

# Jialuo Yang

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[Personal Website](#)

## Research Interest

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 agent supplement communication for individual's hesitation over interpersonal dynamics. I 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) Jialuo Yang, Nitsche, Michael, Yilin Elaine Liu, and Yuxi Chen. "Measuring Tacit Knowledge in Woodworking Using a Multi-Layered Sensing System" Submitted to DIS 2024(full paper)

[2] Nitsche, Michael, Jialuo Yang, Yilin Elaine Liu, and Yuxi Chen. "Chasing Tacit Knowledge: Multi-layered Sensing in Woodworking." In Proceedings of the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction, pp. 1-8. 2024.

[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 Responsive Media for Embodied Learning of Tacit Knowledge;
  - Conducted literature review and ideation on Tacit Knowledge, Embodied learning, and Media for behavior change;
  - Proposed the ideation and design on multi-staged media for attentive embodied learning;
  - analyzed the qualitative insights through thematic analysis(underway);
  
- 2
  - 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 independently; Process & analyze on quantitative data (underway);
  - Work accepted to TEI2024 Work in Progress; Another work submitted to DIS
  
- 3
  - 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

### CodeCraft Group Advised by HyunJoo Oh

Atlanta, GA, Aug - Dec 2023

- Co-led Sustainable wearable for Music embodiment;
- Prototyped the embodied music interaction;
- Conducted the literature review for personal fabrication and sustainable making;

### Ubicomp Health and Wellness Lab Advised by Rosa Arriaga

Atlanta, GA, Jan - May 2023

- Collaborated in PECS 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

## Working & Project Experiences

### iDi Lab Advised by Hao Tan

Changsha, China, Oct 2020 - May 2022

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

### 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 at Georgia Tech

### Mixed Reality, Haptic Interaction & Human-Centered Design

Hunan University, 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 Experience Research & 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 methods including workshop, focus group, interview and observation
- 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

## Skillsets

### Physical Computing

Arduino/JS/HTML/Python/  
Unity/Fabrication integration

### Qualitative Research

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

### Design

Industrial Design/ Visual Design/ Rapid  
Prototyping etc.