

Xiaojuan Ma, Curriculum Vitae

Department of Computer Science and Engineering
The Hong Kong University of Science and Technology
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Research Interests

- Affective computing: AI/robot, social/crowd computing
- Human-Computer Interaction: design, visualization, games, VR/AR
- Specific application domains: education, healthcare, and e-commerce

Education

Computing Innovation Fellow CRA (Computing Research Association) 2010 ~ 2012
Ph.D.: Computer Science, Princeton University Advisor: Perry Cook 09/2010
Thesis: *Communication beyond Words: Multimedia Approaches to Bridging Language Disabilities and Barriers.*
M.A.: Computer Science, Princeton University 05/2007
B.Sc.: Computer Science and Technology, Tsinghua University, China 07/2005
Minor: English, Tsinghua University, China 07/2005

Employment

Assistant Professor, Hong Kong University of Science and Technology, Hong Kong 07/2015 ~ present
Human-Computer Interaction, Department of Computer Science and Engineering
Researcher, Noah's Ark Lab, Hong Kong 12/2012 ~ 06/2015
Human-Computer Interaction: mobile interactions, mobile intelligence, eye-tracking, etc.
Postdoctoral Scholar, Carnegie Mellon University, Pittsburgh, PA 03/2011 ~ 11/2012
Human-Computer Interaction, HCI Institute (with Jodi Forlizzi)
Research Fellow, National University of Singapore, Singapore 08/2010 ~ 02/2011
Information Systems (with Jack Zhenhui Jiang)
Research Assistant, Princeton University, Princeton, NJ 2005 ~ 07/2010
Computer Science (with Perry Cook)
Research Internship, University of British Columbia, BC, Canada 05/2007 ~ 08/2007
Dept. of Psychology (with Peter Graf) and Dept. of Computer Science (with Joanna McGrenere)
Internship, Educational Testing Service, Princeton, NJ 09/2006 ~ 03/2007
User Experience Group

Selected Publications (Journal and Book)

- Tong, C., Roberts, R., Borgo, R., Walton, S., Laramée, R.S., Wegba, K., Lu, A., Wang, Y., Qu, H., Luo, Q. and Ma, X., 2018. Storytelling and Visualization: An Extended Survey. *Information*, 9(3), p.65.
- Marcus, A., Kurosu, M., Ma, X., and Hashizume, A. (2017). *Cuteness Engineering: Designing Adorable Products and Services*. Springer Series on Cultural Computing. Springer Nature.
- Li, Q., Xu, P., Chan, Y. Y., Wang, Y., Wang, Z., Qu, H., and Ma, X. (2017). A Visual Analytics Approach for Understanding Reasons behind Snowballing and Comeback in MOBA Games. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*. 23 (1): 211-220.
- Zhu, K., Ma, X., Chen, H., and Liang, M. (2017). Tripartite Effects: Exploring Users' Mental Model of Mobile Gestures under the Influence of Operation, Handheld Posture, and Interaction Space.

International Journal of Human-Computer Interaction. 33 (6): 443-459.

