



UABBHK 2025 Factsheet

TECHFORMANCE: A platform for architectural technology and performance

Overview:

The **2025 Hong Kong & Shenzhen Bi-City Biennale of Urbanism\ Architecture (Hong Kong) (UABBHK 2025)** serves as a platform that explores how **technology and artificial intelligence (AI)** are transforming architecture processes from static form into **dynamic**. Under the theme **“TECHFORMANCE: Technology, Platform and Performance”**, the Biennale examines how emerging tools—from generative design and robotics to immersive media—are reshaping architectural authorship, spatial experience, and public engagement. Through interactive installations and cross-border collaborations, UABBHK 2025 invites the public to co-create, reinterpret memory, and prototype new urban futures.

Organisers:

- **Organised by:**
The Hong Kong Institute of Architects Biennale Foundation
- **Co-organised by:**
 - The Hong Kong Institute of Architects (HKIA)
 - The Hong Kong Institute of Planners (HKIP)
 - The Hong Kong Designers Association (HKDA)

Lead Sponsor:

- Cultural and Creative Industries Development Agency (CCIDA)

Venues and Dates:

Oil Street Art Space (Oi!) 27 November 2025 – 24 January 2026

East Kowloon Cultural Centre (EKCC) 16 December 2025 – 24 January 2026

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Oi! Exhibits:

Augmented Reality-driven Bamboo Architecture

Oi! Lawn

Explore the pioneering work of Dr Kristof Crolla and Dr Garvin Goepel on the integration of digital technology into bamboo architecture. By downloading the augmented reality (AR) app, you can access an immersive experience that allows you to witness the physical scale models of their bamboo projects at full scale through holograms made visible directly onto your mobile device.



Exhibitor: Kristof Crolla, Garvin Goepel

Dr Garvin Goepel specialises in the fields of Augmented Reality (AR) and Artificial Intelligence (AI), focusing on the investigation of collaborative interactions between humans and machines. He combines his practice at “Augmented Architecture Ltd” with his position as Lecturer at The University of Hong Kong (HKU), and co-investigator in the Building Simplicity Lab (BSL). His research advances studies in collaborative holographic-driven construction, expands opportunities for technology-infused craftsmanship, and reflects on workflows that replace conventional drawing-based communication with holographic instruction. His work is published widely and has contributed to award-winning mixed-reality art and architectural projects, such as for the World Architecture Festival Award 2024.

Dr Kristof Crolla is a Belgian architect and founder of Laboratory for Explorative Architecture & Design Ltd. (LEAD). He is a tenured Associate Professor and Associate Head (Technology Transfer) at HKU’s Department of Architecture, where he directs the Bachelor of Arts & Science Design+ programme and founded the Building Simplicity Laboratory (BSL). His design research, most notably the ZCB Bamboo Pavilion, integrates advanced computation in architecture and has won numerous awards including the World Architecture Festival Award in 2016 and 2024. He holds a PhD from RMIT University and is a recognised expert in bamboo construction with INBAR.

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Flux: Co-Assembled Adaptive Furniture for Divergent Environments, Enhanced by AI-Assisted Feedback Loop

Oi! Deck

Modular transformable furniture system with AI-assisted evaluation using pose detection to analyse user interactions and optimise arrangements for public spaces.



Exhibitor: Pedram Ghelichi, Jimmy Tsz Wai Ho, Peiwen Li

Pedram Ghelichi is a Lecturer at the School of Architecture of The Chinese University of Hong Kong (CUHK). He earned his PhD from CUHK in 2021, exploring uncertainties as creative components of architectural processes, and served as a Visiting Scholar at ETH Zurich. As Head of vve Lab, he leads cross-disciplinary design-build research on adaptable urban furniture and transformable installations featured in Hong Kong, Shanghai, Antwerp, and beyond. Pedram co-investigates projects supported by grants in circular construction and community-led design for disassembly. His recent work encompasses AI-assisted participatory prototyping and was showcased at the ICSA 2025 Critical Practice session in Antwerp.

Jimmy Ho is the Lead Curator of UABB2025. He is Lecturer at the School of Architecture of CUHK, a multidisciplinary designer, and researcher focusing on redesigning processes for well-being and communities. He received his Bachelor's degree in 2012 and Master's degree in 2014 at CUHK. Since then, he completed a range of projects from small-scale exhibitions to urban-level redevelopment. He co-designed the opening exhibition, Tai Kwun 100, for Tai Kwun – Centre of Heritage and Arts which received international awards including Frame Award and Design For Asia Award* in 2018. His expertise in architectural design, interior design, exhibition design, project management and curatorial management has enabled him to participate in a wide range of projects, including architectural restoration, countryside regeneration and community engagement as research co-investigators.



*Sponsored by CCIDA

Kwok Chi Sum is a CUHK Architecture student assisting with hardware integration for adaptive design. He has supported vve Lab's transformable furniture projects by setting up and calibrating the components between the design lab in Hong Kong and factories.

Choy Koon Wei is a CUHK Architecture student assisting with AI-assisted software development for participatory design. He has contributed to vve Lab by developing pose-tracking algorithms, managing data workflows, and implementing real-time feedback systems for adaptive urban furniture projects.

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Island Totem

Oi! Warehouse 1

Memorial column using water and light with programmed movement representing Hong Kong island research, creating a multisensory environment with projections and soundscapes.



Exhibitor: Island Works

Island Works is a Hong Kong-based research and design collective co-founded by architects Tang Chi Chung and Leroy Jing Hong Yuen. The practice is driven by a sustained inquiry into the city's 200+ surrounding islands—landscapes often overlooked within the dominant narrative of dense urbanisation yet integral to Hong Kong's geographical and cultural identity.

Working through a cyclical methodology of discovery, document, design, Island Works approaches islands as both archival subjects and speculative grounds. Research and first-hand digital documentation underpin an evolving repository that seeks to preserve the essence of each island.

This research extends into a design language that regards islands not only as geological phenomena but also as cultural and infrastructural artefacts shaped by memory, time, and imagination. Through this lens, Island Works advances speculative futures, translating its findings into interventions such as site-specific installations that reframe islands as sites of design imagination.

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ÖK(Λ)B

Oi! Warehouse 1

The game is a prototype developed to explore the architecture of memory, community, and engagement. Commissioned originally by the Singapore Art Museum, it is a model for a digital museum—one that invites public interaction through archival functions, user-uploaded multimedia, and the manipulation of digital artworks.



