

# WEI-MING (DAVID) CHUNG 莊偉銘

Interaction Design Researcher

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## RESEARCH INTEREST

Interaction design, creativity support, intermediate-level knowledge, design fiction, multi-disciplinary collaboration, UI/UX design

## EDUCATION

2011–2021, PhD in Dept. Design, National Taiwan University of Science and Technology, Taiwan

- Thesis: [Exploring Designerly Tools for Shaping Technology Futures](#)
- Advisor: Assoc. Professor Rung-Huei Liang
- GPA: 4.00

2006–2007, MS in Dept. Information Systems and Applications, National Tsing Hua University, Taiwan

- Thesis: Image Surveillance System with Digital Watermarking for Image Authentication
- Advisor: Professor Long-Wen Chang
- GPA: 3.53

2000–2004, BS in Dept. Computer Science and Information Engineering, National Chiao-Tung University, Taiwan

## PUBLICATION (Journal)

**Chung, W.-M.**, & Liang, R.-H. (2021). Listening is believing: Exploring the value of sounds in an audio drama board game for shaping technology futures. *International Journal of Design*, 15(2), 55–68. (SCI-E, A&HCI, SSCI, Scopus)

**David W. Chung** and Rung-Huei Liang. 2015. The construction of intermediate-level knowledge in ideation with Interaction Tarot. *Journal of Design*, 20(3), 21–44. (THCI Core, CSSCI, Scopus)

## PUBLICATION (Conference)

**David Chung**, Wenn-Chieh Tsai, Rung-Huei Liang, Bowen Kong, Yin Huang, Fu-Chieh Chang, and MengChi Liu. 2020. Designing Auditory Experiences for Technology Imagination. In *32nd Australian Conference on Human-Computer Interaction (OzCHI '20)*. Association for Computing Machinery, New York, NY, USA, 682–686. DOI: <https://doi.org/10.1145/3441000.3441025>

Wenn-Chieh Tsai, **David Chung**, MengChi Liu, Bowen Kong, Chun-Cheng Huang, and Rung-Huei Liang. 2020. Designing a Speculative Kit for Technology Imagination with Makers. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20)*. Association for Computing Machinery, New York, NY, USA, 1–8. DOI: <https://doi.org/10.1145/3334480.3383013>

**David Chung**, Mathias Funk, Rung-Huei Liang, and Lin-Lin Chen. 2018. Explorations on Reciprocal Interplay in Things Ecology. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems (DIS '18 Companion)*. ACM, New York, NY, USA, 51–56. DOI: <https://doi.org/10.1145/3197391.3205411>

Yu-Ting Cheng, Wenn-Chieh Tsai, **David Chung**, and Rung-Huei Liang. 2018. Once Upon a Future: An Audio Drama Game for Episodic Imagination. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems (DIS '18 Companion)*. ACM, New York, NY, USA, 159–163. DOI: <https://doi.org/10.1145/3197391.3205429>

**David W. Chung**. 2017. From Exploring and Constructing to Understanding: Mediating Intermediate-Level Knowledge. In *Proceedings of the 2017 ACM Conference Companion Publication on Designing Interactive Systems (DIS '17 Companion)*. ACM, New York, NY, USA, 393–395. DOI: <https://doi.org/10.1145/3197391.3205429>

[org/10.1145/3064857.3079168](https://doi.org/10.1145/3064857.3079168)

**David W. Chung** and Rung-Huei Liang. 2015. Interaction Tarot: A card-based design of knowledge construction for brainstorming in HCI. In *Proceedings of the 6th IASDR Conference on Design Research* (pp.476–495), Queensland, Australia: Queensland University of Technology.

**David Chung** and Rung-Huei Liang. 2015. Understanding the Usefulness of Ideation Tools with the Grounding Lenses. In *Proceedings of the Third International Symposium of Chinese CHI* (Chinese CHI '15). ACM, New York, NY, USA, 13–22. DOI: <https://doi.org/10.1145/2739999.2740002>

**Wei-Ming Chung**, Ling-Yuan Chiu, and Rung-Huei Liang. 2013. The Twins: Lighting design based on rich movements. In *Proceedings of the 5th IASDR Conference on Design Research* (pp. 2510–2520). Tokyo, Japan: Shibaura Institute of Technology.

Rung-Huei Liang, **Wei-Ming Chung**, Hsin-Liu Kao and Tsen-Ying Lin. 2013. InTouch: Crossing social interaction with perception. In *A. Marcus (Ed.), Design, user experience, and usability. User experience in novel technological environments* (pp. 306–315). Berlin: Springer. (EI)

## LECTURE and TALK

2021–present, Adjunct Lecturer in lecture, "Case study: Design for futures," Dept. of Product Design, Ming Chuan University, Taiwan

- Beyond human-centered design that focuses on user experiences, this program motivates diverse projects. Students have to explore design space, discuss plausible reality, design practice, implement future design, in a hope to present alternative future proposals. These proposals have to be built-upon the understanding of human kind, ecological changes, and emerging technologies. Designed artifacts are used to embrace diverse perspectives and ideology, which enable further discussions, imaginations, and reflections.