- Chen, C., Zhang, D., Ma, X., Guo, B., Wang, L., Wang, Y., & Sha, E. (2017). crowddeliver: Planning City-Wide Package Delivery Paths Leveraging the Crowd of Taxis. *IEEE Transactions on Intelligent Transportation Systems*. (Featured by IEEE Spectrum). 18(6): 1478-96.
- Chen, H., Guo, B., Yu, Z., Chen, L. and Ma, X. (2017). A Generic Framework for Constraint-Driven Data Selection in Mobile Crowd Photographing. *IEEE Internet of Things Journal*. 4(1): 284-296.
- Chen, L., Ma, X., Pan, G. and Jakubowicz, J. (2017). Understanding bike trip patterns leveraging bike sharing system open data. *Frontiers of Computer Science*, 11(1): 38-48.
- Chen, L., Zhang, D., Ma, X., Wang, L., Li, S., Wu, Z., & Pan, G. (2016). Container Port Performance Measurement and Comparison Leveraging Ship GPS Traces and Maritime Open Data. *IEEE Transactions on Intelligent Transportation Systems*. 17(5): 1227-42.
- Chen, C., Chen, X., Wang, L., Ma, X., Wang, Z., Liu, K., Guo, B. and Zhou, Z., (2016). MA-SSR: A Memetic Algorithm for Skyline Scenic Routes Planning Leveraging Heterogeneous User-generated Digital Footprints. *IEEE Transactions on Vehicular Technology*. 66(7): 5723 – 5736.
- Guo, B., Yu, Z., Chen, L., Zhou, X. and Ma, X. (2016). MobiGroup: Enabling lifecycle support to social activity organization and suggestion with mobile crowd sensing. *IEEE Transactions on Human-Machine Systems*, 46(3), pp.390-402.
- Ma, X. (2015). Developing Design Guidelines for a Visual Vocabulary of Electronic Medical Information to Improve Health Literacy. *Interacting with Computers*. 28(2): 151-69.
- Ma, X. (2015). Data-Driven Techniques to Assist Design of Perceptually Effective Visual Displays. *Information Design Journal*. 21 (3). (Cover Article).
- Chen, C., Zhang, D., Guo, B., Ma, X., Pan, G., and Wu, Z. (2015). TRIPPLANNER: Personalized Trip Planning Leveraging Heterogeneous Crowdsourced Digital Footprints. *IEEE Transactions on Intelligent Transportation Systems*. 16(3): 1259-73.
- Ma, X. (2013). Evocation: Analyzing and Propagating a Semantic Relation based on Free Word Association. *Language Resources and Evaluation special issue on WordNet and Relations*. 47(3): 819-837.
- Ma, X., Fellbaum, C. and Cook, P. (2010). Semantic Labeling of Non-Speech Audio Clips. *EURASIP Journal on Audio, Speech, and Music Processing*. 2010(1), 404860.

Selected Publications (Conference)

- Yan, Y., Yu, C., Ma, X., Huang, S., Iqbal, H. and Shi, Y. (2018). Eyes-Free Target Acquisition in Interaction Space around the Body for Virtual Reality. In *Proc. CHI2018*. (to appear)
- Yan, Y., Yu, C., Ma, X., Yi, X., Ke, S. and Shi, Y. (2018). VirtualGrasp: Leveraging Experience of Interacting with Physical Objects to Facilitate Digital Object. In *Proc. CHI2018*. (to appear)
- Wang, L., Qin, G., Yang, D., Han, X. and Ma, X., (2018). Geographic Differential Privacy for Mobile Crowd Coverage Maximization. In *Proc. AAAI2018*. (to appear)
- Li, Q., Wu, Z., Xu, P., Qu, H., and Ma., X. (2018). A Multi-Phased Co-design of an Interactive Analytics System for MOBA Game Occurrences. In *Proc. DIS2018*. (to appear)
- Sun, Z., Han, F., and Ma., X. (2018). Exploring the Effects of Scale in Augmented Reality-Empowered Visual Analytics. In *Proc. CHI2018 EA*. (to appear)
- Shi, Y., Yan, X., Ma, X., Lou, Y., and Cao, N. (2018). Designing Emotional Expressions of Conversational States for Voice Assistants: Modality and Engagement. In *Proc. CHI2018 EA*. (to appear)
- Sun, M., Tsujikawa, M., Onishi, Y., Ma, X., Nishino, A., Hashimoto, S. (2018). A Neural-Network-Based Investigation of Eye-Related Movements for Accurate Drowsiness Estimation.

In *Proc. The 40th Annual International Conference of the IEEE Engineering in Medicine and Biology Society*. (to appear)