Exhibitor: Federico Ruberto, Eva Castro

formAxioms was established in 2018 by Eva Castro and Federico Ruberto. It is a media lab and design agency that promotes research on space, selfhood, performance, art, planetary structures, and economy-ecology. It prototypes quasi-objects (spaces-interfaces-infrastructures), working to re-discover the emancipatory potential of art, architecture and design.

FormAxioms' projects are spaces of retention and immersion challenging the threshold between physical and digital experiences. Part of the lab research is questioning (and building new forms of) archive, conceptualise and designing memory palaces-theatres, spaces that are accessible through games, installations, diagrams, sound and video interfaces, an-architectures, objects, and audio-visual performances. We are critical generalists, explorers of techno-diversity. Our Oss are developed through DIY synthesis of digital and analog tools, hybrids to test collaborative and participatory frameworks.

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bug and bug

Oi! Warehouse 2

Sound installation using directional speakers and lasers to create a 3D auditory environment with Hong Kong/Shenzhen border sounds, exploring machine listening and psychogeography.



Exhibitor: Ryo Ikeshiro

Ryo Ikeshiro is an artist, musician and educator researching the possibilities of meaning, context and materiality in sound and audio technologies. His practice includes installations and live performances using sonification, Ambisonics field recording, machine listening and video. He has participated in inaugural exhibitions at Asia Culture Centre, Korea, and M+, Hong Kong, and his TeleText art pages have been broadcast on German, Austrian, Swiss and Finnish national TVs. Publications include a contribution to *Sound Art: Sound as a medium of art* (ZKM Karlsruhe/MIT). He is an Associate Professor at the School of Creative Media, City University of Hong Kong, where he co-directs SoundLab, a spatial audio research/practice unit.

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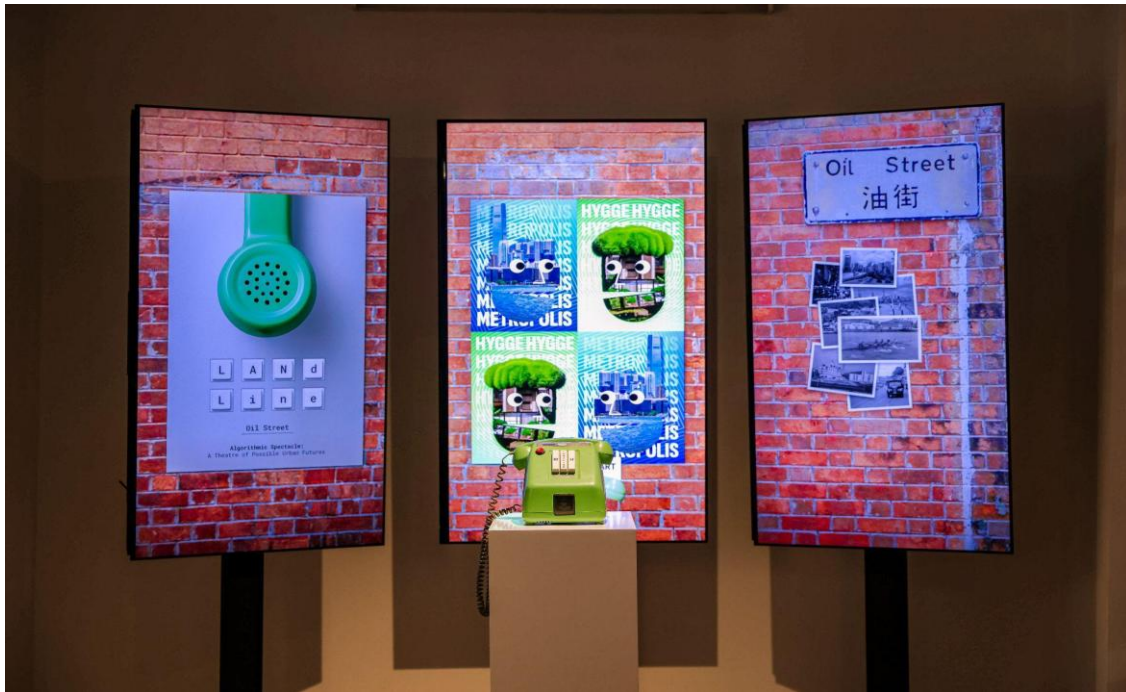
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LANdLine Project Oil Street

Oi! Warehouse 2

Three-act algorithmic performance exploring North Point's urban evolution through AI dialogues and telephone interventions, creating constructed situations for public discourse.



Exhibitor: Tim Wong

Loftwork is a creative company that believes in “creativity within all”. Through co-creation with creators, businesses, communities, and academia, we create future value by tackling complex challenges through professional project management, research, and integrated design-technology solutions.

We operate platforms including FabCafe (creative community hub and digital fabrication cafe), MTRL (material and technology innovation), and AWRD (creator-company co-creation platform). Our approach opens projects to external talent and diverse perspectives, generating innovative solutions and unlocking unexpected opportunities. We build sustainable business ecosystems by critically examining established practices to help partners envision and create desired futures. Recognising that today's norms continuously evolve, we identify untapped potential within people, organisations, and communities to drive meaningful collaboration and positive change. Our collaborative framework challenges social conventions while transforming possibilities into reality. Project areas include digital platforms, service design, urban planning, and community development, each supported by specialised multidisciplinary teams.

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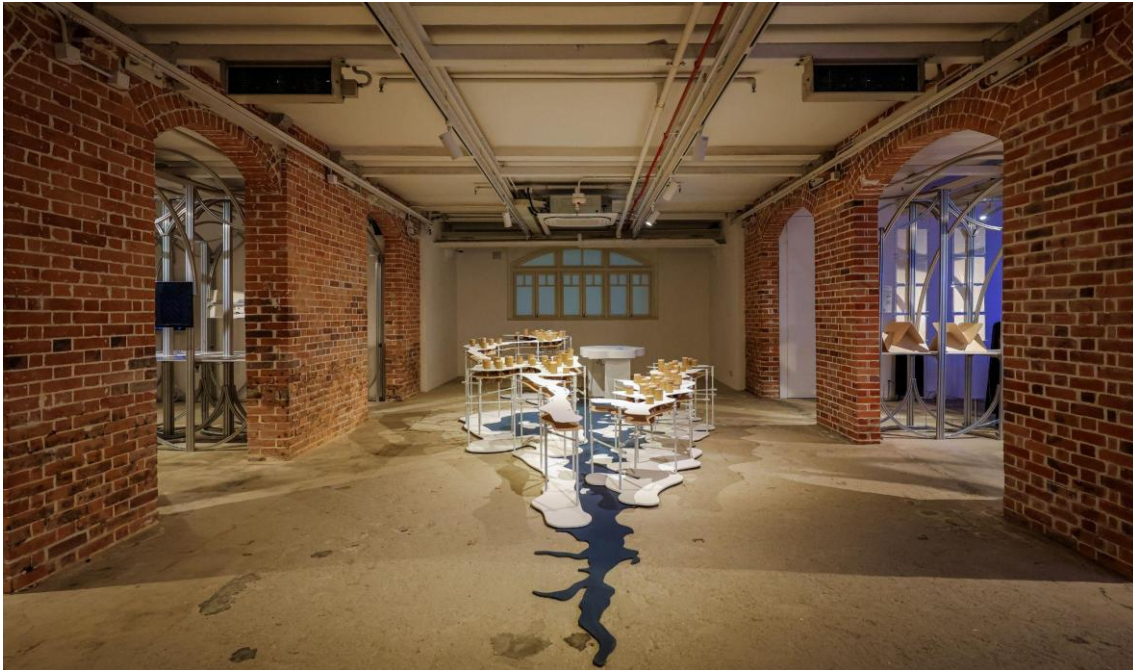
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Prompt [Pond]ering

