

Jialuo Yang

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[Personal Website](#)

Research Interests

I'm a designer, technologist, and user researcher, with a focus on embodied cognition and human-computer integration. Specifically, I'm interested in how would embodied machine agency improve human's social interaction. I usually blend physical computing and mixed methods to answer my interested questions.

Education

Georgia Institute of Technology Atlanta, GA

Aug 2022 - Jun 2024(Expected)

Master of Science, Digital Media

Hunan University Changsha, China

Sep 2018 - Jun 2022

Bachelor of Engineering, Industrial Design

Publications

[1] (Submitted) Michael Nitsche, **Jialuo Yang**, Yilin Elaine Liu, Yuxi Chen. *Chasing Tacit Knowledge: Multi-layered Sensing in Woodworking.*" Submitted to the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction(TEI 2024 Work in Progress)

[2] (Submitted) Michael Nitsche, **Jialuo Yang**. Triangulate 'Listening' to Materials. Submitted to Track 17: More-Than-Human Design in Practice - Design Research Society Conference (DRS2024)

[3] Tan, Hao, Xue Zhao, and **Jialuo Yang**. "Exploring the influence of anxiety, pleasure and subjective knowledge on public acceptance of fully autonomous vehicles." Computers in Human Behavior 131 (2022): 107187.

[4] Zhao, Xue, **Jialuo Yang**, and Hao Tan. "The Effects of Subjective Knowledge on the Acceptance of Fully Autonomous Vehicles Depend on Individual Levels of Trust." Cross-Cultural Design. Product and Service Design, Mobility and Automotive Design, Cities, Urban Areas, and Intelligent Environments Design: 14th International Conference, CCD 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26–July 1, 2022, Proceedings, Part IV. Cham: Springer International Publishing, 2022.

Research Experiences

Digital World & Image Group Advised by Michael Nitsche

Atlanta, GA, Jan 2023 -

- 1
 - Led the research on Tacit Knowledge Sensory System and Embodied Learning for Tacit Knowledge
 - Conducted literature review and ideation on Applying Multi-sensory systems to capture Tacit Knowledge for Craftwork
 - Constructed, developed and iterated on the hardware-software system for robust sensation on dexterous craft activity
 - Designed and Conducted the study; Processed, & analyzed on quantitative and qualitative data(underway)
 - Jointly submitted part of the work to TEI2024 Work in Progress

- 2
 - Independently conducted the research on Material Agency for Reshaping Human-Material Intra-action
 - Conducted literature review and ideation on Materiality, Intra-action and Enacted Material Agency
 - Designed, Developed and Iterated on the Actuating machine and Paper Craft Making
 - Proposed and Conducted the qualitative research including soma design, practice observation, and experiential probe
 - Jointly submitted part of the work to DRS2024

Ubicomp Health and Wellness Lab Advised by Rosa Arriaga

Atlanta, GA, Jan - May 2023

- Collaborated in PECSS Group on ImageScape Therapeutic Facilitation on mental health
- Conducted literature review on PTSD and situated photograph for re-narrative of veteran trauma
- proposed the ideation on Situated Narrative as treatment for veteran with PTSD(quit due to research interest)
- Designed and iterated on interface for Usability Test

iDi Lab Advised by Hao Tan

Changsha, China, Oct 2020 - May 2022

- Co-led the whole research on public acceptance and trust of autonomous vehicles
- Conducted the literature on autonomous vehicles, affective reaction, and structural equation models
- Led writing and revision from introduction to the conclusion
- Crafted and interpreted findings and data visualization from comprehensive data analysis
- collaborate on data analysis
- co-published 2 research papers in Computers in Human Behavior & HCII2022

Working & Project Experiences

Interactive Shopping Experience for Food Decision

Cognizant, Aug 2022-Dec 2022

Interactive Installation for a re-narrated Cooking decision

- Worked as researcher, and technologist on interactive shopping experience for food decision
- worked on user experience, and ideation
- Work exhibited on Launchpad Student Showcase

Mixed Reality, Haptic Interaction & Human-Centered Design

GaTech & HNU, Jun 2021

Handheld Device for MR haptic interaction through design through research, and rapid prototyping

- Led the research and design on Human-centered haptic controller for Mixed Reality
- Conducted the literature review and ideation on Tangible Interaction and Digital Fabrication
- Constructed, iterated on and developed the hardware-software system and additive manufacturing
- Conducted the soma design and qualitative analysis on experiential log
- Ideated and integrated on the ergonomics, industrial design and technical integration

User Researcher for Customer Behavior

Lemonbox, Jun - Aug 2021

Led user research and user experience design for digital product of health and wellbeing

- Led the user research on Customers' loss on re-purchase rate for Lemonbox
- Conducted the thematic analysis and interview iteration
- Led the semi-qualitative interview for over 10 customers
- Led the final user and product report for client(Lemonbox)
- Design consultation get accepted and launched for the official product

User Researcher and Interaction Designer

DESIS NETWORK, Feb 2021 - Apr 2021

Led user research, ideation and design for service design for the elderly

- Led the project for elderly's healthcare for inclusive product and service system Design
- Led the user interview, and literature review for elderly, accessibility and cardiovascular
- Proposed and conducted multiple design methodologies including workshop, focus group, anthropocentric methods
- Designed and iterated the prototype for user test
- Work get included in IF World Design Guide

Design Engineer

Microsoft Student Club - HNU, Oct 2019 - Nov 2019

Conducted the design and technological development for the whole project

- Independently led the research project on Digital Humanity and Data Visualization
- Developed the data process and machine learning for Chinese poem sets
- Developed dynamic dynamic flow interaction for Digital Humanity
- Work won the Changsha Best Media Arts Club(Team Award)

Reviews & Community Services

Reviewer

Computers in Human Behavior

Student Volunteer

UbiComp 2022

Award & Honor

IF World Design Guide Publication

Student Concept-GOOD HEALTH AND WELL-BEING

Changsha Best Media Arts Club

Color for the Books of Songs

Best Debater of the Whole Process & Champion

HNU School Debate Competition-Nayun Cup

Skills

Physical Computing

Arduino/JS/Python/Unity/
Fabrication integration etc.

Qualitative Research

Anthropologic research/Soma Design/
Speculative Design/ Cultural Probe etc.

Design

Industrial Design/ Visual Design/ Rapid
Prototyping etc.