- Peng, Z., Yoo, J., Xia, M., Kim, S., and Ma, X. (2018). Exploring how Software Developers Work with Mention Bot in GitHub. In *Proc. Chinese CHI Workshop in CHI2018*. (to appear)
- Sun, M., Zhao, Z., and Ma, X. (2017). Sensing and Handling Engagement Dynamics in Human-Robot Interaction Involving Peripheral Computing Devices. In *Proc. CHI2017*.
- Zhu, Y., Wang, Y., Yu, C., Shi, S., Zhang, Y., He, S., Zhao, P., Ma, X., and Shi, Y. (2017). ViVo: Video-Augmented Dictionary for Vocabulary Learning. In *Proc. CHI2017*.
- Ma, X. and Cao, N. (2017). Video-based Evanescent, Anonymous, Asynchronous Social Interaction: Motivation and Adaption to Medium. In *Proc. CSCW2017*.
- Sun, Z., Cao, N., and Ma, X. (2017). Attention, Comprehension, Execution: Effects of Different Designs of Biofeedback Display. In *Proc. CHI2017 EA*.
- Wu, Z. and Ma, X. (2017). Money as a Social Currency to Manage Group Dynamics: Red Packet Gifting in Chinese Online Communities. In *Proc. CHI2017 EA*.
- Yang, Y., Ma, X., and Fung, P. (2017). Perceived Emotional Intelligence in Virtual Agents. In *Proc. CHI2017 EA*.
- Zhu, F., Fang, K., and Ma, X. (2017). Exploring the Effects of Strategy and Arousal of Cueing in Computer-Human Persuasion. In *Proc. CHI2017 EA*.
- Cattle, A. and Ma, X. (2017). Word Associations for Humour Recognition. In *Proc. the 11th International Workshop on Semantic Evaluations (SemEval-2017)*. Association for Computational Linguistics (ACL), 2017, p. 401-406
- Wang, L., Yang, D., Han, X., Wang, T., Zhang, D., and Ma, X. (2017). Location Privacy-Preserving Task Allocation for Mobile Crowdsensing with Differential Geo-Obfuscation. In *Proc. WWW2017*.
- Cattle, A. and Ma, X. Predicting Word Association Strengths. In *Proc. the Conference on Empirical Methods on Natural Language Processing (EMNLP2017)*.
- Li, Q., Shen, Q., Ming, Y., Xu, P., Wang, Y., Ma, X., and Qu, H. (2017). A Visual Analytics Approach for Understanding Egocentric Intimacy Network Evolution and Impact Propagation in MMORPGs. In *Proc. PacificVis2017*.
- Ma, X., (2018). Data-Driven Approach to Human-Engaged Computing. *International SERIES on Information Systems and Management in Creative eMedia (CreMedia)*, (2017/2), pp.43-47.
- Fu, X., Han, Y., Sun, Z., Ma, X., and Xu, Y. (2017). Line-drawing Enhanced Interactive Mural Restoration for Dunhuang Mogao Grottoes. In *Proc. CIPA 2017 symposium*.
- Chen, Y., Mark, G., Ali, S., and Ma, X. (2017). Unpacking Happiness: Lessons from Smartphone Photography among College Students. In *Proc. International Conference on Health Informatics (ICHI2017)*.
- Yue, Y., Ma, X., and Jiang, Z. (2016). Influence of Content Layout and Motivation on Users' Herd Behavior in Social Discovery. In *Proc. CHI2016*.
- Wang, Y., Ma, X., Luo, Q., and Qu, H. (2016). Data Edibilization: Representing Data with Food. In *Proc. CHI2016, alt.chi*.
- Chen, L., Zhang, D., Wang, L., Yang, D., Ma, X., Li, S., Wu, Z., Pan, G., Nguyen, T., and Jakubowicz, J. (2016). Dynamic Cluster-Based Over-Demand Prediction in Bike Sharing Systems. In *Proc. Ubicomp2016*. (Honorable Mention)
- Wang, L., Zhang, D., Yang, D., Lim, B., and Ma, X. (2016). Differential Location Privacy for Sparse Mobile Crowdsensing. In *Proc. ICDM2016*.

