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<https://www.facebook.com/cho.mingshun>

[https://www.youtube.com/channel/UC\\_x7km9Dp5mYhs3xB8Be6Gg](https://www.youtube.com/channel/UC_x7km9Dp5mYhs3xB8Be6Gg)

<https://zh.wikipedia.org/wiki/%E5%8D%93%E9%8A%98%E9%A0%86>

## CV

1968 Born in Taiwan

1995 Manage own ceramics studio in Yingge, Taiwan

2009 MFA, Craft and Design Department, National Taiwan University of Arts, Taiwan

2017~2021 Lecturer, Yuanpei University of Medical Technology

## Awards

2004 Silver Prize: "The Second Taiwan Ceramics Gold Awards", Yingge Ceramics Museum, New Taipei City, Taiwan

2005 Second Prize: "II Bienal Internacional del mosaico contemporaneo 2005" M.I.C.C (International Museum of Contemporary Ceramics), Buenos Aires, Argentina

Second Prize: "The Fifth National Crafts Awards", National Taiwan Craft Research and development Institute, Taiwan

2006 Third Prize: "The 11<sup>th</sup> Da Dun Fine Arts Exhibition of Taichung", Taichung Cultural Affairs Bureau, Taiwan

2007 First Prize: "The 5<sup>th</sup> Taipei Ceramics Awards - The Award of Subject Design", Yingge Ceramics Museum, New Taipei City, Taiwan

2008 Bronze Prize: "The First Taiwan Gold Teapot Prize", Taiwan Ceramics Alliance, Taiwan

2010 Bronze Prize: "The Third Taiwan Gold Teapot Prize", Taiwan Ceramics Alliance, Taiwan

2012 Gold Prize: "The Fourth Taiwan Gold Teapot Prize", Taiwan Ceramics Alliance, Taiwan

2014 Gold Prize: "The Fifth Taiwan Gold Teapot Prize", Taiwan Ceramics Alliance, Taiwan

2021 Gold Prize: "2021 Korean International Ceramic Biennale (KICB) competition", Korea Ceramic Foundation, Korea

## Biography

I am Ming-Shun Cho, I'm a potter from Taiwan. I grew up in the countryside, and I love nature very much. I like animals and plants, and they are the inspiration of my works. I think ceramics are alive, because people can interact with them like pets.

In recent years, I have devoted full time to focus on the "interaction" and "gamification" of ceramic art. Interaction between people and objects will bring out emotional transforms owing to our intentions. Many objects, such as a daily used cup or an old pair of shoes, accompany us through of everyday life. I am willing to return ceramics to the original function - "use", not just keep them quietly lying in the museum. Constant contacts based on the "use" make ceramics alive.

"Teapot" is the most interactive utensil. The interactions appear at our preparing tea utensils, adding tea leaves into the pot, waiting tea leaves stretching, smelling tea scent floating in the air, accompanying with friends' jokes, and so on. The person who is obsessed with tea art will keep a perfect mania for collecting tea pots and treat each tea pot like lovers. The motive to protect the most cherished possessions is the highlight in my creation. "Teapot" has become the perfect utensil to put "interactive ceramics" into practice.

Not only "interaction", I also try to add "gamification" into teapot creations. The game is "candy" and "appetizers" tailor-made by the artist to induce your childishness and let you get closer with ceramics. Creating interactive ceramics full of happiness is my goal.