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born on 27.April 1997 in Hunan, China adress:Nora-Platiel-Str.7, 34127, Kassel

Education

2026–2027 Guest student in the Expanded Cinema Class, Prof. Clemens von Wedemeyer, HGB Leipzig, Leipzig (DE)

2026 Gueststudy in Class Emergent Digital Media bei Prof. Hito Steyerl, AdBK München (DE)

Seit 2023 Sound Class, Kunsthochschule Kassel(Kassel University of Art), Kassel (DE)

2021-2023 Alanus University of Arts and Social Sciences, Alfter/Bonn (DE)

2015-2019 BFA in Öl painting, Beijing University of Technology, Beijing (CN)

Exhibition & Screening

2026 *After the Game*, two-channel video installation, Monitoring – Exhibition for Media Installations, 43rd Kassel Documentary Film and Video Festival, Kasseler Kunstverein, Kassel (DE)

2026 Artificial ImaginationPROMPT, outdoor video installation and screening, Castle of Brescia, Brescia (IT)

2026 Fresh Legs 2026, group exhibition, Inselgalerie, Berlin (DE)

2024 Kreativität der Langsamkeit, group exhibition, GISELA – Freier Kunstraum Lichtenberg, Berlin (DE)

2023 FLINTA_BestAge, group exhibition, Frauenmuseum, Bonn (DE)

2023 Humorriots, group exhibition, Galerie M, Berlin (DE)

2023 Big Bang of Art, special exhibition, Hessisches Landesmuseum, Kassel (DE)

2022 Group Exhibition, Kurfürstliches Gärtnerhaus, Bonn (DE)

2022 27th Kunstmesse, Frauenmuseum, Bonn (DE)