- Cattle, A. and Ma, X. (2016). Effects of Semantic Relatedness between Setups and Punchlines in Twitter Hashtag Games. In *Proc. PEOPLES 2016*.
- Sun, Z., Cao, N., and Ma, X. (2016). VideoForest: interactive visual summarization of video streams based on danmu data. In *Proc. SIGGRAPH ASIA 2016 Symposium on Visualization*.
- Wang, Y., Chen, Z., Ma, X., Luo, Q., and Qu, H. (2016). Animated narrative visualization for video clickstream data. In *Proc. SIGGRAPH ASIA 2016 Symposium on Visualization*.
- Zhao, M., Chen, Z., Lu, K., Li, C., Qu, H., and Ma, X. (2016). Blossom: Design of a Tangible Interface for Improving Intergenerational Communication for the Elderly. In *Proc. the International Symposium on Interactive Technology and Ageing Populations* (pp. 87-98). ACM.
- Ma, X., Fang, K., and Zhu, F. (2016). From Breakage to Icebreaker: Inspiration for Designing Technological Support for Human-Human Interaction. In *Proc. DIS2016*.
- Silpasuwanchai, C., Ma, X., Shigemasu, H., and Ren, X. Developing a Comprehensive Engagement Framework of Gamification for Reflective Learning. In *Proc. DIS2016*.
- Zhu, K., Ma, X., Wong, G. K. W., Huen, J. M.H. (2016). How Different Input and Output Modalities Support Coding as a Problem-Solving Process for Children. In *Proc. ACM SIGCHI Conference on Interaction Design and Children (IDC)*.
- Ma, X. From Internet Memes to Emoticon Engineering: Insights from the Baozou Comic Phenomenon in China. In *Proc. HCI2016*.
- Marcus, A. and Ma, X. Cuteness Design in the UX: An Initial Analysis. In *Proc. HCI2016*.
- Wong, G. K. W., Zhu, K., Ma, X., & Huen, J. (2016). The development of internationalized computational thinking curriculum in Hong Kong primary education. In *Proc. the 47th Technical Symposium on Computer Science Education (SIGCSE 2016)*.
- Chan, R.Y.Y., Ding, J., Kong, L.W., Yan, G., Bai, X., Ma, X., So, S., Wang, X. and Chow, J.T.C. (2016). Making telecommunications services accessible to people with severe communication disabilities. In *Global Humanitarian Technology Conference (GHTC), 2016* (pp. 105-112). IEEE.
- Chen, L., Zhang D., Pan, G., Ma, X, Yang, D., Kushlev K., Zhang W., and Li, S. (2015). Bike sharing station placement leveraging heterogeneous urban open data. In *Proc. UbiComp2015*. (Honorable Mention).
- Ma, X., Yu, L., Forlizzi, J., and Dow, S. (2015). Exiting the Design Studio: Leveraging Online Participants for Early-Stage Design Feedback. In *Proc. CSCW2015*.
- Cheng, S., Sun, Z., Ma, X., Forlizzi, J., Hudson, S. and Dey, A. (2015). Social Eye Tracking: Gaze Recall with Online Crowds. In *Proc. CSCW2015*. (Honorable Mention).
- Zhu, B., Zhang, Y., Ma, X., and Li, H. (2015). Bringing Chinese Aesthetics into Designing the Experience with Live Personal Informatics. In *Proc. DeSForM2015*.
- Yue, Y., Ma, X., and Jiang, Z. (equal contribution) (2014). Share your View: Impact of Co-Navigation Support and Status Composition in Collaborative Online Shopping. In *Proc. CHI2014*.
- Wei, J., Ma, X., and Zhao, S. (2014). Food Messaging: Using an Edible Medium for Social Messaging. In *Proc. CHI2014*.
- Chen, L., Zhang, D., Pan, G., Wang, L, Ma, X., Chen, C., and Li, S. (2014). Container Throughput Estimation Leveraging Ship GPS Traces and Open Data. In *Proc. Ubicomp2014*.
- Chen, Z., Chen, Y., Hu, L., Wang, S., Jiang, X., Ma, X., Lane, N.D. and Campbell, A.T. (2014). September. ContextSense: unobtrusive discovery of incremental social context using dynamic bluetooth data. In *Proc. Ubicomp*. pp. 23-26. ACM.
- Chen, C., Zhang, D., Wang, L, Ma, X., Han, X., and Sha, E. (2014). TaxiExp: A Novel Framework for

Inner-City Package Express via Taxi CrowdSourcing. In *Proc. UIC2014*.

