

Lanjing Liu

Virginia Tech | Blacksburg VA 24060, USA

lanjing@vt.edu | <https://liulanjing.com/>

RESEARCH INTERESTS

Human-Computer Interaction (HCI), Usable Privacy, Privacy Education, Child-Computer Interaction, Social Media, Participatory Design

EDUCATION

Virginia Tech, Blacksburg, Virginia, USA

01/2024 - 12/2028 (*expc.*)

Ph.D. in Computer Science. Advised by Prof. Yaxing Yao

Tongji University, Shanghai, China

09/2020 - 06/2023

M.A. in Design, GPA 4.45 / 5.00. Advised by Prof. Lei Zhang

Jiangnan University, Wuxi, China

09/2016 - 06/2020

B.E. in Industrial Design. Advised by Prof. Dongjuan Xiao

Chiba University, Chiba, Japan

09/2018 - 02/2019

Exchange Student in Industrial Design

PUBLICATIONS

- p.4. **Lanjing Liu***, Chao Zhang*, and Zhicong Lu. 2024. Wrist-bound Guanxi, Jiazu, and Kuolie: Unpacking Chinese Adolescent Smartwatch-Mediated Socialization. In *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '24)*, May 11–16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 21 pages. <https://doi.org/10.1145/3613904.3642044>
- p.3. **Lanjing Liu**, Lan Gao, Nikita Soni, and Yaxing Yao. 2024. Exploring Design Opportunities for Family-Based Privacy Education in Informal Learning Spaces. Accepted by The 24th Privacy Enhancing Technologies Symposium (PoPETS '24).
- p.2. Chao Zhang, Zili Zhou, Yajing Hu, **Lanjing Liu**, Jiayi Wu, Yaping Shao, Jianhui Liu, et al. 2023. Observe It, Draw It: Scaffolding Children's Observations of Plant Biodiversity with an Interactive Drawing Tool. In *Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC '23)*.
- p.1. Lei Zhang and **Lanjing Liu**. 2023. Early Youth Design Education Movement in Britain: Centred on the Royal College of Art (1974-1995). In *Fine Art & Design (Top Chinese Design Journal)*. 2023(1): 180-186.

RESEARCH EXPERIENCE

Privacy Education for Family Groups in Informal Learning Spaces

Department of Computer Science, Virginia Tech

04/2023 - now

Lead Researcher, advised by Prof. Yaxing Yao

- Conducted interview study with 8 families.

- Explored family-based privacy challenges, managements and education from the perspective of children and parents.
- Investigated how families use informal learning environments for technology related learning.
- Provided insights and design implications that aim to create privacy-related educational activities for family groups in informal learning spaces.
- Accepted by PoPETS 2024. [\[p.3.\]](#).

Unpacking Peer Experience of Chinese Young Teenagers' Smartwatch-mediated Socialization

Department of Computer Science, City University of Hong Kong

06/2023 - 11/2023

Lead Researcher, advised by Prof. Zhicong Lu

- Conducted grounded theory research, interviewing 18 Chinese adolescents, to understanding the ecosystem of smartwatch-based socialization.
- Discovered the platform's potential and concerns for social interactions among young teenagers, while shedding light on societal rules and cultural practices that shape their behaviors.
- Revealed design implications for developing safe online services tailored to the needs of young teenagers.
- Accepted by CHI 2024. [\[p.4.\]](#).

A Study on the Theory and Application of Design Education for Youth for the Five Education Integration

Research Center for Design Education and Pedagogy, Tongji University

10/2020 - 05/2023

Master Thesis, advised by Prof. Lei Zhang

- Researched 50+ years of global design education development for youth.
- Developed 3 practical pathways for Chinese youth design education, through action research lasting 1.5 years and involving nearly 50 participants.
- Employed diverse methodologies: historical method, observational study, interview, participatory design, long-term workshop, action research, and thematic analysis.
- Provided a crucial reference for fully integrating design activities into adolescent education and teaching.

Design Education Movement for Early Youth in Britain (1974-1995)

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 methods 1970 to 1995.
- Analysed the reasons for and difficulties of introducing design into the national curriculum in the UK.
- Lessons learned from the intertwining of design research and design education in the education reform of the UK led by Bruce Archer and Ken Baynes.
- Published by *Fine Art & Design (Top Chinese Design Journal)*. [\[p.1.\]](#)

TEACHING EXPERIENCE

Designer of the Community, Lead Lecturer [\[Link\]](#)

Summer 2022

Design an interactive device for an unused place in your community, 9 Students.

Detective in the Community, Lead Lecturer [\[Link\]](#)

Summer 2021

Discover and address challenges of community residents through interactive design, 15 Students.

Virtual Community, Teaching Assistant [\[Link\]](#)

Fall 2020

Designing a future community in a sandbox game, 12 Students.

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

ACADEMIC SERVICES

Paper Reviewing: CHI 2024 (LBW), CSCW 2024

SKILLS

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