

Xiang ‘Anthony’ Chen Curriculum Vitae

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Peer-Reviewed Conference and Journal Papers

In Human-Computer Interaction, CHI and UIST are amongst the top-tier publication venues (as of 2019 ranked No. 1 and 4, respectively, by Google Scholar^a).

Quick summary since 2012: Best Papers/Honorable Mention (3); UIST (11), CHI (9), TOCHI (1), Mobile-HCI (4), and other venues (8); Work done in UCLA (5), CMU (15), collaborated with Autodesk Research (5), Microsoft Research (2), Google Research (3), and Apple (1).

^ahttps://scholar.google.com/citations?view_op=top_venues&hl=en&vq=eng_humancomputerinteraction

- CHI '20** Yao Xie, Melody Chen, David Kao, Ge Gao, **Xiang ‘Anthony’ Chen**. CheXplain: Enabling Physicians to Explore and Understand Data-Driven, AI-Enabled Medical Imaging Analysis. *Proc. ACM CHI 2020*. Acceptance Rate: 24.3%.
- CHI '20** Yuan Liang, Hsuan-Wei Fan, Zhujun Fang, Leiyang Miao, Wen Li, Xuan Zhang, Weibin Sun, Kun Wang, Lei He, **Xiang ‘Anthony’ Chen**. OralCam: Enabling Self-Examination and Awareness of Oral Health Using a Smartphone Camera. *Proc. ACM CHI 2020*. Acceptance Rate: 24.3%.
- CACM '19** Jennifer Mankoff, Megan Hofmann, **Xiang ‘Anthony’ Chen**, Scott E. Hudson, Amy Hurst, Jeeun Kim. Consumer-grade fabrication and its potential to revolutionize accessibility. *Comm. ACM*, 62(10), October 2019.
- SUI '19** Runchang Kang, Anhong Guo, Gierad Laput, Yang Li, **Xiang ‘Anthony’ Chen**. Minuet: Multimodal Interaction with an Internet of Things. *Proc. ACM SUI 2019*. Acceptance Rate: 23%.
- UIST '19** Jiahao Li, Jeeun Kim, **Xiang ‘Anthony’ Chen**. Robiot: A Design Tool for Actuating Everyday Objects with Automatically Generated 3D Printable Mechanisms. *Proc. ACM UIST 2019*.
- IUI '19** Yao Xie, Ge Gao, **Xiang ‘Anthony’ Chen**. Outlining the Design Space of Explainable Intelligent Systems for Medical Diagnosis. CoRR abs/1902.06019 (2019).
- UIST '18** Da-Yuan Huang, Teddy Seyed, Linjun Li, Zhihao Yao, Yuchen Jiao, **Xiang ‘Anthony’ Chen**, Xing-Dong Yang. Orecchio: Extending Body-Language through Actuated Static and Dynamic Auricular Postures. *Proc. ACM UIST 2018*. Acceptance Rate: 21.3%.
- CHI '18** **Xiang ‘Anthony’ Chen**, Ye Tao, Guanyun Wang, Runchang Kang, Tovi Grossman, Stelian Coros, Scott Hudson. Forte: User-Driven Generative Design *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%.
- CHI '18** **Xiang ‘Anthony’ Chen**, Stelian Coros, Scott Hudson. Medley: A Library of Embeddables to Explore Rich Material Properties for 3D Printed Objects *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%.
- CHI '18** Jun Gong, Zheer Xu, Qifan Guo, Teddy Seyed, **Xiang ‘Anthony’ Chen**, Xiaojun Bi, Xing-Dong Yang. Wris-Text: One-handed Text Entry on Smartwatch using Wrist Gestures. *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%. **BEST PAPER HONORABLE MENTION**
- CHI '18** Byoungkwon An, Ye Tao, Jianzhe Gu, Tingyu Cheng, **Xiang ‘Anthony’ Chen**, Xiaoxiao Zhang, Wei Zhao, Youngwook Do, Shigeo Takahashi, Hsiang-Yun Wu, Teng Zhang, Lining Yao. Thermorph: Democratizing 4D Printing of Self-Folding Materials and Interfaces *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%.
- CHI '17** Anhong Guo, Jeeun Kim, **Xiang ‘Anthony’ Chen**, Tom Yeh, Scott Hudson, Jennifer Mankoff, Jeffrey Bigham. Façade: Auto-generating Tactile Interfaces to Appliances. *Proc. ACM CHI 2017*, 5826-5838. Acceptance Rate: 25%.

