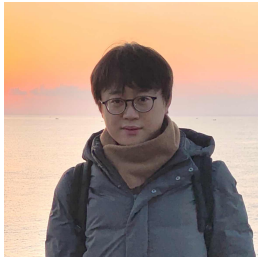


WANG Chen



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About Me

Hello there! I am a Ph.D. student specializing in Human-Computer Interaction. Throughout my academic journey and following significant upheavals in my life, I have developed a strong desire to explore the essence of human interaction and discover how it can lead individuals towards redemption in the face of their destinies. I believe that all disciplines have relevance to interactions and life, and I am eager to continue learning. Cultivating awareness and putting that awareness into practice is a lengthy process, but I deeply appreciate it and aspire to make a positive impact, no matter how small.

Research Interests

**Human-Engaged Computing; Computational Aesthetics;
Human-Computer Interaction**

Education

Ph.D. Student, 2018.10 - Present

Center for Human-Engaged Computing,
School of Information, Kochi University of Technology, Kochi, Japan
Supervisor: Xiangshi Ren
Vice Supervisor: Jeffrey Bardzell (Penn State University),
Keizo Shinomori (Kochi University of Technology)
Research on Human-Engaged Computing

Master in Software Engineering, 2014.10 - 2017.10

Key Laboratory of Symbolic Computation and Knowledge Engineering,
College of Software, Jilin University, Changchun, China
Supervisor: Lan Huang, Hao Xu
Thesis title: Immersive Electrovibration Tactile Application based on Virtual Reality

Special Research Student in Human-Computer Interaction, 2016.02 - 2017.02

Center for Human-Engaged Computing,
School of Information, Kochi University of Technology, Kochi, Japan
Supervisor: Xiangshi Ren
Research on Electrovibration-Pen Project

Bachelor in Software Engineering, 2010.09 - 2014.07

College of Software, Jilin University, Changchun, China
Thesis title: The Implementation of Improved SIR Epidemic Model Based on Complex Networks

Work Experience

Chief Designer, 2021.10 - 2022.10

Bone's Technology Limited, Shenzhen, China
Brand & VI Design; Software & Web Interface Design; Industrial Design

Board Member, Youth Committee Chair, 2020.10 - Present

International Chinese Association of Computer Human Interaction, ICACHI

Organizing the Project of HCI Development Bluebook

Chinese CHI Conference Committee

Website Development and Management

Organizer, 2023.01 - Present

Mind Enhancement Forum (Non-profit organization)

Lecture Organization, Host & Guest Reviewer

Research Assistant, 2017.10 - 2018.10

Center for Human-Engaged Computing,

School of Information, Kochi University of Technology, Kochi, Japan

Supervisor: Xiangshi Ren

Research on computational aesthetics and finger tracing modeling under JST-AoF project

Work on laboratory administration, research assistance

Publications**Book**

Xiangshi Ren, Zhiyong Fu, Xiaojuan Ma, Jianmin Wang, Huatong Sun, Xiaojun Yuan, and Chen Wang (2023). Human-Engaged Computing. Tsinghua University Press.

Journal

Chen Wang, Xiaojun Yuan, and Xiangshi Ren (2020). Twelve Agendas on Interacting with Information: A Human-Engaged Computing Perspective. *Data and Information Management*, 4(3): 191–199.

Conference Extended Abstracts

Chen Wang, Sayan Sarcar, Masaaki Kurosu, Jeffrey Bardzell, Antti Oulasvirta, Aliaksei Miniukovich, and Xiangshi Ren (2018). Approaching Aesthetics on User Interface and Interaction Design. In *Proceedings of the 2018 ACM on Interactive Surfaces and Spaces (ISS 2018)*, Tokyo, Japan (November 25-28, 2018), ACM, New York, USA.

Chen Wang, Xiangshi Ren. 2018. An Entropy-based Approach for Computing the Aesthetics of Interfaces. In *Proceedings of the 2018 ACM on Interactive Surfaces and Spaces (ISS 2018)*, Tokyo, Japan (November 25-28, 2018), ACM, New York, USA.
Quan Wen, Chen Wang, Xiaoying Sun, Xiangshi Ren. Exploration of the Relationship between UIDL and Interface Computational Aesthetics. In *Proceedings of the 2018 ACM on Interactive Surfaces and Spaces (ISS 2018)*, Tokyo, Japan (November 25-28, 2018), ACM, New York, USA.

Conference Posters without Manuscript

Wang, C., Ren, X., Sarcar, S., Wang, Z. (2017) Exploring the Mechanism and Aesthetic for Further Parametric Design. International workshop on human-Engaged Computing (IWHEC). Kochi, Japan (Nov 10, 2017). (Poster).