RESIDENZ

2025 Kulturkollektiv Goetheschule Residency, Lauscha (DE)

2024 Art week 2024, Saariselkä, Finland (FI)

2023 Medienfrische 2023, Tyrol (AT)

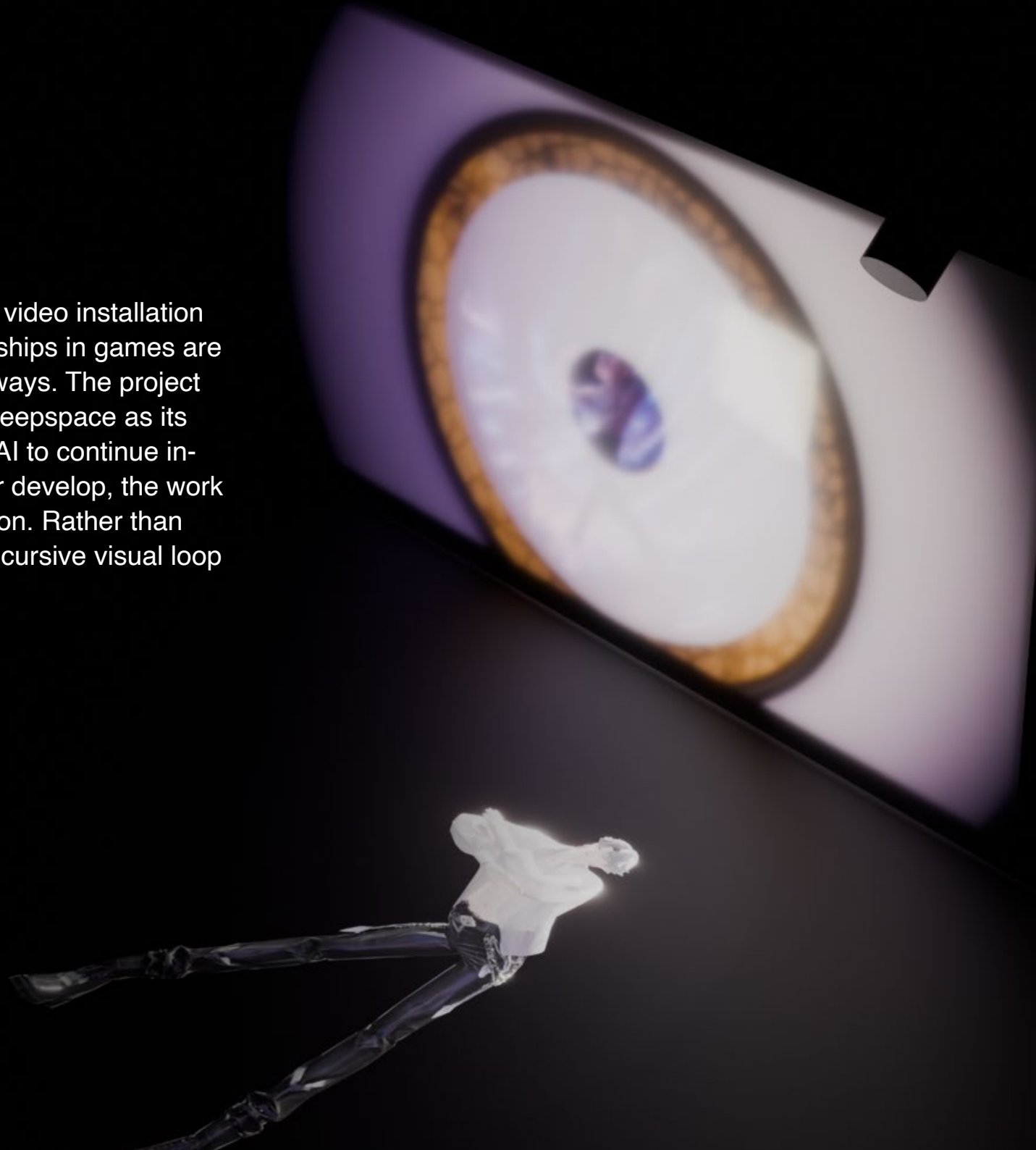
Stipendium

2025 Residency Scholarship, Kulturkollektiv Goetheschule, Germany (DE)

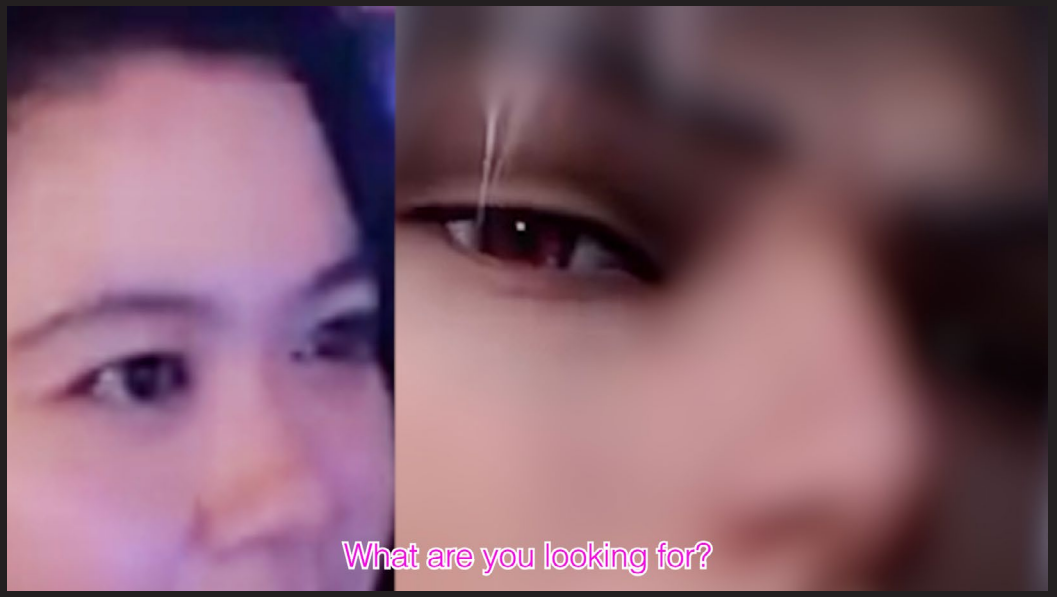
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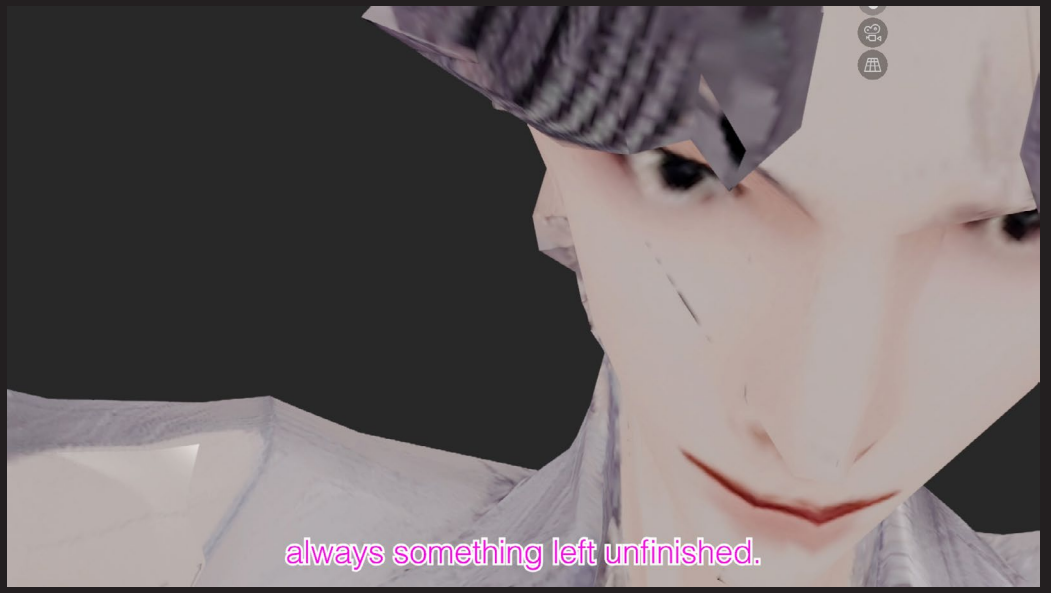
After the Game, 2026 in prozess
Video-Sound-Installation
Link: https://youtu.be/_VHx-iDfa_o

