Ka I Chan

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EDUCATION

Tsinghua University   Beijing, China
M.S.E. in Data Science and Information Technology (GPA: 3.97/4.0)   2022.09 – Present
Advisor: Prof. Yuanchun Shi, HCILab

Tsinghua University   Beijing, China
B.S. in Psychology (Major GPA: 3.9/4.0, top 3%)   2018.08 – 2022.06
Honors: Excellent Graduates, Award of Excellence in Academic Performance (top 5%)

WORKING IN PROGRESS

Common to Doctors while Uncommon to Patients: Understanding How Hemifacial Spasm Patients Seek Healthcare Information from Their Perceptions in Early Illness Phase
Under submission in *CHI 2024* as the first author

Beyond Digital Privacy: Uncovering Deeper Attitudes toward Privacy in Home Camera among Older Adults
Under submission in *International Journal of Human Computer Studies* as the third author

RESEARCH EXPERIENCE

Monitoring and Grading Hemifacial Spasm in Postoperative Rehabilitation   2023.06 – Present
Advisor: Dr. Yuntao Wang, Department of Computer Science and Technology, Tsinghua University
o   Investigated patients' healthcare needs and challenges, leading to the development of an mHealth application that integrates monitoring and grading algorithms based on data collected in the hospital setting.
o   Conducted semi-structured interviews with patients and neurosurgeons to explore healthcare information-seeking practices of hemifacial spasm in Chinese context.

Topic Modeling to Explore Financial Behaviors in Bipolar Disorder   2023.08 – Present
Advisor: Dr. Saeed Abdullah, College of Information Sciences and Technology, Pennsylvania State University
o   Analyzing legal cases through the Harvard Caselaw Access Project API to extract valuable insights into compulsive buying and risk-taking behaviors observed during manic episodes in bipolar disorder.

Invisible Guardian: Home Cameras with Fall Detection for Older Adults   2021.09 – 2022.03
Advisor: Dr. Jihong Jeung, Future Laboratory, Tsinghua University
o   Conducted a qualitative study using various methods (survey, interviews, focus group, co-design workshop, and diary studies) to explore the psychological and physical needs of older adults regarding home cameras.
o   Investigated the design and scenarios of home cameras with fall detection, focusing on privacy disclosure and dignity, to support and enhance the well-being of older adults who live alone.
o   Concluded a PARW (Protective, Active, Respectful, Warm) design guideline model.
o   Released a 67-page user study report in collaboration with Tencent.

Lookine: Non-Verbal Social Assistance and Learning System for Blind People   2021.03 – 2021.05

- o Conducted quantitative research to study the usability and user experience of Lookine, a system for assisting blind individuals in social interactions using visual recognition technology and voice interaction.
- o Found that Lookine is significant when facial expressions and emotion of voice/content are inconsistent, and its good user experience enables them to have a more similar experience to that of sighted individuals.

EMPLOYMENT EXPERIENCE

NetEase Games Thunder Fire UX   Hangzhou, China
User Experience Researcher for Summer Internship   2021.07 – 2021.08

- o Facilitated MMORPG Mobile Games "Chinese Ghost Story", which boasts over 370,000 players.
- o Collaborated with game designers and data engineers to enhance player experience via gathering and analyzing player feedback from surveys and interviews.
- o Authored 8 reports that analyzed qualitative and quantitative data from over 100,000 players.

SKILLS

Computer Skills: Python, HTML/CSS, JavaScript, SPSS, Figma, Microsoft Office Suites
UX Skills: Qualitative Research, Quantitative Research, Experiment Design, Data Analysis, UX Design
Language: Fluent English (TOEFL 102, Duolingo 130), Native Chinese (Mandarin, Cantonese, Hokkien)
Interests: Volunteering (8 years of experience), Music (Piano with ABRSM Grade 7, Former Percussion Member in THUMB), Powerlifting