Oi! Warehouse 2

Interactive installation exploring AI keyword selection for urban design through random word combinations and community contributions, examining human-machine collaboration.



Exhibitor: ArchiPodcastHK, ZOU-MAT

ArchiPodcastHK

ArchiPodcastHK is a Cantonese-language podcast focused on discussing design, architecture, and lifestyle, aiming to make design thinking more accessible to the general public while catalysing connections among aspiring individuals and promoting community change. The show was co-founded during the pandemic in 2020 by Tidus Shing in Melbourne and Charon Lung in Hong Kong, with episodes broadcast online every two weeks. The podcast actively collaborates with other design entities to promote creativity and explore the value and application of sound and discussion as design methods.

ZOU-MAT

Charis Mok and **Jesse Hao** co-founded the design and production studio ZOU-MAT in 2021, dedicated to exploring sustainable design solutions. Charis serves as the architectural director, focusing on the design of large residential projects, campus developments, and commercial buildings, integrating materials and light to create spatial beauty. Jesse, the production director, emphasises practical methods and interdisciplinary collaboration, crafting custom furniture and art installations. Through ZOU-MAT, they continually push the boundaries of design and production, combining cutting-edge technology with environmental awareness to enhance innovation in spatial design.

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油蔴地
Oi!

Flower Market Imaginaries

Oi! Warehouse 2

This project brings together materials collected from the Flower Market in Prince Edward as part of the Ecologies of Participation research initiative. EoP explores methods for participatory practice in urban space through field recordings, AI, 3D virtual worldbuilding, and 3D printing in collaboration with a network of artists and scholars.



Exhibitor: Ecologies of Participation (EoP) Research Initiative

Ecologies of Participation (EoP) is a transdisciplinary research collaboration initiated by Yim Sui Fong (Assistant Professor of Fine Arts), Melody Hoi Lam Yiu (Research Assistant Professor of Architecture) and Ashley Lee Wong (Assistant Professor of Cultural Studies) at The Chinese University of Hong Kong in 2024. Through panel discussions, workshops, artistic projects and symposiums, the initiative aims to bridge research and practice by providing platforms for collaboration and to develop experiments with creative arts and technology in urban space.

Melody Hoi-lam Yiu, PhD, is a designer and researcher in cultural architecture design and planning, investigating spatial and cultural development issues in Hong Kong and Asia. Her monograph, *Cultural Architecture and Late-colonial Space: Constructing Cultural Centres in Hong Kong*, was recently published by the Routledge Research in Architecture series.

Ashley Lee Wong, PhD, is an Assistant Professor of Cultural Studies at the CUHK and the Founder and Artistic Director of MetaObjects, a studio that facilitates digital projects with artists and cultural institutions. She is the author of a monograph, *Ecologies of Artistic Practice: Rethinking Cultural Economies through Art and Technology* (The MIT Press, 2025).

Yim Sui Fong (Assistant Professor, Fine Arts, CUHK) is an artist and educator whose research focuses on socially engaged art, sound art, essay film, and experimental pedagogy. She is the co-founder of the charity organisation Rooftop Institute and a board director of HASS Lab, dedicated to artist-led pedagogy and public engagement.

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Sanctum in the AI Age: Redefining the Human-Deities Nexus in Urban Future *Oi! Warehouse 2*

AI analysis of Hong Kong's informal shrines leading to personalised shrine designs through dynamic 3D projections, exploring spirituality in hyper-dense environments.



Exhibitor: Jessica Kong, Nam Wu

Jessica Pui Sze Kong, co-founder of Afloat Studio, a Hong Kong architectural practice focused on innovative designs that explore the “in-between” spatial quality through blurred boundaries and tangled spatial experiences. Passionate about pushing creative limits, she has gained international and local awards, including First Prize in the 57th Central Glass International Architectural Design Competition, Second Prize in the 18th Shelter International Architectural Competition for Students, and First Prize in the 2014 Kai Tak River Design Ideas Competition (Open Group). Her work, showcased in the “Harmony in Diversity” (KL–NJ–HK Roving Architecture Exhibition)*, reflects her commitment to impactful, diverse design.

Nam Wu is an architect and photographer who uses these dual identities to explore the spaces we inhabit and the lives unfolding in between. As an architect, his work focuses on public buildings, including performance venues, sports facilities, and welfare institutions. As a

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photographer, he specialises in architectural photography and investigates the urban dynamics that shape city life. His work has been exhibited in “Harmony in Diversity – Connecting the Metropolis by In-Between” (KL–NJ–HK Roving Architecture Exhibition)* and the Hong Kong Exhibition at the Venice Biennale 2025. He was awarded an Honourable Mention in the Young Architect Award 2022.

