Xiang 'Anthony' Chen
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Last updated 6/11/2022

Current Position

2018 -	Assistant Professor	Department of Electrical & Computer Engineering UCLA
2022 -	Visiting Professor	Department of Computer Science University of Tokyo
2021 -	Visiting Professor	Salesforce Research

Education

2012 - 2017	Ph.D.	Carnegie Mellon University School of Computer Science Advisors: Scott Hudson and Stelian Coros Committee: Jodi Forlizzi and Tovi Grossman
2010 - 2012	M.Sc.	University of Calgary Department of Computer Science Advisors: Saul Greenberg and Richard Levy Committee: Barry Wylant and Larry Katz
2006 - 2010	B.Eng.	Zhejiang University Department of Computer Science Chu Kochen Honors College
2010		Universidad Politécnica de Madrid Exchange student in Telecommunication Engineering, E.T.S.I. Telecomunicación
2003 - 2006		Affiliated High School of South China Normal University Innovation Class student in Science

Awards

2022	Google Research Scholar Award
2021	ONR Young Investigator Award
2021	NSF CAREER Award
2020	Hellman Fellowship
2020	CHI Best Paper Honorable Mention Award
2019	NSF CISE Research Initiation Initiative (CRII) Award
2018	CHI Best Paper Honorable Mention Award
2016	Adobe Research PhD Fellowship
2015	Qualcomm Innovation Fellowship Finalist
2014	UIST Best Paper Award

2014	CHI Best Paper Award
2014	CHI Best Talk Award
2013	Qualcomm Innovation Fellowship Finalist
2012	University of Calgary Department Research Award
2010	Academic Project Scholarships in Madrid-Spain for Chinese Technical Students
2009	Zhejiang University Academic Scholarship
2007 - 2008	University of Hong Kong Crimson Summer Exchange Co-Fellowship

Professional Experience

2018	Research Scientist	Tableau Research, Palo Alto Enabling people to interact with data on mobile devices
2015	Research Intern	Google Research, Mountain View Mobile Interactive Computing Group with Yang Li Developed a user-defined cross-device interaction framework
2014	Research Intern	Microsoft Research, Redmond Natural Interaction Research Group with Bill Buxton and Ken Hinckley Developed a multi-wearable interactive system
2013	Research Intern	Autodesk Research, Toronto User Interface Research Group with Tovi Grossman, Daniel Wigdor, and George Fitzmaurice Developed interaction techniques with smart watches
2012	Research Intern	Microsoft Research, Redmond Natural Interaction Research Group with Ken Hinckley and Hrvoje Benko Developed motion and context sensing techniques for pen computing
2010	Research Intern	Microsoft Research Asia, Beijing Media Computing Group with Bin B. Zhu Developed novel CAPTCHA techniques and systems
2009	Engineering Intern	Alibaba Group, Hangzhou Quality Assurance Group Developed routines for testing data-centric web-based programs

Publications

Dissertations/These

2017	Ph.D.	Making Fabrication Real: Fabrication for Real Usage, with Real Objects, by Real People Doctoral dissertation, Carnegie Mellon University
2012	M.Sc.	Body-Centric Interaction with a Screen-based Handheld Device Master's thesis, University of Calgary

Book Chapters

2021	Yuan Liang, Lei He, Xiang 'Anthony' Chen Human-Centered AI for Medical Imaging

In: Yang Li, Otmar Hilliges. (eds) Artificial Intelligence for Human Computer Interaction: A Modern Approach. Human–Computer Interaction Series. Springer, Cham.

Conference & Journal Papers

2022 IMWUT
Shoes++: A Smart Detachable Sole for Social Foot-to-foot Interaction
Zihan Yan, Jiayi Zhou, Yufei Wu, Guanhong Liu, Danli, Luo, Zihong Zhou, Haipeng Mi, Lingyun Sun, Xiang `Anthony' Chen, Ye Tao, Yang Zhang, Guanyun Wang
Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies

2022 CHI
EmoGlass: an End-to-End AI-Enabled Wearable Platform for Enhancing Self-Awareness of Emotional Health.
Zihan Yan, Yufei Wu, Yang Zhang, Xiang 'Anthony' Chen
Proceedings of the CHI '22: CHI Conference on Human Factors in Computing Systems, New Orleans, LA, USA, 29 April 2022, 2022

2022 CHI
Roman: Making Everyday Objects Robotically Manipulable with 3D-Printable Add-on Mechanisms.
Jiahao Li, Alexis Samoylov, Jeeeun Kim, Xiang 'Anthony' Chen
Proceedings of the CHI '22: CHI Conference on Human Factors in Computing Systems, New Orleans, LA, USA, 29 April 2022, 2022