- Ma, X. (2014). Augmenting Text with Multiple Pictures can Facilitate Online Information Processing across Language Barriers. In *Proc. Chinese CHI 2014*. (Best paper award).
- Chen, Y., Ma, X., Cerezo, A., and Pu, P. (2014). Empatheticons: Designing Emotion Awareness Tools for Group Recommenders. In *Proc. Interaccion 2014*.
- Ma, X., Forlizzi, J. and Dow, S. (2012). Guidelines for Depicting Emotions in Storyboard Scenarios. In *Proc. 8th International Conference on Design & Emotion*.
- Ma, X. and Fellbaum, C. (2012). Rethinking WordNet's Domains. In *Proc. Global WordNet Conference 2012*.
- Oh, K.E., Bemis, K., Ma, X., Tremaine, M., and Silver, D. (2012). Uncovering Visualization Properties that Confuse. In *Proc. the American Society for Information Science and Technology*. 49 (1): 1-4.
- Jianqiang, D.S., Ma, X., Zhao, S., Khoo, J.T., Bay, S.L. and Jiang, Z. (2011). Farmer's Tale: a Facebook Game to Promote Volunteerism. In *Proc. CHI2011*, ACM Press.
- Ma, X., Fellbaum, C. and Cook, P. (2010). Environmental Sounds as Concept Carriers for Communication. In *Proc. Conference of the International Community of Auditory Display (ICAD'10)*.
- Ma, X., Fellbaum, C. and Cook, P. (2010). A Multimodal Vocabulary for Augmentative and Alternative Communication from Sound/Image Label Datasets. *HLT'2010 Workshop of Speech and Language Processing for Assistive Technologies*.
- Ma, X., Fellbaum, C. and Cook, P. (2010). SoundNet: Investigating a Language Composed of Environmental Sounds. In *Proc. CHI2010*, ACM Press. (Honorable Mention)
- Nikolova, S., Ma, X., Tremaine, M., and Cook, P. (2010). Vocabulary Navigation Made Easier. In *Proc. IUI2010 (Intelligent User Interface)*.
- Ma, X., Boyd-Graber, J., Nikolova, S. and Cook, P. (2009). Speaking Through Pictures: Images vs. Icons. In *Proc. ASSETS2009*, ACM Press.
- Ma, X. (2009). An Online Multimedia Language Assistant for People with Aphasia and Other Language Barriers. *ASSETS2009 Doctoral Consortium*.
- Ma, X., Nikolova, S., and Cook, P. (2009). W2ANE: When Words Are Not Enough – Online Multimedia Language Assistant for People with Aphasia. In *Proc. Multimedia2009*, ACM Press.
- Ma, X. and Cook, P. (2009). How Well do Visual Verbs Work in Daily Communication for Young and Old Adults? In *Proc. CHI2009*, ACM Press.
- Ma, X. and Cook, P. (2008). Creating and Evaluating a Video Vocabulary for Communicating Verbs for Different Age Groups (Extended Abstract). In *Proc. ASSETS2008*, ACM Press.
- Nikolova, S. and Ma, M. (2008). Mobile Communication Support for People with Speech and Language Disabilities. In *Proc. ACL2008 Mobile Language Processing Workshop*.

Professional Experience and Referee Service

Demo Co-Chair , IEEE International Conference on Artificial Intelligence and Virtual Reality	2018
Program Committee , Association for the Advancement of Artificial Intelligence (AAAI)	2018
Program Committee , International Joint Conference on Artificial Intelligence (IJCAI)	2017
Associate Chair , ACM Conference on Human Factors in Computing Systems (CHI)	2017
Associate Chair , ACM Designing Intelligent Systems (DIS)	2016~2017
Technical Co-Chair , Chinese CHI2017	2017
Workshop Co-Organizer , AIVR workshop in SIGGRAPH Asia	2017
Executive Vice President , International Chinese Association of Human Computer Interaction	2016 ~
Secretary General , International Chinese Association of Human Computer Interaction	2014 ~ 2016

Board , International Chinese Association of Human Computer Interaction	2012 ~ 2016
Publicity Chairs , International Symposium on Interactive Technology and Ageing Populations	2016
Demo/Poster Co-Chair , IEEE CPSCOM2016	2016
Program Committee , IEEE CBDCOM 2016 Big Data Visualization Track	2016
Associate Chair , Work-in-Progress Track, <i>CHI</i> (2012~ 2015)	2012 ~ 2015
Panel & Tutorial Chair , IEEE Int. Conf. on Ubiquitous Intelligence & Computing (UIC 2015)	2015
Program Committee , Chinese CHI2015	2015
Co-Organizer , Designing Tools for Crafting Interactive Artifacts Workshop, SIGGRAPH Asia	2014
Industrial Panel Chair , Chinese CHI2014	2014
Program Committee , Asia Pacific Conference on Computer Human Interaction (APCHI 2013)	2013
Program Committee , CTS (Collaboration Technologies and Systems) CR-HRI	2012 ~ 2013
International Workshop on Collaborative Robots and Human Robot Interaction	
Planning Committee , New Jersey World Usability Day 2008, NJ	09/2008