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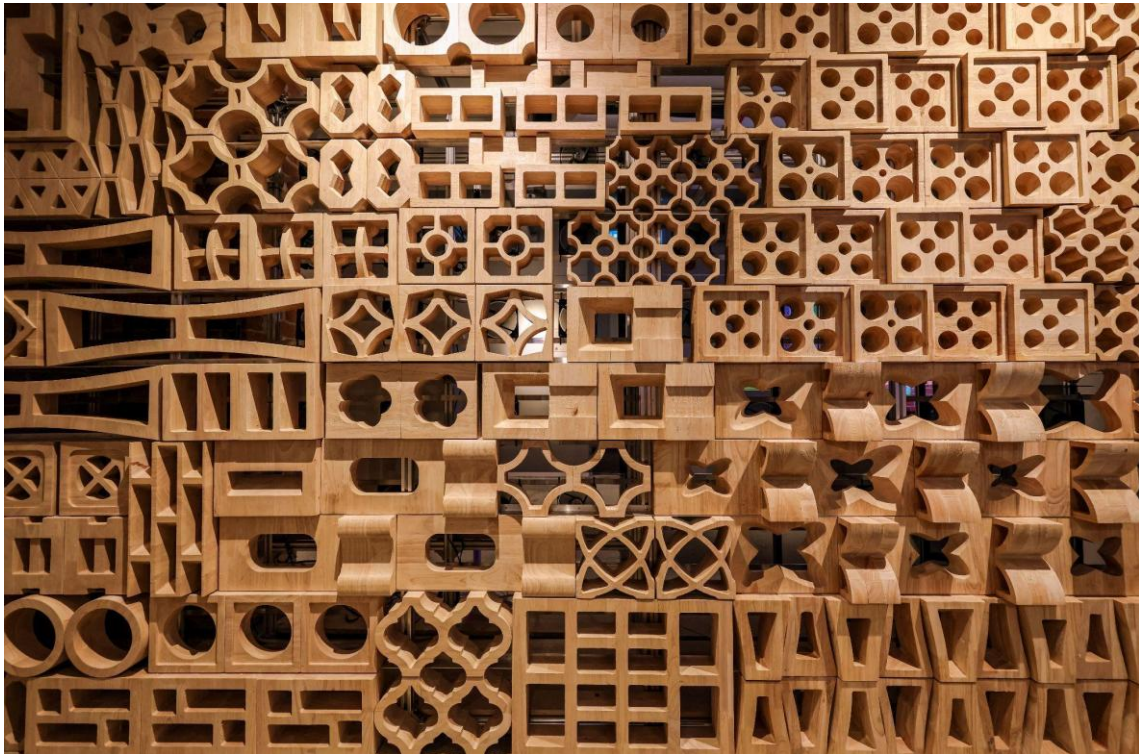
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Reimagining Breeze Blocks: An Algorithmic Evolution for Hong Kong's Modern Architectural Heritage

Oi! Warehouse 2

Performance-oriented redesign of breeze blocks using computational optimisation for thermal comfort, visual pleasure and privacy, creating optimised wall installations.



Exhibitor: Hiroyuki Shinohara

The Craft Design Research Lab is a collaborative platform that focuses on craft-based design projects and explores the material and techniques used in local craft. The objective of the lab is to apply traditional craftsmen's knowledge in contemporary spatial practice and architectural design. We engage with craft-materiality and craft-making to nurture its social meaning and cultural significance in contemporary design.

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Oi!

Gaze Into Futures @ Tai Kok Tsui

Oi! Warehouse 2

Speculative design exploration of Tai Kok Tsui's future using AI tools, AR installations and community experiments to prototype and discuss preferable urban futures.



Exhibitor: Sky Lo, Yuting Chen

Dr Sky Lo's research explores spatial “phygital” interaction and the relationships between virtual and physical spaces, through transdisciplinary methods that combine design, virtual reality technologies, gamification and digital tools. His research emphasises multi-level sharing and collaboration from basic data to deep intelligence using Mixed Realty technologies to enhance interaction, knowledge transfer and foster innovation in the design process.

Yuting Chen is a cross-disciplinary designer and PhD researcher at The Hong Kong Polytechnic University (PolyU), operating at the intersection of immersive media, spatial narrative, and human-computer interaction. She develops exhibitions that investigates various exhibition frameworks: such as the curatorial authorship–audience agency spectrum and applies them through projects like the Phygital Meta-Archive (2024) and Evolutionary Space Global Exhibition series: Finding Solace (2024).

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EKCC Exhibits:

Sentient Mirror - Genius Loci

EKCC Beats

Genius Loci Sentient Mirror - Genius Loci is an interactive installation exploring the relationship between personal emotion, collective memory, and urban space. By gathering visitors' city memories and real-time emotional data, it reconstructs Hong Kong's architectural elements into a fluid "memory-scape", revealing the city as a vessel of shared experience.



Exhibitor: XCEPT

XCEPT is a trans-disciplinary creative studio, crafting unique experiences at the junction of art, technology, design, and culture. The collaborative creates timeless immersive experiences that heighten imagination and sensory connections. As a pioneer in new media arts, XCEPT explores different mediums with unique concepts and experimental approaches, constantly at the vanguard of technology.

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Garden of Liminalities

EKCC Void

The installation articulates liminal spaces where physical dissolves into virtual, where nature confronts its synthetic double. Robotic fabrication transforms 3D-scanned scholar stones into carved algorithmic forms. Spatial lines become interfaces to a hybrid reality where landscapes from Hong Kong layer upon these objects, creating superimposed realities that question authenticity, presence, and perceptual boundaries.



Exhibitor: Anneli Giencke, Tobias Klein

Tobias Klein, trained architect and artist, is an Associate Professor at City University of Hong Kong's School of Creative Media. His work merges CAD/CAM technologies with cultural narratives, intuitive design, and historical references. Klein established the concept of "Digital Craft", synthesising digital and physical tools/materials as both poetic (Poiesis) and technical (Technê) expressions, challenging the traditional separation of digital and analogue making. His internationally exhibited work features in venues like the London Science Museum, V&A, Venice Biennale, Ars Electronica, MoCA Taipei, and Art Basel Hong Kong. A 2020 UMAG Hong Kong retrospective, "Metamorphosis or Confrontation", showcased 15 years of his work. Klein holds a PhD (RMIT), architecture degrees from UCL Bartlett and RWTH Aachen, and previously taught at the AA and RCA in London.

Anneli Giencke is a registered architect, founder/director of her own practice, and Adjunct Assistant Professor at the University of Hong Kong's Faculty of Architecture. With over twenty

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years of practical and ten years of academic experience internationally (Europe/ Asia), she has realised buildings, installations, and interdisciplinary projects. Her teaching and research challenge our understanding of architecture by experimenting with immaterial spatial aspects and various forms of representation. Her work is published in books like "Tectonics" and journals including SpringerNature's Nexus Network Journal and Cubic Journal. Giенcke studied at Graz University of Technology and holds degrees from Munich's Academy of Fine Arts, UCL Bartlett and Westminster University. She is currently a PhD candidate at RMIT with a full scholarship.

