

Vice General Chairs

Professor John L. Casti (The Technical University of Vienna, Austria)
(The company X-Event Dynamics - (Co-founder), Austria)



John L. Casti was born in 1943 Oregon, U.S.A. Residence is Vienna, Austria. Nationality is United States. Fields are Mathematics, Scientific Modeling and Prediction, Computer Simulation, Social “mood” effects on future trends and events, Extreme events in Human Society Institutions are belong to X-Center (founder) [Center for Complex Systems and Enterprises](#) at the [Stevens Institute of Technology](#) (Senior Research Fellow), [Qforma](#) – (Co-founder), SimWorld – (Co-founder),

September 2014

[the company X-Event Dynamics](#) - (Co-founder), [Santa Fe Institute](#) – (External Faculty), [International Institute for Applied Systems Analysis](#) (IIASA) – (Senior Research Fellow), [Technical University of Vienna](#) - (Professor of Operations Research and System Theory), [Princeton University](#) – (Faculty), [New York University](#) – (Faculty) [University of Arizona](#) – (Faculty), and [Rand Corporation](#) – (Researcher). [Alma mater](#) is [University of Southern California](#) (Ph.D.). Notable awards is Association of American Publishers

Professor Dato’ Ir. Dr. Hj. Mohd Rizon bin Juhari (University of UCSI, Malaysia)
(<https://www.ucsiuniversity.edu.my/professor-dato-ir-dr-mohd-rizon-bin-mohamed-juhari>)

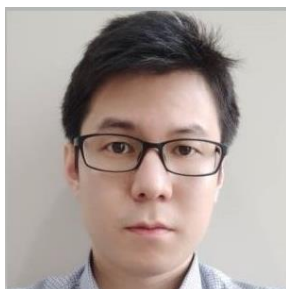


Mohd Rizon received his B.Eng, M.Eng in Electrical and Electronics from University of Tokushima Japan in 1993 and 19995 respectively. From 1995 to 1997, he was a software engineer at System LSI Laboratory, Mitsubishi Electric Corp, Itami, Japan. **He obtained Dr.Eng from Department of Computer Sciences and Intelligent Systems, Oita University, Japan in 2002.** He was the head department of Biomedical Engineering, in the University of Malaya and Professor in Biomedical Technology Department, King Saud University, Saudi Arabia in 2010-2012. He is currently His research interests include stage and screen

technology, pattern recognition, face analysis, biometrics systems and signal processing.

Professor Ang, Chun Kit (University of UCSI, Malaysia)

(<https://www.ucsiuniversity.edu.my/assistant-professor-dr-ang-chun-kit>)



Ang Chun Kit received his Bachelor of Engineering Degree with First Class Honors in Mechatronic Engineering from University of UCSI, Malaysia in year 2010. In end of year 2010, He was attached with Universiti Putra Malaysia for his PhD in Mechanical Engineering and graduated in year 2014. Currently, He is the Dean for Faculty of Engineering Technology and Built Environment, UCSI University and he is interested in artificial intelligence, soft computing, robotics, and mechatronics. He has published many papers which related to the application of Artificial Intelligence in recent years.

Professor Henrik Hautop Lund (Technical University of Denmark, Denmark)



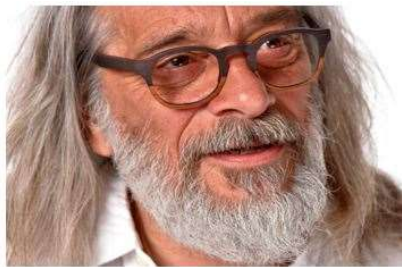
He is Professor of Department of Electrical Engineering at Technical University of Denmark. He is head of the Center for Playware, and has published more than 175 scientific papers and several patents. He has served in the Danish National Research Council. He is World Champion in RoboCup Humanoids Freestyle 2002, has developed shape-shifting modular robots, and has collaborated closely on robotics, ALife and AI

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with companies like LEGO, Kompan, BandaiNamco, etc. for the past two decades. His Center for Playware at the Technical University of Denmark has a long track record of developing modular robotic playware for playful contextualized IT training in Sub-Saharan Africa, for playful rehabilitation for sport, for music, for wearable, for play, and for education. These modular playware technology developments include I-Blocks (LEGO bricks with processing power) and modular interactive tiles (larger bricks for physical rehab). Further, with the development of East-Africa's first science and business park, local entrepreneurship has been fostered amongst students graduating from the university degree programs in contextualized IT. Combining such skills, it became possible to develop technical skill enhancing football games and global connectivity based on modular playware for townships in South intelligence, soft computing, robotics, and mechatronics. He has published many papers which related to the application of Artificial Intelligence in recent years. Africa for the FIFA World Cup 2010. Lately, together with international pop star and World music promoter Peter Gabriel, he has developed the MusicTiles app as a music 2.0 experience to enhance music creativity amongst everybody, even people with no initial musical skills whatsoever, and made physical modules for Peter Gabriel's live stage performance. In all cases, professor Henrik Hautop Lund and his research center develop modular playware technology in a playful way to enhance learning and creativity amongst anybody, anywhere, anytime.

<https://www.dtu.dk/english/service/phonebook/person?id=53575&tab=2&qt=dtupublicationquery>

Professor Luigi Pagliarini (the Academy of Fine Arts of Macerata, Italy)



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He graduated from University of St. Andrews, Bachelor's degree, Experimental Psychology, 1988–1989, Università degli Studi di Pavia / University of Pavia, Doctor of Philosophy (PhD), Psychology, 1998–2000, Università degli Studi di Roma 'La Sapienza' Master of Psychology, Psicologia sperimentale, 1984–1991

Luigi Pagliarini, neuropsychologist by training, is an artist engaged since the early 90s in Software Art, Robot Art and AI based Art. At the moment, he is Professor of Theory of Perception and Psychology of Form, Semantics of Bodies at the Academy of Fine Arts in Macerata, and Innovation Design at the ISIA Design Institute of Pescara. He is a Consultant Professor at the Playware of the Danish Technical University where he deals with Robots and Dynamic Agents Interfaces Design. He is also currently a Partner Consultant for Entertainment Robotics. In the past, he has collaborated on various projects with companies such as the LEGO Group, SONY, Real World Records, etc. Among others, he was Founder and Director of the Pescara Electronic Artists Meeting; Artistic Director of Ecoteca; Curator of the Robo [art] section of the Robotsatplay Festival; Founder and Member of the International Committee of RoboCup Junior. He is currently a member of the Editorial Committee of the "Journal of Artificial Life and Robotics", a member of the Editorial Committee of the "Journal of Art Psychology", a member of the Scientific Committee of the "Psychology-Based Technologies" International Conference and a managing member of APEXperience. He has published on books, magazines, webzines, on international congress and conference proceedings. He has received artistic and academic honors and has been awarded international prizes, more than once. He has exhibited in several museums and institutional places around the world (the Center Pompidou, ICC in Tokyo, the Science Museum of Naples, etc.). He has collaborated with various Research Bodies and Institutes and Universities (MIT Medialab in Boston, the Mechatronics Department of the Maersk Institute in Odense, the Dipartimento di Psicologia in Rome, St. Andrews, Naples or Milan, the Accademia di Belle Arti di Roma, Bari, etc.), both as researcher and teacher and - as consultant - with various companies, industries and multinationals. Several times, his has been featured in the media of different countries. <https://www.linkedin.com/in/luigipagliarini>