



TIANYING CHEN



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RESEARCH FOCUS

My research probes the intersection of Human-Computer Interaction (HCI), social computing and mental health. I conduct user studies to identify **how digital experiences and online interactions affect users' mental well-being**, and design interactive tools as well as novel models to **create positive interpersonal interactions and support well-being**.

EDUCATION

Ph.D. in Human-Computer Interaction | 2018 – present (expected 2023)

Carnegie Mellon University, Pittsburgh, PA, USA

Academic Advisor: Prof. Laura Dabbish

Master of Science in Human Computer Interaction | 2018 – 2020

Carnegie Mellon University, Pittsburgh, PA, USA

Academic Advisor: Prof. Laura Dabbish

Master of Science in Information | 2015 – 2017

University of Michigan, Ann Arbor, MI, USA

Academic Advisor: Prof. Sarita Yardi Schoenebeck

Bachelor of Science in Psychology | 2011 – 2014

University of Washington, Seattle, WA, USA

Summa cum Laude (top 0.5% in 4.000 graduates)

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL PUBLICATIONS

[c10] Michael Xieyang Liu, Tongshuang Wu, **Tianying Chen**, Franklin Li, Aniket Kittur, Brad Myers.

“Selenite: Grounding Information Reading and Sensemaking with LLMs.” The ACM Conference on Computer-Human Interaction (CHI 2024, Submitted)

[c9] Steven Moore, Huy Nguyen, **Tianying Chen**, John Stamper. “Assessing the Quality of Multiple-Choice Questions Utilizing GPT-4: Better than a Student, but Worse than an Expert.” European Conference on Technology Enhanced Learning (EC-TEL 2023)

[c8] **Tianying Chen**, Michael Xieyang Liu, Emily Ding, Mansi Agarwal, Emma O’Neil, Robert Kraut, Laura Dabbish. “Facilitating Experiential Training for Counselors using a Real-time Annotation Tool.” The ACM Conference on Computer-Human Interaction (CHI 2023, Acceptance Rate: 28.39%)

[c7] 🏆 **Tianying Chen***, Lei Zhang*, Olivia Seow*, Timothy Chong, Yu-Jiang Tham, Sven Kratz, Andrés Monroy-Hernandez, Rajan Vaish, Fannie Liu. “Auggie: Encouraging Effortful Communication through Handcrafted Digital Experiences.” The ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2022) [*Co-first-authors] **[Best Paper Award]**

[c6] **Tianying Chen**, Kristy Zhang, Robert Kraut, Laura Dabbish. “Scaffolding the Online Support Experience: Novice Supporters’ Strategies and Challenges.” The ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2021)

[c5] **Tianying Chen**, Margot Stewart, Zhiyu Bai, Eileen Chen, Laura Dabbish, Jessica Hammer. “Hacked Time: Design and Evaluation of a Self-Efficacy Based Cybersecurity Game.” The ACM Conference on Designing Interactive Systems (DIS 2020, Acceptance Rate: 24%)

[c4] Joseph Seering, Ray Mayol, Erik Harpstead, **Tianying Chen**, Amy Cook, Jessica Hammer. “Peer Feedback Processes in the Game Industry.” The ACM Symposium on Computer-Human Interaction in Play (CHI-PLAY 2019, Acceptance Rate: 28%)

[c3] Lindsay Blackwell, **Tianying Chen**, Sarita Yardi, Cliff Lampe. “When Online Harassment is Perceived to be Justified.” International AAAI Conference on Web and Social Media (ICWSM 2018, Acceptance Rate: 16%)

[c2] Maria V. Navarro, Melanie Harned, Kathryn Korslund, **Tianying Chen**, Anthony DuBose, Marsha Linehan. “Predictors of Adoption and Reach Following Dialectical Behavior Therapy Intensive Training”, Community Mental Health Journal, March 05, 2018

[c1] Carol Moser, **Tianying Chen**, Sarita Yardi. “Parents’ and Children’s Preferences about Parents Sharing about Children on Social Media” The ACM Conference on Computer-Human Interaction (CHI 2017, Acceptance Rate: 25%)

