TIANYING CHEN

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RESEARCH INTERESTS

Social computing, artificial intelligence, privacy and security, user-centered design

EDUCATION

2018 – Present (Expected 2023)	**Ph.D. in Human-Computer Interaction** Carnegie Mellon University, Pittsburgh, PA; GPA: 3.78 Advisors: Profs. Laura Dabbish, Robert Kraut
2015 – 2017	**Master of Science in Information** University of Michigan, Ann Arbor, MI; GPA: 3.93
2011 – 2014	**Bachelor of Science in Psychology** University of Washington, Seattle, WA; GPA: 3.96, Summa cum Laude (top 0.5%)

PUBLICATIONS

PEER REVIEWED CONFERENCE PAPERS

[c3] 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%).

[c2] 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%).

[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%).

JOURNAL PUBLICATIONS

[j1] 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.

TALKS AND POSTERS

[p6] **Tianying Chen**, Zhiyu Bai, Eileen Chen, Margot Stewart, Jessica Hammer, Laura Dabbish. "Self-Efficacy-Based Game Design to Encourage Security Behavior Online", Poster, The ACM Conference on Computer-Human Interaction (CHI 2019, Acceptance Rate: 42%).

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[p5] **Tianying Chen**. "Contributing to an Open-source Software Community as a Student." Presentation, Open Apereo Conference (2016).

[p4] **Tianying Chen**, Beverly Kikuta, Yevgeny Botanov, Marsha Linehan. "Measuring Burnout in Therapists Receiving DBT Training." Poster, University of Washington Undergraduate Research Symposium (2015).

[p3] 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).

[p2] 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).

[p1] 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).

AWARDS AND HONORS

2015–2017	University of Michigan School of Information Scholarship ($40,000)
2013–2014	Robert N. Chang Foundation Scholarship ($9,000)
2011–2014	Anual Dean's List

RESEARCH EXPERIENCE

06/2019 – Present	**Designing for Social Support with Artificial Intelligence** with: Profs. Laura Dabbish, Robert Kraut Construct a theoretical framework for guidelines in the design of artifical intelligence and AI-mediated tools for social support. Explore design approaches that lead to effective implementation of framework.
09/2018 – Present	**Theory-Driven Design Approach for Cybersecurity Games** with: Profs. Laura Dabbish, Jessica Hammer Designed a digital game using self-efficacy theory to encourage users to adopt cybersecurity protection methods. Evaluation showed that game features that address risk communication, skill development, and guided practice led to a 14% increase in self-efficacy for security tools adoption method and 8% increase in security awareness. (p6)
09/2018 – 05/2019	**Peer Feedback in the Game Industry** with: Prof. Jessica Hammer, Amy Cook, Erik Harpstead Investigated the process of peer feedback in the game industry and the ▶

challenges that game designers face in the process. Proposed a six-stage process for the feedback cycle for game studios to formalize their understanding of their design process, as well as tailoring the process to their needs. (c3)

07/2017 – 04/2018	**Retributive Justice Online** with: Profs. Sarita Schoenebeck, Cliff Lampe; Lindsay Blackwell Investigated under what circumstances online harassments are perceived as justified using survey and eye-tracking. Results showed that online users perceive harassment as justfied against targets who have committed prior offense. Suggested designing platforms that encourage restorative justice as a potential mitigation technique. (c2)
09/2017 – 03/2018	**Supporting Job Search for Underprivileged Population** with: Prof. Tawanna Dillahunt Designed evaluation methods for the effectiveness of a job search tool designed for the underprivileged population.
12/2015 – 05/2016	**Family Technology Use Online** with: Prof. Sarita Schoenebeck; Carol Moser Investigated differences between the perception of technology use from children's and parent's perspectives. Found that children and parents disagree on the permission-seeking process about parents posting content about their children. Suggested design strategies that encourage parents and children work collaboratively in posting content on social media. (c1)
12/2012 – 06/2015	**Dialectical Behavioral Therapy Dissemination Research** with: Prof. Marsha Linehan; Drs. Maria V. Navarro, Yevgeny Botanov Investigated the effectiveness of Dialectical Behavioral Therapy dissemination programs and predictors for successful local therapy implementation. (p1–p4, j1).

WORK EXPERIENCE

06/2016 – 08/2016	**UX Design Intern** TP-Link Research America, San Jose, CA Worked on conceptual development of product. Produced information architecture for new features. Provided high-fidelity interface mockups. Conducted user research to validate design decisions.
09/2016 – 05/2017	**Lead Designer** Design Clinic, Ann Arbor MI

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Lead a team of 5 to redesign web app for client. Conducted user research to optimize design. Provided client with mockups and prototypes.

12/2012 – 06/2015   **Data Coordinator / Project Coordinator**
Behavioral Research and Therapy Clinics, Seattle, WA
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 as well as evaluation measures.

SKILLS

Technical Skills
Java, Python, C#, Unity, HTML, CSS, Javascript, PHP, MySQL, SPSS, Adobe Creative Suite

Research Skills
Experiment design, structured interview, survey design, contextual inquiry, user study, heuristic evaluation, quantitative data analysis (ANOVA, regression, correlation, Chi-square), quantitative data analysis (grounded theory)

Language Skills
English, Chinese (native), Spanish (highly fluent), French, German