- TOCHI '17 **Xiang 'Anthony' Chen**, Yang Li. Improv: An Input Framework for Improvising Cross-Device Interaction By Demonstration. *ACM TOCHI*, 24(2), 15.
- UIST '16 **Xiang 'Anthony' Chen**, Jeeun Kim, Jennifer Mankoff, Tovi Grossman, Stelian Coros, Scott Hudson. Reprise: A Design Tool for Specifying, Generating, and Customizing 3D Printable Adaptations on Everyday Objects. *Proc. ACM UIST 2016*, 29-39. Acceptance Rate: 20.6%.
- UIST '16 **Xiang 'Anthony' Chen**, Yang Li. Bootstrapping User-Defined Body Tapping Recognition with Offline-Learned Probabilistic Representation. *Proc. ACM UIST 2016*, 359-364. Acceptance Rate: 20.6%.
- UIST '16 Anhong Guo, **Xiang 'Anthony' Chen**, Haoran Qi, Samuel White, Suman Ghosh, Chieko Asakawa, Jeffrey Bigham. VizLens: A Robust and Interactive Screen Reader for Interfaces in the Real World. *Proc. ACM UIST 2016*, 651-664. Acceptance Rate: 20.6%.
- GI '16 Vikram Kamath Cannanure, **Xiang 'Anthony' Chen**, Jennifer Mankoff. Twist 'n' Knock: A One-handed Gesture for Smart Watches. *Proc. GI 2016*, 189-193. Acceptance Rate: 39.4%.
- CHI '16 Adrian de Freitas, Michael Nebeling, **Xiang 'Anthony' Chen**, Junrui Yang, Akshaye Shreenithi Kirupa Karthikeyan Ranithangam, Anind Dey. Snap-To-It: A User-Inspired Platform for Opportunistic Device Interactions. *Proc. ACM CHI 2016*, 5909-5920. Acceptance Rate: 23.4%.
- IUI '16 Gierad Laput, **Xiang 'Anthony' Chen**, Chris Harrison. SweepSense: Ad Hoc Configuration Sensing Using Reflected Swept-Frequency Ultrasonics. *Proc. IUI 2016*, 332-335.
- UIST '15 **Xiang 'Anthony' Chen**, Stelian Coros, Jennifer Mankoff, Scott Hudson. Encore: 3D Printed Augmentation of Everyday Objects with Printed-Over, Affixed and Interlocked Attachments. *Proc. ACM UIST 2015*, 73-82. Acceptance Rate: 23.6%.
- UIST '15 Gierad Laput, **Xiang 'Anthony' Chen**, Chris Harrison. 3D Printed Hair: Fused Deposition Modeling of Soft Strands, Fibers, and Bristles. *Proc. ACM UIST 2015*, 593-597. Acceptance Rate: 23.6%.
- MobileHCI '15 Tovi Grossman, **Xiang 'Anthony' Chen**, George Fitzmaurice. Typing on Glasses: Adapting Text Entry to Smart Eyewear. *Proc. MobileHCI 2015*, 144-152. Acceptance Rate: 25.2%.
- UIST '14 Ken Hinckley, Michel Pahud, Hrvoje Benko, Pourang Irani, Marcel Gavrilu, François Guimbretière, **Xiang 'Anthony' Chen**, Fabrice Matulic, William Buxton, Andrew Wilson. Sensing Techniques for Tablet+Stylus Interaction. *Proc. ACM UIST 2014*, 605-614. Acceptance Rate: 22.2%. **BEST PAPER AWARD**
- UIST '14 **Xiang 'Anthony' Chen**, Julia Schwarz, Chris Harrison, Jennifer Mankoff, Scott Hudson. Air+Touch: Interweaving Touch & In-Air Gestures. *Proc. ACM UIST 2014*, 519-525. Acceptance Rate: 22.2%.
- UIST '14 **Xiang 'Anthony' Chen**, Tovi Grossman, George Fitzmaurice. Swipeboard: A Text Entry Technique for Ultra-Small Interfaces That Supports Novice to Expert Transitions. *Proc. ACM UIST 2014*, 615-620. Acceptance Rate: 22.2%.
- UIST '14 Gierad Laput, Robert Xiao, **Xiang 'Anthony' Chen**, Scott Hudson, Chris Harrison. Skin Buttons: Cheap, Small, LowPowered and Clickable Fixed-Icon Laser Projectors. *Proc. ACM UIST 2014*, 389-394. Acceptance Rate: 22.2%.
- CHI '14 **Xiang 'Anthony' Chen**, Tovi Grossman, Daniel Wigdor, George Fitzmaurice. Duet: Exploring Joint Interactions on a Smart Phone and a Smart Watch. Acceptance Rate: 22.8%. *Proc. ACM CHI 2014*, 159-168. **BEST PAPER AWARD**
- MobileHCI '14 **Xiang 'Anthony' Chen**, Julia Schwarz, Chris Harrison, Jennifer Mankoff, Scott Hudson. Around-Body Interaction: Sensing & Interaction Techniques for Proprioception-Enhanced Input with Mobile Devices. *Proc. MobileHCI 2014*, 287-290. Acceptance Rate: 21.3%.
- Visual Computer '13 Bin Pan, Yong Zhao, Xiaoming Guo, **Xiang Chen**, Wei Chen, Qunsheng Peng. Perception-motivated visualization for 3D city scenes. *The Visual Computer* 29.4 (2013): 277-286.

- GI '12* Ken Hinckley, **Xiang 'Anthony' Chen**, Hrvoje Benko. Motion and Context Sensing Techniques for Pen Computing. *Proc. GI 2012*, 71-78. Acceptance Rate: 33%.
- MobileHCI '12* **Xiang 'Anthony' Chen**, Nicolai Marquardt, Anthony Tang, Sebastian Boring, Saul Greenberg. Extending a Mobile Device's Interaction Space through Body-Centric Interaction. *Proc. MobileHCI 2012*, 151-160. Acceptance Rate: 25%.
- MobileHCI '12* Sebastian Boring, David Ledo, **Xiang 'Anthony' Chen**, Anthony Tang, Nicolai Marquardt, Saul Greenberg. The Fat Thumb: Using the Thumb's Contact Size for Single-Handed Mobile Interaction. *Proc. MobileHCI 2012*, 39-48. Acceptance Rate: 25%.
- AVI '12* **Xiang 'Anthony' Chen**, Sebastian Boring, Sheelagh Carpendale, Anthony Tang, Saul Greenberg. Spalendar: Spatially Visualizing Group's Calendar Activities as a Public Interactive Display. *Proc. AVI 2012*, 689-696.
- CAD/Graphics '11* Bin Pan, **Xiang Chen**, Xiaoming Guo, Wei Chen, Qunsheng Peng. Interactive Expressive Illustration of 3D City Scene. *Proc. CAD/Graphics 2011*, 406-410.