Patents

- Au Yeung, C.M., Ma, X. and Leung, W.K. (Published on 24 September, 2015). Alarm method and device for mobile terminal. WO2015139481 A1, CN104933825A, US20160379478
- Wang, J., You, F., Au Yeung, C.M., MA, X., and He, X. (Published on 30 July, 2015). Navigation method and navigation device. US20150211872 A1, CN104807470A
- Ma, X., Fang, Y. and Dai, W. (Published on 2 July, 2015). Optimization operation method and apparatus for terminal interface. US 20150185953 A1, CN104750400A.
- Ma, X., Leung, W.K. and Au Yeung, C.M. (Published on 2 July, 2015). Eye tracking method and apparatus. US20150185835 A1, CN104750232A
- Ma, X. and Dai, W. (Published on 13 December, 2016). Touch-control method, related apparatus, and terminal device. US 9519424 B2, CN104750401A, US20150186032
- Ma, X., (2014). System and Method for Personalized Recommendation and Persuasion Based on Eye or Gesture Tracking. (filed).
- Ma, X., Au Yeung, C.M. and Leung, W.K. (2013). A System and Method for Optimizing Interface Usability Based on Gaze and/or Gesture Tracking and Prediction. (filed).

Invited Talks

Invited Speaker and Panelist , Educational Symposium, SIGGRAPH ASIA, Macau "Engagement in VR/AR-Empowered Education"	12/2016
Keynote Speaker , Clear Water Bay Entrepreneurship Forum, Hong Kong "Embodied Immersion: Multimodal Interaction in Virtual Reality"	07/2016
Invited Speaker and Panelist , Symposium on Minecraft Education, Hong Kong "From Constructive Education to Destructive Innovation"	05/2016
Invited Speaker , Workshop on Mining Social Networks, NYU Shanghai, China "Investigating Approach and Herd Behaviors in Social Commerce"	10/2015
Invited Speaker and Panelist , HHME, Huludao, China "Research in Human-Computer Interaction"	09/2015
Invited Speaker , Information and Interaction Design Submit, Beijing, China "The Art of Persuasion in Information, Interaction, and Service Design"	12/2014
Keynote Speaker , Interaction and UX Design Forum, Shanghai, China "From Broken to Breaking: Recycle, Reuse, and Repurpose Design" Tongji Design Week	09/2014

Keynote Speaker, Huxiu.com Innovation Festival, Shenzhen, China 09/2014
 “How Computer Computes and Persuade your Emotion: The Story of Danmu”

Computing Seminars, Hong Kong University, Hong Kong University of Science and Technology,
 Chinese University of Hong Kong, Hong Kong Polytechnic University,
 City University of Hong Kong 2013~2014
 “Leveraging Crowds to Design Multimedia-Mediated Communication Support”

Human-Computer Interaction Seminar, Microsoft Research Asia, Beijing, China 03/2012
 “When Words are not Enough: How Multimedia can Bridge Communication Breakdowns”

Institute of HCI and Media Integration Seminar, Tsinghua University, Beijing, China
 03/2012
 “When Words are not Enough: How Multimedia can Bridge Communication Breakdowns”

Interaction Design at Disney Meeting, Disney Research, Pittsburgh, PA 04/2011
 “Communication across Barriers”

Information Systems Research Seminar, Information Systems, NUS, Singapore 10/2010
 “What is Worth a Thousand Words?”

GCI/HFE HCI Research Seminar, Institute for Infocomm Research, A*STAR, Singapore 08/2010
 “SoundNet: An Environmental Sound Augmented Online Language Assistant Bridging Communication
 Barriers”

Invited Speaker at AT&T Research Lab Talk Series, AT&T Research, NJ 02/2010
 Presented at AT&T Research Lab Talk Series, “A Multimodal Vocabulary for Augmentative and
 Alternative Communication.”

ECE and CAIP Research Seminar, Rutgers University, NJ 01/2010
 “An Online Multimedia Augmented Language Assistant for People with Aphasia and Other Language
 Barriers”

Guest speaker at Computer Graphics Seminar, University College of London, London, UK 05/2009
 “When Words are not Enough: Online Multimedia Language Assistant for People with Aphasia”

Other Presentations

Workshop at CHI 2015 (Leveraging and Integrating Eastern and Western Insights into Human
 Engagement Studies in HCI). “The Art of Engagement: from Calligraphy to Interaction Design.”

Workshop at CHI 2015 (Beyond Personal Informatics) “Appreciation of Living: Bringing Chinese
 Aesthetics into Personal Informatics Design.”