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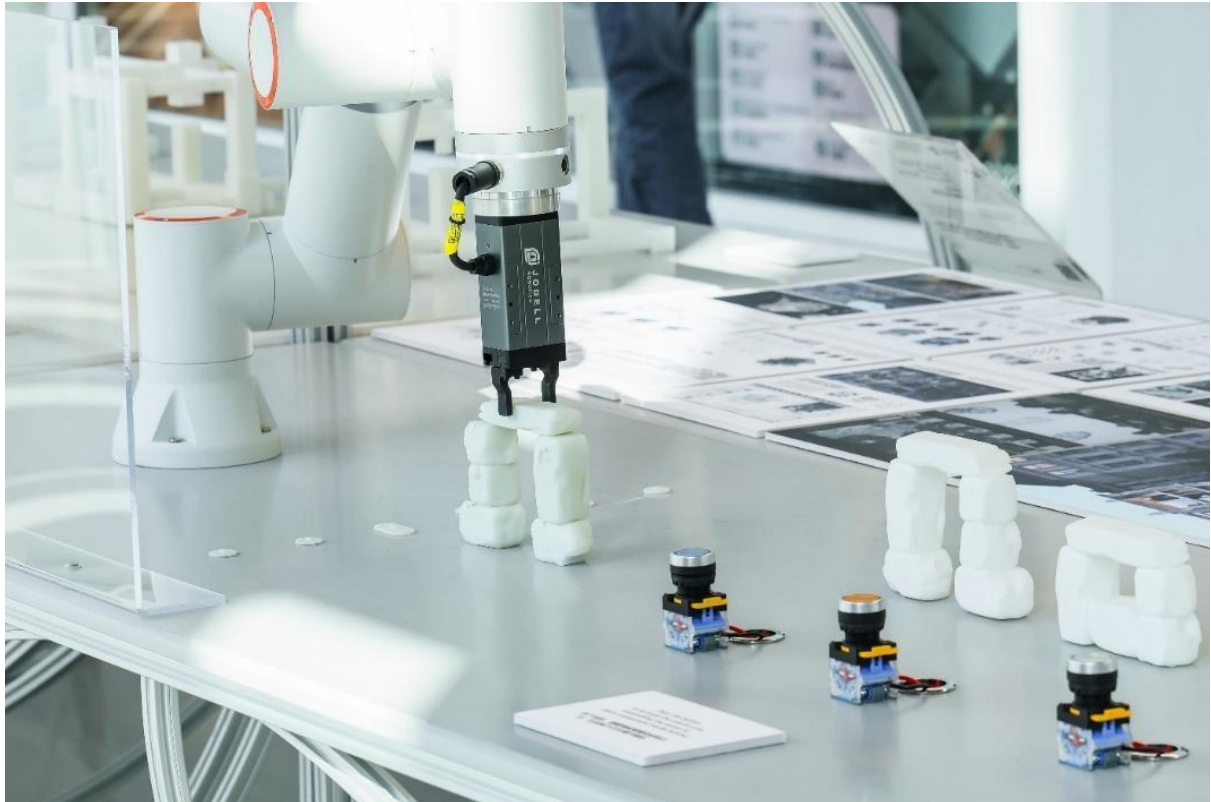
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Stone Synergy: AI-Driven Community Housing

EKCC Link

AI-driven platform enabling communities to co-create sustainable housing using local materials through intuitive configurator and machine learning algorithms.



Exhibitor: Olivia Chen

Olivia Shuning Chen is an architectural designer and researcher, currently a Guest Speaker and Senior Research Assistant at The University of Hong Kong, where she teaches courses on design research, environmental architecture, and digital methods. Her expertise lies at the intersection of computational design, digital fabrication, and architectural automation. She is dedicated to exploring contemporary architecture and urbanism through the lens of these technological methodologies, examining their impact on political and design development processes. Her work bridges advanced computational research with practical application in design and making.

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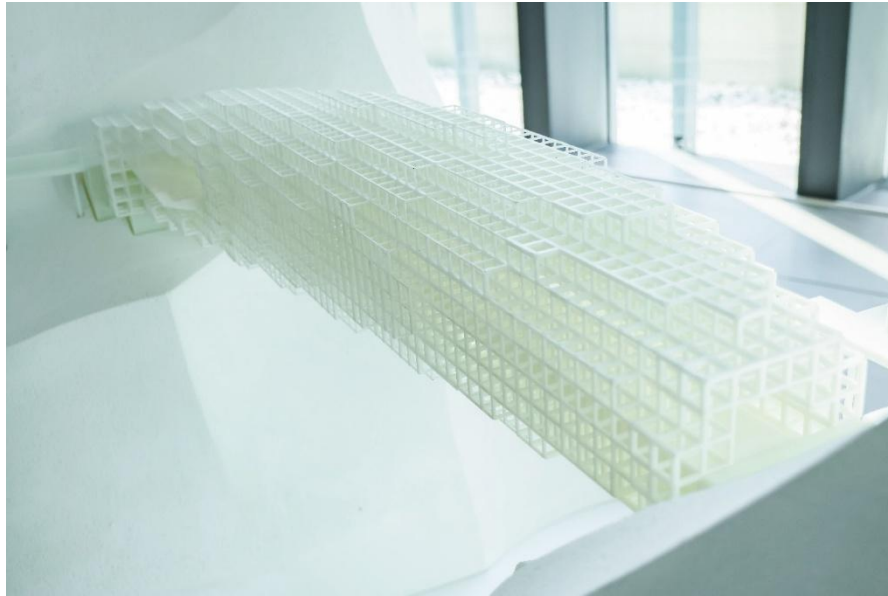
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Think BIG (Beyond Image Generation) - the cLOUDbrIDGE

EKCC Link

Algorithmically generated bridge prototype challenging conventional design paradigms through performance-driven, context-aware geometries and envisioned drone construction methods.



Exhibitor: Arturo Tedeschi

Arturo Tedeschi is an Italian architect and computational designer, internationally recognised for a visionary, sculptural practice that integrates research, advanced design methods, material exploration, and fabrication technologies. He uses digital tools to blur disciplinary boundaries while emphasizing both meaning and emotional experience. Working across architecture, interiors, stage design, automotive and industrial design, jewellery, watches, furniture, fashion, and art installations, he has built a versatile, experimental portfolio. He is also the author of AAD: Algorithms-Aided Design, widely regarded as a key global reference in computational design.

Maurizio Degni is an architect and computational designer specialising in energy and environmental analysis, parametric strategies, and optimisation. A core collaborator with Tedeschi since 2010, he has contributed to dozens of projects and is based in Milan.

Vittorio Paris, an Assistant Professor at the University of Bergamo, coordinates research with Princeton University's Form Finding Lab. His collaborations include Penn State, Roma Tre, and SOM, and his research focuses on masonry structures, augmented reality, and construction automation.