Wang, C., Ren, X. (2016) Applying Visual Complexity into Interface Aesthetic Computing. International Symposium on Interactive Technology and Ageing Populations (IxAP'16). Kochi, Japan (Oct 20 – 22, 2016). (*Best Poster Award*).

Awards

Awards

- IF Design Award 2023: Nebula - Orthopedic Navigation Robot
- Winner in Chinese CHI 2017 Promotional Poster Competition, Guangzhou, China
- IxAP Conference Best Poster, 2016, Kochi, Japan
- IxAP Best Support Award, 2016, Kochi, Japan
- Chinese CHI Best Support Award, 2016, San Jose, USA

Scholarship and Awards in Universities

- Special Scholarship Program Full Scholarship, 2018 - 2021
- The Golden Award in National "Internet Plus" Startup Challenging Contest, Jilin University Competition Area, 2015
- Most Potential Microsoft Student Partners in Microsoft Ignite China Conference, 2015
- The First Prize in Jilin Province Web Design Contest, 2014
- MCM Honorable Mention, 2013
- Excellent Student Cadres in Jilin University, 2012

Lectures

Keynote

Paradigm shift: From Human-Computer Interaction to Human-Engaged Computing
Intelligent Mobility-Space Media and HMI Design International Conference, Shanghai, China, 2019

Lectures

Paradigm shift: From Human-Computer Interaction to Human-Engaged Computing
Nanjing University, China, 2023
Jinan University, China, 2023
Guangzhou University, China, 2023
Guangzhou University of Chinese Medicine, China, 2023
Guangdong University of Technology, China, 2023
Tongji University, China, 2019

Computational Aesthetics

Jilin University, China, 2019

Teaching Assistant - Lectures

Human-Engaged Computing, 2022 - 2023

Summer school, Guangdong University of Technology, China

Human-Computer Interaction, 2017 - 2023

Postgraduate course, Kochi University of Technology, Japan

Human-Computer Interaction, 2017 - 2023

Undergraduate course, Kochi University of Technology, Japan

Human-Engaged Computing, 2019

UX Master course, Beijing Normal University, China

Human-Computer Interaction, 2019

ICACHI summer school, Xiamen University, China

Academic Activities

Committee - Technical Chair

Chinese CHI 2023, Bali, Indonesia, 2023

Chinese CHI 2022, Guangzhou, China, 2022

International Workshop on Human-Engaged Computing 2021, Online, 2021

Chinese CHI 2021, Online, 2021

International Workshop on Human-Engaged Computing 2020, Kochi, Japan, 2020

Organizer

HCI Youth Scholar Forum on Human · Technology · Future, Online, 2021

Approaching Aesthetics on User Interface and Interaction Design, ACM ISS Workshop, 2018, Tokyo, Japan

Design and Technical Supporting

- International Workshop on Human-Engaged Computing, IWHEC 2017, Kochi, Japan

Chinese CHI 2017, Guangzhou, China

- International Symposium on Interactive Technology and Ageing Populations, IxAP 2016, Kochi, Japan

- Chinese CHI 2016, San Jose, USA

- International Workshop on Semantic Technologies, IWOST 2015, Changchun, China

- International Workshop on Universal Knowledge Core, UKC 2015, Trento, Italy

- International Workshop on Universal Knowledge Core, UKC 2014, Changchun, China

Language Proficiency

English (academic); Chinese (native); Japanese (beginner)

Skills

Full Stack Web Developer

Web development stack: Python, Tornado Framework, HTML/CSS/JS, MongoDB/MySQL, AWS EC2/S3

Recent development work: <http://xrenlab.com>

Graphic & Interface Designer

I did visual identification design and user interface design for laboratories or projects, and graphic design for academic posters, conferences or workshops.

Software: Affinity Designer, Affinity Photo, Sketch

Behance Portfolio: <https://www.behance.net/5232595480e1e>

Video Director & Editor

I directed and edited academic videos for lab submissions:

A Framework for Interactive Mindfulness Meditation Using Attention-regulation Process.
(ACM CHI'17)

Enhancing Pen-based Interaction Using Electro vibration and Vibration Haptic Feedback.
(ACM CHI'17)

Understanding the Role of Human Senses in Interactive Meditation. (ACM CHI'17)

EV-Pen: Leveraging Electro vibration Haptic Feedback in Pen Interaction. Best Paper.
(ACM ISS 2016)

Software: Final Cut Pro, Motion, Compressor

Vimeo Portfolio: <https://vimeo.com/user34287046>

Amateur Player of Sculpture Model

I did the craft of architecture, industry and sculpture model designs for satisfying my design interests.

Behance Portfolio: <https://www.behance.net/5232595480e1e>