Poster at Ubicomp 2014, “ContextSense: Unobtrusive Discovering Incremental Contexts using
 Dynamic Bluetooth Data.”

ASSETS 2009 Doctoral Consortium (talk and poster) “An Online Multimedia Language Assistant for
 People with Aphasia and Other Language Barriers.” The 11th ACM SIGACCESS Conference on
 Computers and Accessibility.

Poster at ACM Multimedia 2009, “W2ANE: When Words Are Not Enough – Online Multimedia
 Language Assistant for People with Aphasia.”

Poster at ASSETS 2008, “Creating and Evaluating a Video Vocabulary for Communicating Verbs for
 Different Age Groups.” The 10th ACM SIGACCESS Conference on Computers and Accessibility.

Poster at New Jersey World Usability Day in 2007. “ESI-Planner II: A Desktop-PDA Hybrid System for
 People with Aphasia.”

Poster at CRA-W Grad Cohort Conference 2006. “Princeton Aphasia Project: A Desktop-PDA Hybrid
 System for People with Aphasia.”

Teaching and Advising Experience

Lecturer , Nanjing University, China Human-Computer Interaction Summer Camp	<i>Summer 2016</i>
Guest Lecturer , Chinese University of Hong Kong, Hong Kong Data Visualization and Sonification in Data Science	<i>Spring 2015, 2016, 2017</i>
External supervisor , Chinese University of Hong Kong, Hong Kong Undergraduate Final Year Project	<i>09/2014 ~ 07/2015</i>
Guest Lecturer , Hong Kong Polytechnic University, Hong Kong Persuasive Technology in Intelligent Information Systems	<i>Spring 2013</i>
Lecturer , China Computer Federation, Beijing, China Advanced Disciplines Lectures on Visual and Auditory Communication	<i>Spring 2013</i>
Instructor , Carnegie Mellon University, Pittsburgh, PA Independent Study (A3 Mini) on Designing and Executing a Research Study	<i>Spring 2012</i>
Assistant supervisor , National University of Singapore, Singapore Graduate Studies	<i>08/2010 ~ 02/2011</i>
Student supervisor , Princeton University, Princeton, NJ Undergraduate Senior Independent Work	<i>09/2009 ~ 01/2010</i>
Teaching Assistant , Princeton University, Princeton, NJ Information Retrieval, Discovery, and Delivery (with Andrea LaPaugh)	<i>Spring 2010</i>
Student supervisor , Princeton University, Princeton, NJ Advised freshmen Summer Programming Experience Program	<i>06/2008 ~ 09/2008</i>
Teaching Assistant , Princeton University, Princeton, NJ Advanced Programming Techniques (with Brian Kernighan)	<i>Spring 2008</i>
Student supervisor , Princeton University, Princeton, NJ Advised Undergraduate Senior Independent Work	<i>01/2008 ~ 05/2008</i>
Guest Lecturer and Teaching Assistant , Princeton University, Princeton, NJ Human-Computer Interface Technology (with Perry Cook)	<i>Fall 2007</i>

Selected Outreach

Member of GEA (Princeton Graduate Engineering Ambassadors)	<i>2006 ~ 2010</i>
Member of CSGC (Computer Science Graduate College) in Princeton	<i>2005 ~ 2010</i>

Selected Awards

“Excellent Young (Chinese) leader in HCI Award” , Interactional Chinese Association of Computer-Human Interaction	<i>05/2016</i>
“Excellent Innovator Award” , Huawei Noah’s Ark Lab	<i>06/2014</i>
“Star of 2012 Labs” , Huawei Noah’s Ark Lab	<i>04/2014</i>
Computing Innovation Fellows , Computing Research Association Post-doc fellowship awarded by National Science Foundation with Carnegie Mellon University	<i>09/2010, 09/2011</i>
“Outstanding Graduates of the Year” , Tsinghua University	<i>07/2005</i>
Beihai Guo Fa Company Scholarship , Tsinghua University	<i>11/2004</i>
Sony Scholarship , Tsinghua University	<i>11/2003</i>
Wei Lun Scholarship , Tsinghua University	<i>11/2002</i>
“Best student” Award in Electronic Working Technology Practice, Tsinghua University	<i>08/2002</i>
Second Place in National Physics Competition , Tsinghua University	<i>05/2002</i>

“Excellent Student” Scholarship, Tsinghua University

09/2001