Carlo Olivieri is an Assistant Professor of Structural Mechanics at Pegaso University and an adjunct at the Polytechnic University of Bari. Formerly at the University of Salerno, he has collaborated with UC Berkeley and Princeton, researching optimisation of compression forms under seismic loads and low-carbon materials. In 2023, he served as structural engineer and site manager for the Angelus Novus vault at the Venice Biennale with SOM and Princeton.

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Exporting Aesthetics: AI-Generated Futures of the Greater Bay Area

EKCC Link

AI-generated tower models exploring machine-driven architectural imagination within Guangdong-Hong Kong-Macao Greater Bay Area context, questioning authorship and values in algorithmic design.



Exhibitor: Casimir Esbach

KANS is a design studio founded by Cas Esbach, whose practice navigates the intersections of architecture, technology, and aesthetics. For the UABBHK 2025, Cas collaborated with Sandra Baggerman and Stella Zhang to investigate the role of artificial intelligence in shaping new architectural and urban imaginaries. Their collective approach reflects a practice-based methodology informed by academic research and professional design work, spanning Europe and Asia.

Cas Esbach is an architect and professor at the Savannah College of Art and Design, with professional experience at MVRDV, BIG, and Civic Projects. His work emphasises the integration of AI in the design process, focusing on both speculative aesthetics and practical workflows.

Sandra Baggerman is an educator and architect, engaged in design pedagogy and context-driven projects. Her research explores how AI can augment spatial thinking and enrich architectural experimentation. Stella Zhang is the head of InVision Wuhan, where she leads initiatives at the intersection of architectural education, research, and urban transformation in China.

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綠島園

Together, the team brings complementary expertise to the exhibition: practice and pedagogy, theory and fabrication, local insight and global perspective. Their collaboration underscores the potential of AI as both a design partner and a cultural force, opening new conversations around authorship, aesthetics, and the future of urban form.

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Does AI dream

EKCC Beats

Neon and projection installation questioning AI's capacity for dream-like creativity versus rational logic, and human creativity in increasingly AI-driven environments.



Exhibitor: Urban Projection, Streetsignhk

The exhibit is co-created by the **URBAN PROJECTION** and **STREETSIGNHK**. URBAN PROJECTION is a Hong Kong-based workgroup founded by Junxiang Zhang and Xiaoxu Zhao, which explores the gap between humanity and the built environment. Moving beyond traditional spatial design, the group focuses on the intangible aspects of life—perception, consciousness, and the unseen forces that shape our reality. Through text, image, and space, URBAN PROJECTION aims to reconstruct a new understanding of our relationship with the world around us. @streetsignhk is named after “signboard-streetscape”, the unique vibrant cityscape created by layers of signboards in the streets of Hong Kong, @streetsignhk was founded in October 2017 by two architects Kevin Mak and Ken Fung. @streetsignhk promotes signboard-streetscape as urban cultural heritage by exploring in-depth signboard stories of Hong Kong and building regulations, conserving existing signboards and promoting a sustainable signboard culture through design practice.

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Shanshui in Motion

EKCC Beats

An interactive AI installation where visitors become co-authors of a living cityscape. Inspired by the mountains and dense high rises of Hong Kong and Shenzhen, the piece reinterprets traditional Chinese shanshui (mountain-water) painting through the lens of real-time body tracking and AI diffusion. As viewers move, their silhouettes generate evolving architectural compositions that merge ancient aesthetics with urban memory and machine perception.



Exhibitor: Tim Fu

Studio Tim Fu is a London-based architectural design practice working at the convergence of AI, computation, and spatial storytelling. Founded by Tim Fu, formerly of Zaha Hadid Architects, the studio is known for merging emerging technologies with architectural expression. Their work spans from master planning and architectural design, to arts and installations.

This installation is led by STF Labs, the studio's research and innovation arm focused on generative systems and real-time technologies. The project is developed by lead researcher Marco Alfaro and technologist Aziz, who built the AI-driven motion and diffusion pipeline behind the interactive system. Artistic direction is provided by Tim Fu, Saina Abdollahzadeh, and Rada Daleva, shaping the studio's creative vision, narrative and spatial expertise.

Together, the team brings a multidisciplinary perspective combining art, code, and form, reimagining how cities and people can co-author space in real time.

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Collaborative Ephemeral Pavilion - Design with Technology

EKCC Deck

This installation showcases a combination of community-engaged activities and advanced technology-driven outputs to repurpose used metal scaffolding, featuring displayed images and creative works. The displays share local stories, district memories, and personal narratives to foster dialogue and connections among participants.



Exhibitor: Tris Kee, all Year 1 students, Architectural Studies, Department of Building and Real Estate, The Hong Kong Polytechnic University

Prof Tris Kee is a registered architect and an AP. She is an Associate Professor of Architectural Studies in The Hong Kong Polytechnic University (PolyU). She works collaboratively with the Industrial Centre of PolyU and her team of research assistants. Jenny Huang is a research assistant in the Department of Building and Real Estate of PolyU. She has experience in design and installation and will assist this UABB exhibition. Cynthia Yim is a research assistant in the Department of Building and Real Estate of PolyU. She completed her architectural studies in Melbourne and became a registered architect. She is also a graduate of the MSc in Construction Law and Dispute Resolution and was an awardee of a scholarship. She now undertakes multiple research projects including a heritage sustainability of Hong Kong Bamboo Theatres.

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Generative Futures: AI in Architectural Design

EKCC Link

Exhibition showcasing AI applications in architecture from conceptual design to robotic fabrication, with interactive displays and 3D printing demonstrations.



Exhibitor: Hao Zheng

Prof. Dr. Hao Zheng currently serves as an Assistant Professor and the Associate Programme Leader of the Master of Architecture Programme at the Department of Architecture and Civil Engineering, City University of Hong Kong. He is also the director of the Architectural Intelligence Group (AIG). He graduated from the Ph.D. programme at the University of Pennsylvania, specialising in machine learning, AI-generated content, data-driven design, and big data analysis. He holds a Master of Architecture degree from the University of California, Berkeley, and Bachelor of Architecture and Arts degrees from Shanghai Jiao Tong University. Previously, Hao worked as a research assistant at Tsinghua University and UC Berkeley with a concentration on robotic assembly, machine learning, and bio-inspired 3D printing. His teaching experience includes: workshop tutor at Tongji University; lecturer at the University of Pennsylvania; teaching fellow at Shanghai Jiao Tong University. Also, Hao serves as the co-organiser and reviewer for international conferences of ACADIA, CAADRIA, CDRF, and more than 30 SCI/SSCI/AHCI journals. His publication includes around 70 papers with more than 20 SCI/SSCI/AHCI journal articles and the cover paper in *Advanced Science*. In addition, Hao has led development and research projects with a total amount of USD750,000, and won multiple research and teaching awards. He has taught more than 30 courses, supervised more than 10 doctoral students, and been invited to give more than 120 speeches at international conferences and academic organisations. He also served as an editor for journals, a member of academic societies, and an expert consultant for listed companies, etc.

