

Contributions Statement

I believe that for research, a nice and friendly environment is almost as important as academic abilities. While working on my project, I have contributed a lot to building a nice and supportive society in my college.

I was an active member of 5C chess club for a year. Not just confined to my small circle of master-level players, I invited friends at all levels to join the group. In order to make the group cohesive, we developed teammode chess games, solved puzzles together and let experienced players give lectures on their favorite openings. We also managed to serve snacks every other week. The environment was chill and fun rather than demanding.

During my eye-tracking research at Harvey Mudd, I learned the importance of decorating the lab. I put small pots of succulents on our desk and printed a poster of Madonna, whose music video showed up the first in our experiment trial. During the open lab session, my partner and I made funny-looking eyeballs with papers to hang from the ceiling, and drew cartoon figures on the whiteboard to introduce our project.

Also, I believe any department or lab would need an intro video at some point, and my filmmaking skill is quite useful for this task. I have participated in over ten independent video projects. In college, I only made two short videos due to a busy schedule, but I was proud of each of them. *Floating Weeds* is a short work reflecting lives of Chinese students in US colleges. It won the showcase prize at 1990 Institute video competition and was used in the demos for future contests. Then, in the 2019 Chinese spring festival, I made an opening video for the Chinese new year celebration at my college. It won a great round of applause.

During and after my PhD in HCI, I want to study how to improve people's mental health condition when under pressure. In these years, anxiety and depression are getting much more common due to escalated competition, political conflicts, loneliness and COVID. In the mean time, people are having less time and space to release their negative feelings. I am acquaintance of three people in my age who are diagnosed of major depression disorder, and some of my friends regularly express depression on social media. Over the past 3 years, I have heard of 2 suicide cases at the Claremont 5C's. They are really sad to hear, and I believe they are not special cases around my friend circle. Depression is a big challenge for every young person in this era. I feel very lucky to have supportive friends and professors to talk to when I feel down. Besides that, I also received help from the great show *Bojack Horseman*. It raised awareness and understanding of depression, and also showed how people could fight it. I hope that with my research, we can have more ways to help people understand and deal with depression using interactive visual technology.

In all, I think mental health is very important, and I will try to make everyone around me feel happy while doing the hard works.