LIGHTLY REVIEWED CONFERENCE PUBLICATIONS

[s5] **Tianying Chen**, Ruoxi Shang, Steven Moore, Laura Dabbish. “Leveraging Generative AI and Human Collaboration in Peer-Feedback”, Workshop, The ACM Conference on Computer-Human Interaction (CHI 2023)

[s4] **Tianying Chen**, Zhiyu Bai, Eileen Chen, Margot Stewart, Jessica Hammer, Laura Dabbish. “Self-Efficacy-Based Game Design to Encourage Security Behavior Online”, Extended Abstract, The ACM Conference on Computer-Human Interaction (CHI 2019, Acceptance Rate: 42%)

[s3] Yevgeny Botanov, Beverly Kikuta, **Tianying Chen**, Maria V. Navarro, Melanie Harned, Anthony DuBose, Kathryn Korslund, Marsha Linehan. “Attitudes Toward Evidence-Based Practices Across Therapeutic Orientations.” Poster, Third Biennial Society for Implementation Research Collaboration Conference (2015)

[s2] Melanie Harned, Maria V. Navarro, Kathryn Korslund, **Tianying Chen**, Anthony DuBose, Andre Ivanoff, Marsha Linehan. “Predictors of Implementation after DBT Intensive Training.” Poster, Association for Behavioral and Cognitive Therapies 49th Annual Convention (2015)

[s1] Maria V. Navarro, Magda Rodriguez, Kathryn Korslund, **Tianying Chen**, Max Liebowitz, Marsha Linehan. “Evaluation of the DBT Clinician-Scientist Training Program.” Poster, Western Psychological Association 94th Annual Convention (2014)

PATENTS

[p4] **Tianying Chen**, Timothy Chong, Sven Kratz, Fannie Liu, Andrés Monroy-Hernández, Olivia Seow, Yu Jiang Tham, Rajan Vaish, Lei Zhang. “Augmented Reality Prop Interactions.” US Patent No. 17888948.

[p3] **Tianying Chen**, Timothy Chong, Sven Kratz, Fannie Liu, Andrés Monroy-Hernández, Olivia Seow, Yu Jiang Tham, Rajan Vaish, Lei Zhang. “Physical Action-Based Augmented Reality Communication Exchanges.” US Patent No. 178887891.

[p2] **Tianying Chen**, Timothy Chong, Sven Kratz, Fannie Liu, Andrés Monroy-Hernández, Olivia Seow, Yu Jiang Tham, Rajan Vaish, Lei Zhang. “Handcrafted Augmented Reality Experiences.” US Patent No. 178887817.

[p1] **Tianying Chen**, Timothy Chong, Sven Kratz, Fannie Liu, Andrés Monroy-Hernández, Olivia Seow, Yu Jiang Tham, Rajan Vaish, Lei Zhang. “Handcrafted Augmented Reality Effort Evidence.” US Patent No. 17888601.

PROFESSIONAL EXPERIENCE

Postdoc Researcher

GESIS-Leibniz-Institut für Sozialwissenschaften, Köln, Germany | 10.2023 – present

Mentors: Andrés Monroy-Hernandez; Rajan Vaish; Fannie Liu

Lead a quantitative evaluation of an AR-based communication application. Continue design and refinement of the application.

Research Intern

Snap Inc., Santa Monica, CA, USA | 01.2022 – 07.2023

Mentors: Andrés Monroy-Hernandez; Rajan Vaish; Fannie Liu

Lead a quantitative evaluation of an AR-based communication application. Continue design and refinement of the application.

Research Intern

Snap Inc., Santa Monica, CA, USA | 05.2021 – 08.2021

Mentors: Andrés Monroy-Hernandez; Rajan Vaish; Fannie Liu

Worked on the design and implementation of an AR-based communication application. Designed and lead a mixed-method evaluation study on the users' feedback of the application. (c7)

Research Associate II

University of Michigan, Ann Arbor, MI, USA | 05.2017 – 04.2018

Mentors: Sarita Schoenebeck, Tawanna Dillahunt

Designed and conducted a quantitative evaluation study on online harassment. Conducted literature review and study design for a tool to help low-resource job seekers. (c1, c3)

UX Design Intern

TP-Link Research America, San Jose, CA, USA | 06.2016 – 08.2016

Worked on conceptual development of product. Produced information architecture for new features. Provided high-fidelity interface mockups. Conducted user research to validate design decisions.