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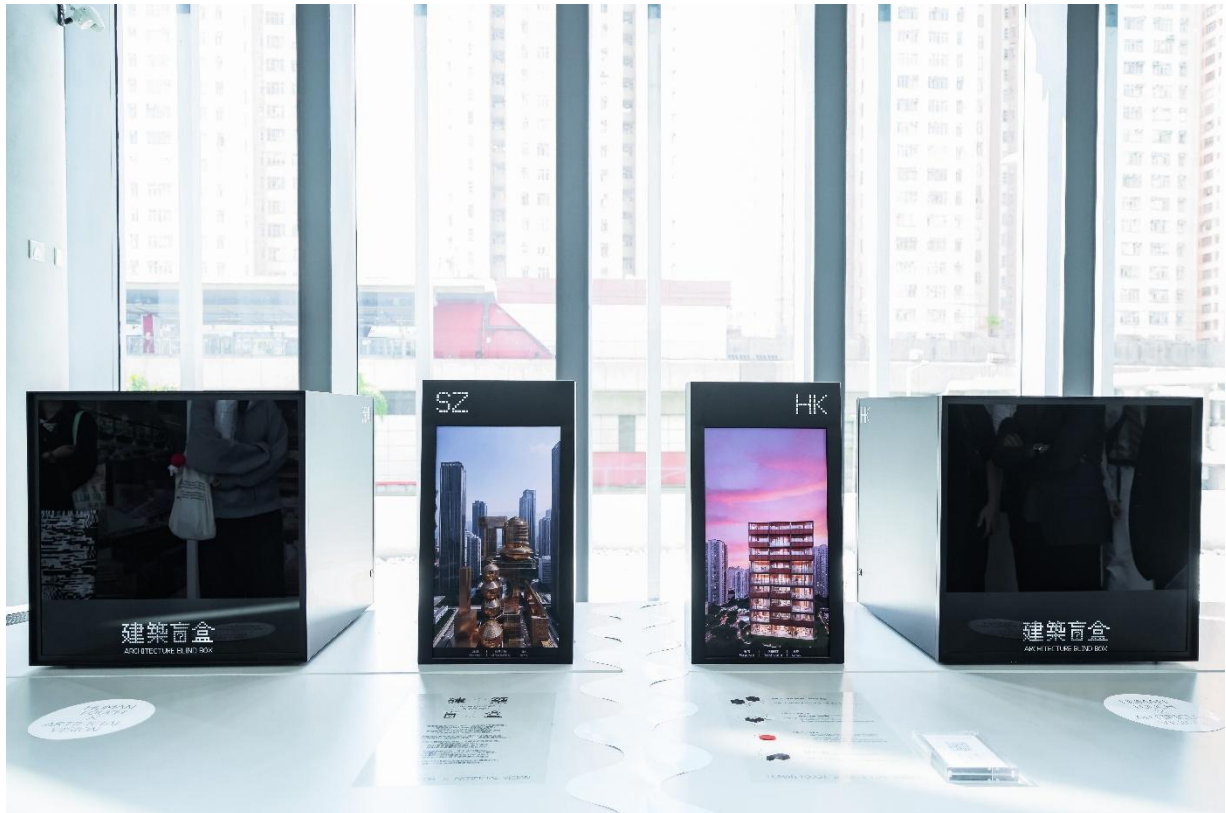
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ARCHITECTURE BLIND BOX

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Immersive multisensory installation eliminates visual bias in architectural design through tactile interaction and AI generation, blending human touch with digital transformation.



Exhibitor: Kit Wang Choi, Nick Siu, Benjamin Tsang, Wayne Wan

MATTER is a collective of architects, designers and creatives committed to integrated design solutions to enrich the meaning of the places and experience of the inhabitants.

“design that matters”

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Recycling Noise: A Kinetic Facade Prototype for Sonic Urbanism

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A kinetic facade transforms and regenerates urban noise into form, light, and music in real-time, turning urban pulses into layered sensory experiences.



Exhibitor: Lincoln Chan, Ian Jiajian Chen, Tony Ho Fung Lau

All three collaborators share a foundation in bachelor architectural education from The Chinese University of Hong Kong (CUHK), before continuing their paths in advanced research and design across Hong Kong and the United States. Their collective work reflects a shared interest in the intersections of architecture, technology, and cultural practice.

Lincoln Chan is a Master of Architecture I student at the Harvard Graduate School of Design. He earned his BSSc in Architectural Studies from CUHK in 2022, graduating on the Dean's List and receiving the Scholastic Award from the AIA Hong Kong Chapter. A founding member of the Craft Design Research Lab, his work explores computationally assisted craft architecture and technological synthesis, with features in exhibitions and publications including the HKIA Journal: Technology in Architecture (2025).

Tony Lau is currently pursuing a Master of Architecture I at the Harvard Graduate School of Design. His interests span material exploration, building technology, and experimental music production, informing his design approach at the intersection of structure and sensory experience.

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Chen Jiajian Ian is a PhD student at CUHK's School of Architecture, focusing on outdoor human thermal comfort and computational design. As a founding member of the Craft Design Research Lab, he explores traditional crafts with contemporary structural and digital methodologies. His works have been exhibited internationally, including at the Venice Biennale, deTour*, and the Roving Architecture Exhibition (RAX)*.

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Immersive Stereotomy

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An immersive interactive workflow that translates bodily gestures into robotic fabricated physical forms, and re-establishes the link between spatial experience and material outcome.



Exhibitor: Jasmey Chen

Jasmy Chieh-Hsuan Chen is an architect and researcher based in Austria. Her work examines emerging design methods between physical and digital interactions. In 2025, she joined i.sd at the University of Innsbruck as a researcher and PhD candidate within the SFB subproject "Computational Immediacy". Prior to this, Jasmey has worked at Front and Najjar-Tochev Innovation, specialising in computational workflows, fabrication methods, and material research.

