

Yi Zhou (Zoey Zhou)

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Research Focus

Participatory and immersive performance; audience agency; embodied interaction; technological mediation; anticipation and waiting.

EDUCATION

Computational Arts 2024–present

Radio and Television Scriptwriting and Directing 2020–2024

RESEARCH & CREATIVE PRACTICE

Trace in the Air 2025–2026

Practice Research / Interactive Installation

- *Investigates how delayed and partially unpredictable technological responses reshape audience anticipation, behaviour and agency in participatory environments.*
- *Iteratively developed from immediate voice-triggered feedback (1.0), to recorded traces and delayed playback from previous participants (2.0), and finally to uncertain response timing and partially unpredictable feedback (3.0).*
- *Uses sound, airflow, fabric movement and digital visuals to create situations in which participants wait, test, repeat and infer the system's behaviour rather than simply control it.*

Explores the relationship between space, sound and audience behaviour.

Trace in the Air 3.0 – If (Kinship) Become, Goldsmiths, University of London Aug 2026

Trace in the Air 2.0 – Dusk Blue Exhibition, Goldsmiths, University of London Jun 2026

Project documented and included on the official exhibition platform.

Dusk Blue exhibition platform

Trace in the Air 1.0 – POP-UP Exhibitions, Goldsmiths, University of London Nov 2025

The Rain Season of Youth

Aug 2025

Interactive Installation

- *Investigated concealed emotion and educational pressure among Chinese teenagers through an immersive environment combining examination papers, mist, projection and physical computing.*
- *Developed a proximity-responsive Arduino system and generative p5.js visuals in which audience movement triggered mist and gradually revealed concealed imagery; audience responses reinforced physical computing as an embodied medium.*

Interactive installation themed around “youth as a rainy season”

Featured and promoted by the Goldsmiths Students’ Union official platform

[Goldsmiths exhibition page](#)

Water Clock

Jan 2025

Interactive Installation

- *Explored temporality and embodied interaction through a gesture-controlled digital water-clock system using ML5-based hand tracking, responsive ripple animation and sound feedback.*

An interactive installation exploring time, perception, and audience participation

Teamlab Wuxiang Art Space Immersive Art Exhibition

Jun 2023

Implementation Group

Responsible for introducing related video works to the guests

2021 Cannes XR Interactive Immersive Video Art Exhibition

Jul 2021

Implementation Group

Responsible for equipment commissioning

Shaman Planet

Year to confirm

Interactive Media & Costume Design | Collaborative Project

- *Developed a Saturn-inspired interactive costume integrating garment design with TouchDesigner-based real-time projection and visual effects; final collaborative visuals were publicly displayed on the large-scale media sphere at Metro City, Shanghai.*

Wukong and Kong

Jun–Aug 2026

Stage Manager / Technical Director

Developed projection, visual and web-based elements for a bilingual participatory theatre production. The production was invited to and presented at Festival Off Avignon and Edinburgh Festival Fringe.

Coordinated rehearsal schedules, call sheets, production communication and backstage organisation.

Supported technical preparation and media-related elements during the rehearsal and development process.

Festival Off Avignon

Production team announcement

The Face Within the Face

2026

Performance Technology / Digital Interaction | Etcetera Theatre, London

• *Developed TouchDesigner-based body tracking and a real-time audience web interface through which participants created digital face designs that were incorporated into the live performance. Production reviewed ★★★★★ by The Reviews Hub.*

Responsible for the technical elements of the face-changing performance, using creative coding and UI-based interaction to support the performance structure.

Etcetera Theatre event

Threshold

Apr 2026

Multimedia Designer / Technical Artist

• *Developed TouchDesigner-based interactive ink visuals and audiovisual responses for live dance, alongside 3D modelling for multimedia stage effects and virtual scenic environments.*

Camden Fringe event

Stage Manager

Worked as stage manager for a musical theatre production organised by a KCL-affiliated Chinese musical theatre society.

Coordinated rehearsal communication, production schedules and backstage organisation.