Research Coordinator

Behavioral Research and Therapy Clinics, Seattle, WA, USA | 12.2012 – 06.2015

Mentor: Marsha Linehan

Managed database for NIMH grant R-01 and R-25 research studies and provided report and analysis on data collected. Supervised and trained a team of 10 students each quarter in data entry, cleaning and administrative tasks. Developed web tools for disseminating class materials and evaluation. (c1)

HONORS, GRANTS, AWARDS

Best Paper Award, ACM Conference on Computer Supported Collaboration and Work | 2022

Highmark Health Research Grant, PI: Laura Dabbish, assisted preparation (\$280,000) | 2021

University of Michigan Merit-Based Scholarship (\$24,000 over 2 years) | 2015

Robert N. Chang Foundation Scholar (\$9,000) | 2014

TEACHING EXPERIENCE

Teaching Assistant – 05-410 / 05-610 User-Centered Research & Evaluation

Human-Computer Interaction Institute, Carnegie Mellon University | Fall 2021

Teaching Assistant – 05-863 Introduction to Human-Computer Interaction for Technology Executives

Human-Computer Interaction Institute, Carnegie Mellon University | Spring 2021

Teaching Assistant – 05-120 Introduction to Human-Computer Interaction
Human-Computer Interaction Institute, Carnegie Mellon University | Spring 2021

Graduate Student Instructor – SI664 Database Application Design
School of Information, University of Michigan | Spring 2017

Graduate Student Instructor – SI520 Graphic Design and Visual Communications
School of Information, University of Michigan | Fall 2016

Teaching Assistant – PSYCH202 Biopsychology
Department of Psychology, University of Washington | Autumn 2013

Teaching Assistant – PSYCH101 Introduction to Psychology
Department of Psychology, University of Washington | Winter 2013

INVITED TALKS / GUEST LECTURES

Designing for Behavioral Change in Usable Cybersecurity
University of North Carolina – Charlotte ITIS4420 Usable Security and Privacy | 2023

The Value of Digital Games: How Games Transform its Players (in Chinese)
Double Consciousness Podcast | 2021

Contributing to an Open-source Software Community as a Student
Open Apereo Conference | 2016

MENTORED STUDENTS

Fei Nie
Masters, Carnegie Mellon University
Designing tools for experiential training of conversation skills

Kristy Zhang
Masters, Carnegie Mellon University | Currently at Google
Understanding challenges in online peer-support conversations

Eileen Chen
Undergraduate, Carnegie Mellon University | Currently at Capitol One
Transformational game design

Zhiyu Bai
Masters, Carnegie Mellon University | Currently at Google
Transformational game design

Margot Stewart
Undergraduate, Carnegie Mellon University | Currently at Pandion
Transformational game design

PROFESSIONAL SERVICE

PAPER REVIEWING

HCI: CHI2022, CSCW2021, CHI2021, CHI2020

Game Design: CHI-PLAY 2019, CHI-PLAY 2020

COMMUNITY SERVICE

Member, PhD Admission Committee, Carnegie Mellon University, 2022

Panel Host, Department Panel on Racial Inequality, Carnegie Mellon University, 2021

Co-organizer, HCII Incoming PhD Student Open House, Carnegie Mellon University, 2020

Coordinator, HCII Incoming PhD Student Open House, Carnegie Mellon University, 2019

LANGUAGE SKILLS

English (native), Chinese (native), Spanish (working proficiency), German (working proficiency)

REFERENCES

Laura Dabbish (advisor)

Professor

Human-Computer Interaction Institute, Carnegie Mellon University

dabbish@cmu.edu

Jessica Hammer

Thomas and Lydia Moran Associate Professor of Learning Science

Human-Computer Interaction Institute, Carnegie Mellon University

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