Alex Cheung Chun Hin graduated with a Master of Architecture from The University of Hong Kong (HKU) in 2021 and became a Registered Architect in 2023. He has worked on diverse projects in Hong Kong, including housing, care homes, churches, and science parks, and he aspires to apply digital technology for social and communal design.

Tod Jiqi Zhu is an interdisciplinary professional in AEC industry. He studied computers science at HKU, architecture at Harvard GSD, and bamboo scaffolding construction at HKIC. He is now working on data centre construction at DPR.

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Computational BioPhilia: Culture-Nature Synthesis in Biomimicry Fabrication

EKCC Link

These transient, bioactive structure nurtures bacteria to revive soil in abandoned farmlands. 3D-printed with biodegradable materials, it operates within nature—remediating earth before fully decomposing without trace. Through collaboration with Citizen Scientists, our modular, AI-driven approach creates culturally infused cellular units, establishing a new, scalable paradigm for "Ecobolic Architecture".



Exhibitor: Provides Ng, Yaoyao Meng, Carlos Rivera

Our team brings together diverse expertise from generative design, digital fabrication, and participatory construction.

Provides Ng is a Lecturer at Bartlett School of Architecture (UCL) and conducts her doctoral research at The Chinese University of Hong Kong (CUHK). She is the founder of the Digital Common(s) Initiative, which works to improve digital literacy in underprivileged communities. She actively advises the Government of the Hong Kong Special Administrative Region on cultural affairs, and serves as panel member of panels under Development Bureau and Leisure and Cultural Services Department. She also holds leadership roles as Treasurer for the Association for Computer-Aided Architectural Design Research in Asia (CAADRIA) and co-founded two international AI-research collectives: Current.cam and R.E.Ar.

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Yaoyao Meng is our award-winning interdisciplinary designer and UK Global Talent. She is a robotic specialist at the Architectural Robotics Lab, Bartlett School of Architecture, UCL. Her research explores robotic fabrication, circular design strategies, and waste material regeneration to address resource scarcity, rising waste, and embodied carbon in construction. By integrating computational design with additive manufacturing, she develops bespoke, large-scale, and sustainable building systems.

Carlos Rivera Salaverry, our architect and educator from URP Peru, brings expertise in experimental parametric modeling, with special interest in form optimization through climatic and structural variables. He explores sustainable approaches to digital fabrication, integrating advanced computational methods to bridge design experimentation with material efficiency and construction feasibility.

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Curators Reflective Guides

EKCC Beats

Through digital avatars, curators share their artistic journey, reflections on selecting works, and visions for AI's future in architectures and urbanism. Visitors are invited to converse one-on-one with these personas, exploring intersections of art, technology, and future cities. The database is a collection of 99 open call proposals and curators' personal reflections.



Exhibitor: Adeline Chan

Adeline Chan is the CEO and Co-Founder of AAL INNOVATION, Hong Kong's first AI agency dedicated to transforming the AEC (Architecture, Engineering and Construction) industry through artificial intelligence. As an NEC-accredited Project Manager and UK Registered Architect, receiving her MArch and BA(AS) from The University of Hong Kong, she combines deep industry expertise with visionary leadership in AI applications. Supported by Hong Kong Science & Technology Parks and The University of Hong Kong, her firm empowers professionals and enterprises through customised AI solutions, training, and consultancy—now expanding services across Hong Kong and the Middle East. Her expertise has made her a sought-after speaker, having been invited to over 40 international events and public lectures worldwide.



2025 Shenzhen & Hong Kong Bi-city Biennale of Urbanism\Architecture (Shenzhen) (UABBSZ 2025): City Theater

- Main Venue:** Hetao Science and Technology Innovation Center
- Exhibition Period:** 31 December 2025 – 31 March 2026
- Theme:** City Theater
- Curators:** Zhu Tao, Shen Shaomin, Ding Ning
- Curators' Statement:** UABBSZ 2025 positions the city as a performative stage, where architecture, technology, and civic life intersect. It complements UABBHK 2025's focus on AI and civic performance, while extending UABBHK's legacy as the first and only Biennale dedicated to urbanism and urbanisation.

Spatial design statement:

The design of UABBHK 2025 is anchored by a consistent spatial vocabulary, maintaining a coherent materiality and tectonic language across all three venues. Extruded aluminium serves as the foundational material, bent into arcs; this choice not only balances cost-effectiveness with construction efficiency but also highlights the advantages of demountability and reassembly, offering flexibility for diverse future reuse.

Each venue is thoughtfully interpreted to reflect its unique context, resulting in customised formal expressions that enhance the exhibits' ability to engage and "perform." For example, at Oi!, we honour the heritage of warehouse architecture by incorporating arching structures, creating vaulted spaces that foster community interaction.

At the EKCC, we envision a series of lab tables designed to facilitate dynamic design experiments, encouraging collaboration and innovation. Meanwhile, in Shenzhen, a tunnel portal serves as a symbolic interface, bridging the two sites in Hong Kong and Shenzhen, thereby enriching the interconnectedness of our environments.

For more information, please visit UABBHK 2025's website: <https://uabb2025.hkia.org.hk/en>.

About The Hong Kong Institute of Architects Biennale Foundation

The Hong Kong Institute of Architects Biennale Foundation is a non-profit making organisation established and incorporated in 2014 for charitable purposes. The objects for which the Biennale Foundation is established are:

- To promote creativity and advance the understanding, appreciation and interest of architectural and design excellence

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- To encourage cross-border and cross-disciplinary dialogue and collaboration among creative professionals from Hong Kong, other parts of the Greater China region and overseas
- To support art, design, architectural and cultural education for students and youth, the community, and policy makers
- To create a favourable environment for study, research and experimentation of design, art and architectural works in an exhibition scale
- To energise and revitalise specific sites of interests by introduction of cultural and creative events

About the Cultural and Creative Industries Development Agency

The Cultural and Creative Industries Development Agency (CCIDA), formerly known as Create Hong Kong (CreateHK) since 2009, was established in June 2024. CCIDA is a dedicated office under the Culture, Sports and Tourism Bureau of the Government of the Hong Kong Special Administrative Region (HKSAR Government) to provide one-stop services and support to the cultural and creative sectors with a mission to foster a conducive environment in Hong Kong to facilitate development of the arts, culture and creative sectors as industries. CCIDA's strategic foci are nurturing talent and facilitating start-ups, exploring markets, promoting cross-sectoral and multi-disciplinary collaboration, promoting industrialisation of the arts, culture and creative sectors under the industry-oriented principle, and fostering a creative atmosphere in the community, thereby reinforcing Hong Kong as Asia's creative capital and our positioning as the East-meets-West centre for international cultural exchange.

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