SELECTED MEDIA & PRODUCTION EXPERIENCE

2026 CSSA-UK Spring Festival Gala

Feb 2026

Programme coordination | Chinese Students and Scholars Association, UK (CSSA-UK)

Programme work included selection and arrangement, rehearsal coordination, stage presentation, performer communication and live execution across orchestral music, traditional Chinese music, Peking Opera and theatre. The event was attended by invited representatives from the Chinese Embassy and UCL leadership.

Coordinated and liaised for orchestral and traditional instrumental performances (Horse Racing, Jasmine Flower), the Peking Opera performance Mu Guiying Takes Command, and the dramatic performance That Spring Festival.

Zhong Qing Si Lu (仲情丝路)

Jun-Jul 2023

Programme Director

- Directed programme development across programming, rehearsals, filming, visual presentation, stage coordination, performer communication and live execution; the completed programme was subsequently broadcast by Hebei Radio & Television Station.*

Organized a cultural evening at Hebei Institution of Communications with the participation of 600 students.

Hebei Radio & Television Station – Zhong Qing Tai Hang / Guang Ming

Jun-Jul 2022

Programme Director / Interactive Performance

- Collaborated with faculty on interactive elements for the dance programme, integrating live performance with media-based interaction.*

Organized a significant cultural event during the semester featuring the programme "Zhong Qing Tai Hang."

Hunan Changsha Kuaile Yangguang Entertainment Co., Ltd.
(Mango TV)

Dec 2021–Apr 2022

Television & Film Production Intern

- *Worked within studio control-room and programme-production workflows for Infinity and Beyond (声生不息), and supported content review plus post-production publicity and promotion for Royal Feast (尚食) and other film and television projects.*

Responsible for brand promotion of Mango TV.

ADDITIONAL THEATRE PRACTICE

For Ever Love – Stage Manager

2026

- *Licensed UK production of MOriginal's immersive musical; two-day London run, c. 300 audience members.*

Captain Sukhon

Dec 2025

Directorial Team

Original theatre production addressing modern slavery in the Southeast Asian fishing industry

The Cherry Orchard

Dec 2025

Directorial Team

Member of the directorial team for a contemporary staging of the classic work

The Mask Policy

2025

Directorial Team

- *Reviewed ★★★★★ by View From The Gods and ★★★★★ by Everything Theatre.*

Opening performance covered by two UK media outlets

[The Mask Policy production website](#)

Falling into the Boundless Galaxy

2025

Directorial Team

- *Original musical exploring contemporary artificial intelligence.*

Participated in narrative development and stage production

London · Musical Theatre Writing & Creation

Date not specified

Involved in musical theatre scriptwriting, narrative development, and overall artistic concept design

LEADERSHIP & WORKSHOPS

School-level Dance Club

Oct 2020–present

Vice-president

Responsible for organizing and choreographing dances for the Opening Ceremony, Graduation Ceremony, and various cultural events at the school level

Cross-Media Interaction Workshop, Hebei Institution of Communications

Started Oct 2022

Cross-Media Interaction Team Leader

- *Supported the development of interactive moving-image and cross-media projects in collaboration with faculty.*

Student Union Sports and Culture Department

Nov 2020–Nov 2022

Minister

Organized cultural events such as the "Listen to Me Concert", "Campus Random Dance", and the "Arts Club Festival."

Public Information Department, School-level Television

Nov 2020–Nov 2022

Minister

Organized the event "Hello Classmates" programme column

HONOURS & AWARDS

Outstanding Graduate – Hebei Institution of Communications 2024

Outstanding Graduation Project – White Fish (20-minute film) 2024

First-Class University Scholarship – Hebei Institution of Communications Three-time recipient

TECHNICAL & CREATIVE SKILLS

Creative Computing & Real-Time Media: TouchDesigner, Max/MSP, p5.js, Python, ML5.js

Physical Computing: Arduino, proximity sensing, gesture tracking, audio-responsive systems

3D & Spatial Design: Rhino, Blender, KeyShot, 3D printing, virtual scenic environments

Performance Technology: projection, live media systems, body tracking, audience web interaction, multimedia performance systems