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A relational approach to understanding interactions in interactive art

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Curriculum Vitae

Dan Xu is a creative researcher and new media artist from China and currently based in the Netherlands.

From 2011 to 2015, Dan studied Applied Physics (BSc) at Beijing Institute of Technology. In 2015, she moved to the Netherlands to enrol in the MSc Media Technology programme at Leiden University. She completed the programme in 2017 with a Cum Laude distinction.

From 2018 to 2020, Dan worked as a Digital Transformation Designer at the Digital Society School, affiliated with the Amsterdam University of Applied Sciences.

Since 2020, Dan has been a PhD candidate at the Leiden Institute of Advanced Computer Science at Leiden University. During her PhD studies, she took courses in scientific conduct, among others.

In 2024, Dan and her collaborators were awarded the Processing Foundation Fellowship for their collective project “Screen-to-Soundscape”, which explores how AI and spatial audio technologies can benefit online experiences for blind and visually impaired individuals.