing my world, dealing with my tantrums, sharing in my frustrations, and providing emotional support. Thank you for starting next great journey with me <3.

---

## Curriculum Vitae

---

Danyi Liu was born on the 19th October 1990 in Wuhan, China. After graduating from Music Technology and Arts at Shanghai Conservatory of Music and Applied Psychology at East of China Normal University, Danyi did an internship at the Institute of Acoustics and Speech Communication at TU Dresden. This marked the outset where she started to integrate her knowledge of sound design with psychology. Subsequently, Danyi pursued her Master's Degree in Media Technology at Leiden University, where she developed her interest in interactive interface design and user experience research.

Because of her interest in the interactions with diverse media types, she pursued her doctoral research in Human-Computer Interaction. Throughout her Ph.D. journey, she extensively explored and delved into interactive experiences and human-centred methodologies across various contexts. Reflecting on her decade-long journey, she has progressively transitioned towards interdisciplinary studies. Now, she continues her career as a human experience researcher and independent sound designer.