2017–present, Adjunct Lecturer in lecture, "Experience-centered design," Dept. of Product Design, Ming Chuan University, Taiwan

- The objective is to help designers have a better understandings on Human-Computer Interaction. From field observations, material explorations, to prototyping, designers have to present digital artifacts which are interwoven into our daily life.

2019.04, Presentation, "Once Upon a Future," Intel Face-to-Face meeting, Santa Clara, CA

2017.07, Consultant in design review, the 8th Student-organized Workshop on Human-Computer Interaction, OpenHCI 2017: 重構 Re:\_\_, Taiwan

2017.07, Speaker in the invited talk, "Card-based Design for HCI Ideation," HoCuln'17: Design your third hand, Dept. of Computer Science and Information Engineering, National Taiwan University, Taiwan

2017.04, Speaker in the invited talk, "From Exploring and Constructing to Understanding: Mediating Intermediate-Level Knowledge," Dept. of Communications Design, Shih Chien University, Taiwan

2015.07, Workshop lecturer, the 6th Student-organized Workshop on Human-Computer Interaction, OpenHCI 2015: 喚體 Haunting Artifact, Taiwan

2014.07, Workshop lecturer, the 5th Student-organized Workshop on Human-Computer Interaction, OpenHCI 2014: 延滯因子 Lagontology, Taiwan

## PROFESSIONAL EXPERIENCE

2016–2020, Project–Appointed Research Assistant, NTU IoX Center (Intel–NTU Center), Taipei, Taiwan

- Designed and executed projects on M2M and IoT.
- Catalyzed joint research across the Center by design fiction approach.

2019, Student Volunteer Chair, TAICHI'19, Taiwanese Association of Computer–Human Interaction, Taiwan

- Organized student volunteer program to support the conference flow of TAICHI'19.

2014–2017, Managing Editor, International Journal of Design (IJDesign), Taipei, Taiwan

- Edited journal articles, especially on interaction design and HCI

2008–2011, Game Designer, Dept. of Game Design, 2nd Business Div., USERJOY Technology Co. Ltd., Taipei, Taiwan

- Planned and constructed an online game world
- Designed online digital experiences and created ingame social media
- Served as the product manager of the Japanese product line (Angel–Senki)

## **LEADERSHIP EXPERIENCE**

2015, Steering Committee, the 6th Student–organized Workshop on Human–Computer Interaction, OpenHCI 2015: 喚體 Haunting Artifact, Taiwan

- Mentored teaching assistants and design students in the multi–disciplinary HCI workshop.

2014, Steering Committee, the 5th Student–organized Workshop on Human–Computer Interaction, OpenHCI 2014: 延滯因子 Lagontology, Taiwan

2013, Sponsorship Committee, the 4th Student–organized Workshop on Human–Computer Interaction, OpenHCI 2013: 快步慢遊, Taiwan

- Organized sponsorship and public relations.

## **CURATION and EXHIBITION**

2012.07, Exhibition curator and host, the 3th Student–organized Workshop on Human–Computer Interaction, OpenHCI 2012: OpenTaipei, Taiwan

2004, Photography exhibition, " 靜謐 ", 2004 Group exhibition by NCTU arts clubs, The National Yang Ming Chiao Tung University Arts Center, Taiwan

## **EDUCATIONAL SERVICE**

2005–2007, Voluntary Docent in the TSMC IC Exhibition, TSMC Education and Culture Foundation, National Museum of Natural Science, Taichung, Taiwan

2005–2007, Voluntary Docent in the Storytelling Program, TSMC Education and Culture Foundation, Hsinchu, Taiwan

## **ACHIEVEMENT and AWARD**

2009, Merit Award in Game Design Competition (Top 6, 6/63), Userjoy Technology Co. Ltd., Taiwan

2006, Superior Volunteers in TSMC IC Exhibition Program, TSMC Education and Culture Foundation, Taiwan

2005, Superior Volunteers in Storytelling Program, TSMC Education and Culture Foundation, Taiwan

2004, Merit Award in Package Design Competition for Storage Products (Top 3, 2/764), Imation Technology Co. Ltd., Taiwan

2004, Merit Award, Multimedia Application Innovation Competition (Top 10), Microsoft & PChome Technology Co. Ltd., Taiwan

2009, Merit Award in Game Design Competition (Top 6, 6/63), Userjoy Technology Co. Ltd., Taiwan

2000, Honorable Mention in Programming Competition, National Chiao Tung University, Taiwan

1998, Merit Award in Sketch Competition, National Hsinchu Senior High School, Taiwan

## **MEMBERSHIP**

2022–present, TAICHI membership in Taiwan Association of Computer–Human Interaction (TAICHI)

2016–present, SIGCHI membership in ACM Special Interest Group on Computer–Human Interaction (SIGCHI)

2015–present, Membership in Chinese Institute of Design

## **REFERENCE**

Rung–Huei Liang, Assoc. Professor, Department of Industrial and Commercial Design, National Taiwan University of Science and Technology, [liang@mail.ntust.edu.tw](mailto:liang@mail.ntust.edu.tw)

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