After the Game is a two-channel interactive video installation that explores how unfinished visual relationships in games are extended through AI-generated visual pathways. The project takes the Chinese otome game Love and Deepspace as its point of departure. While players often use AI to continue interactions that the game itself can no longer develop, the work shifts this continuation from narrative to vision. Rather than completing the relationship, AI sustains a recursive visual loop of gaze, recognition, and return.



iayi Li


What are you looking for?


always something left unfinished.


AI_visual_pathway_fantasy.blend - Blender 5.1.2
the desire for eye contact cannot be fulfilled.


DESTINATION
238 m

Jiayi Li

Dance in Your Head , 2026
Video-sound
Link: https://youtu.be/2LAa9vjtdhU

In what form do virtual lovers intrude upon our visual brain?

Dance in Your Head takes the Chinese otome game Love and Deepspace, with its millions of female players, as its starting point to explore a question about emotional experience in the digital age: How does a virtual male image, composed of code, images, and algorithms, gradually transform from a visual stimulation on the screen into an intimate presence in the viewer's consciousness?

The work visualizes this process using neuroscientific research on the visual system. Starting with the reflection of the figure in the pupil, light penetrates the retina and optic nerve, thus reaching the visual cortex of the brain. The information is processed sequentially in areas V1-V6.

The work combines Claude code, generative Google models, and the 3D environment Blender. Using AI-powered modeling, procedural animation, neural network simulation, and a cinematic visual language, it attempts to transform the brain's previously invisible cognitive processes into an immersive visual experience. AI here is not only a creative tool but also a research medium, enabling artists to create speculative landscapes about perception and consciousness.

Dance in Your Head posits that virtual romance is not created on a screen but is born in the visual realm of the brain. Virtual lovers exist neither entirely in the digital world nor entirely in reality, but in neural space, where perception and imagination intersect. By depicting this transformative process, the work aims to demonstrate how digital technology shapes the desires, emotional bonds, and mechanisms of intimate relationships for people today.

Jiayi Li

Oral Resistance, 2026

Video-sound

Link: https://www.youtube.com/watch?v=eAvYhv1lJdc

Oral Resistance explores the mukbang culture on the internet and the instinctive act of eating as a form of digital labor. Through the repetition of rhythm, movement, and sound, the audience is placed in a state between immersion and illusion, drawn into an endless loop of residual pleasure, thus becoming part of digital value creation itself.

The video follows a camera-based movement from the outside of the mouth to its interior, simulating a visual path of perception that shifts the audience's gaze inward. Sound, video, and an explorat ory poetry each unfold their own rhythms, examining the interplay of perception, physicality, and digital labor.

The work questions how digital media transform fundamental bodily drives into productive activities and how seeing becomes not merely observation, but embodied experience.