# WANG Chen



Nationality: Chinese Birthday: 13 April 1992

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Kochi, Japan, 782-8502

#### Research Interests

### Computational Aesthetics; Empirical 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

Research on Computational and Empirical Aesthetics towards Engagement

### 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

## 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**

#### Conference Extended Abstracts

<u>Chen Wang</u>, 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, <u>Chen Wang</u>, 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

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

### Academic Awards

- 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

Courses

Taught as a teacher assistant

Human-Computer Interaction (Aesthetics, Design and User Perception), 2017 - 2018 Graduate course at Kochi University of Technology

Human-Computer Interaction (GUI Design Part), 2017 - 2018

Undergraduate course at Kochi University of Technology

Academic Activities

Organizer

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

Internship Experience

## Product Designer, 2013.07 - 2013.10

Suishou Tech Inc., Hangzhou, China

Work on writing product requirement documents and feature lists, designing mobile application prototypes and information structure, and conducting user research on product features

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

Other experience: Data analysis in Python; PyTorch (Beginner); iOS Development

Recent development work: <a href="http://xrenlab.com">http://xrenlab.com</a>

### **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 Electrovibration and Vibration Haptic Feedback. (ACM CHI'17)

Understanding the Role of Human Senses in Interactive Meditation. (ACM CHI'17) EV-Pen: Leveraging Electrovibration Haptic Feedback in Pen Interaction. Best Paper. (ACM ISS 2016)

Software: Final Cut Pro, Motion, Compressor Vimeo Portfolio: <a href="https://vimeo.com/user34287046">https://vimeo.com/user34287046</a>

### **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