

# Lanjing Liu

*Interaction Designer | Design Researcher | Design Educator*

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## RESEARCH INTERESTS

**Design Education, Participatory Design with Children, Child-Computer Interaction, Learning Technologies, User Research, Action Research, Service Design**

## EDUCATION

**Tongji University**, Shanghai, China 09/2020 - 06/2023 (*expc.*)  
*M.A. in Design History and Theory, GPA 4.45 / 5.00, advised by Prof. Lei Zhang*  
*Thesis: A Study on the Theory and Practice of Youth Design Education Oriented to Holistic Education*

**Jiangnan University**, Wuxi, China 09/2016 - 06/2020  
*B.E. in Industrial Design, GPA 3.70 / 4.00 (WES), advised by Prof. Dongjuan Xiao*

**Chiba University**, Chiba, Japan 09/2018 - 02/2019  
*Exchange Student in Industrial Design*

## DESIGN RESEARCH EXPERIENCE

### Action Research on Scaffolding Youth Empathy Development through Design Education

*Research Center for Design Education and Pedagogy, Tongji University* 05/2021 - 09/2021  
*Lead Researcher, team of 3, advised by Prof. Lei Zhang and Prof. Qi Wang*

- Conducted three-cycle *action research* over four-month with a total of 40 children aged from 10 to 13.
- Iteratively designed a card-based design tool to support children's empathy development in design thinking activities based on the framework for empathy in design.
- Conducted a qualitative user study with 12 children to examine the effectiveness of our tools.
- Wrote a research paper in submission to *IDC 2023* [c.2].

### A Study of the Design Education Movement in the UK (1970-1995)

*Research Center for Design Education and Pedagogy, Tongji University* 11/2021-11/2022  
*Lead Researcher, advised by Prof. Lei Zhang*

- Examined the design education movement in the UK through *historical method*, 1970-1995.
- Analysed the reasons for and difficulties of introducing design into the national curriculum in the UK.
- Explored how design research has supported design education led by Bruce Archer and Ken Baynes.
- Gained familiarity with education reform and design and technology education in the UK.
- Wrote a research paper in submission to *Zhuang Shi (CSCSI)* [j.2].

## DESIGN EDUCATION EXPERIENCE

### Rethink and Redesign Wild Places in the Community

Co-Support: Shanghai Youth Institute of Design and Innovation

Summer 2022

Lead Lecturer, 9 Students aged from 10 to 15, 2 Weeks

- Developed course syllabus and completed teaching independently. [\[Link\]](#)
- The syllabus and teaching tools have been implemented in some primary schools in Shanghai.

### Design for People in the Community

Co-Support: Shanghai Youth Institute of Design and Innovation

Summer 2021

Lead Lecturer, 15 Students aged from 10 to 13, 1 Week

- Led a teaching team to develop the syllabus and teaching tools. [\[Link\]](#)
- Conducted indoor and outdoor teaching activities.

### The 5th Shanghai Youth Innovation and Entrepreneurship Team Action

Co-Support: Shanghai Youth Academy of Sciences, Fablab Shanghai

Spring 2021

Teaching Assistant, 8 Students aged from 10 to 15, 4 Weeks

- Helped students to rethink and iterate on projects from a design perspective.
- Students' projects were exhibited at the China International Import Expo 2021. [\[Link\]](#)

### Design a Community with Sandbox Game

Co-Support: Shanghai Youth Institute of Design and Innovation, Tencent Inc., Roblox Inc.

Fall 2020

Teaching Assistant, 2 Students aged from 10 to 12, 8 Weeks

- Involved in developing the course syllabus, content, and implementation, and provided design thinking input to other teachers and students.
- Summarised the course and wrote articles for peer reference [\[j.1.\]](#). [\[Link\]](#)

## PUBLICATIONS & MANUSCRIPTS

- j.2. Lei Zhang, **Lanjing Liu**. 2022. A Study of the Design Education Movement in the UK: an Investigation Centered on the Royal College of Art (1974-1995). In Submission to *Zhuang Shi (CSSCI)*. Under Review.
- j.1. **Lanjing Liu**, Lei Zhang. 2021. Design Education for Youth Using Gamification Design Tools. *Tencent Ieg Social Value Insights*. 7, 2, 28–34.
- c.2. **Lanjing Liu**, Zhaohui Xu, Xiaoshan Wang, Chao Zhang, Lei Zhang. 2023. DetectiveMap: a Card-Based Toolkit for Promoting Children's Empathy in Design Activities. In Submission to *2023 ACM Interaction Design and Children Conference (IDC '23)*.
- c.1. Anonymous Authors (as a Co-Author). 2023. Observe It, Draw It: An Observational Drawing System that Promotes Children's Connectedness to Nature. In *2023 CHI Conference on Human Factors in Computing Systems (CHI '23)*. Under Review.

## DESIGN AWARDS

- a.1. **iF Talent Award**, *OneShoe*, iF Design Award, Germany. [\[Link\]](#) 2021
- a.2. **iF Talent Award Final List**, *Empathy Card*, iF Design Award, Germany. 2022

## PATENTS & SOFTWARE COPYRIGHTS

- p.2. A Sketch Recognition and Generation Method based on Raspberry Pi and Recurrent Neural Network. 2020. *China National Invention Patent*. Application No. 202011322789.4
- p.1. A Sentiment Analysis and Visualization Method Combining Video and Pop-Ups. 2019. *China National Invention Patent*. Application No. 201910287517.6
- sc.1. Enterprise Network Opinion Analysis and Visualization Software. 2019. *China Software Copyright*. Registration No. 2019SR0428088

## SKILLS

**Language:** Native Chinese (Mandarin), Fluent English (IELTS 6.5)

**Research:** Participatory Design, Action Research, Historical Method, Grounded Theory, Interview, Survey, Experimental Design, Thematic Analysis, LaTeX

**Design:** User Experience Design (Figma, Sketch), 3D Modelling and Rendering (Cinema 4D, Rhino 3D, Keyshot), Graphic Design (Adobe Photoshop, Adobe Illustrator Adobe InDesign), Video Editing (Adobe Premiere Pro)

**Prototype:** 3D Printing, Laser Cutting, Arduino, Processing, HTML, CSS