2022 CHI
Mobiot: Augmenting Everyday Objects into Moving IoT Devices Using 3D Printed Attachments Generated by Demonstration.
Abul Al Arabi, Jiahao Li, Xiang 'Anthony' Chen, Jeeeun Kim
Proceedings of the CHI '22: CHI Conference on Human Factors in Computing Systems, New Orleans, LA, USA, 29 April 2022, 2022

2021 CSCW
Lessons Learned from Designing an AI-Enabled Diagnosis Tool for Pathologists.
Hongyan Gu, Jingbin Huang, Lauren Hung, Xiang 'Anthony' Chen
Proc. ACM Hum. Comput. Interact., 2021

2021 TEI
OmniSoft: A Design Tool for Soft Objects by Example.
Jeeeun Kim, Qingnan Zhou, Amanda Ghassaei, Xiang 'Anthony' Chen
Proceedings of the TEI '21: Fifteenth International Conference on Tangible, 2021

2021 IUI
XAlgo: a Design Probe of Explaining Algorithms' Internal States via Question-Answering.
Juan Carlo Rebanal, Jordan Combitsis, Yuqi Tang, Xiang 'Anthony' Chen
Proceedings of the IUI '21: 26th International Conference on Intelligent User Interfaces, 2021

2021 IUI
OralViewer: 3D Demonstration of Dental Surgeries for Patient Education with Oral Cavity Reconstruction from a 2D Panoramic X-ray.
Yuan Liang, Liang Qiu, Tiancheng Lu, Zhujun Fang, Dezhan Tu, Jiawei Yang, Yiting Shao, Kun Wang, Xiang 'Anthony' Chen, Lei He
Proceedings of the IUI '21: 26th International Conference on Intelligent User Interfaces, 2021

2021 CHI
Revamp: Enhancing Accessible Information Seeking Experience of Online Shopping for Blind or Low Vision Users.
Ruolin Wang, Zixuan Chen, Mingrui Ray Zhang, Zhaoheng Li, Zhixiu Liu, Zihan Dang, Chun Yu, Xiang 'Anthony' Chen
Proceedings of the CHI '21: CHI Conference on Human Factors in Computing Systems, 2021

2021 CHI
What Makes Videos Accessible to Blind and Visually Impaired People?
Xingyu Liu, Patrick Carrington, Xiang 'Anthony' Chen, Amy Pavel
Proceedings of the CHI '21: CHI Conference on Human Factors in Computing Systems, 2021

2020 VRST

DualVib: Simulating Haptic Sensation of Dynamic Mass by Combining Pseudo-Force and Texture Feedback.

Yudai Tanaka, Arata Horie, Xiang 'Anthony' Chen

Proceedings of the VRST '20: 26th ACM Symposium on Virtual Reality Software and Technology, 2020

2020 UIST

Geno: A Developer Tool for Authoring Multimodal Interaction on Existing Web Applications.

Ritam Jyoti Sarmah, Yunpeng Ding, Di Wang, Cheuk Yin Phipson Lee, Toby Jia-Jun Li, Xiang 'Anthony' Chen

Proceedings of the UIST '20: The 33rd Annual ACM Symposium on User Interface Software and Technology, 2020

2020 UIST

Romeo: A Design Tool for Embedding Transformable Parts in 3D Models to Robotically Augment Default Functionalities.

Jiahao Li, Meilin Cui, Jeeeun Kim, Xiang 'Anthony' Chen

Proceedings of the UIST '20: The 33rd Annual ACM Symposium on User Interface Software and Technology, 2020

2020 CHI

OralCam: Enabling Self-Examination and Awareness of Oral Health Using a Smartphone Camera.

Yuan Liang, Hsuan-Wei Fan, Zhujun Fang, Leiying Miao, Wen Li, Xuan Zhang, Weibin Sun, Kun Wang, Lei He, Xiang Anthony Chen

Proceedings of the CHI '20: CHI Conference on Human Factors in Computing Systems, 2020

Best Paper Honorable Mention Award

2020 CHI

CheXplain: Enabling Physicians to Explore and Understand Data-Driven, AI-Enabled Medical Imaging Analysis.

Yao Xie, Melody Chen, David Kao, Ge Gao, Xiang 'Anthony' Chen

Proceedings of the CHI '20: CHI Conference on Human Factors in Computing Systems, 2020

2019 UIST

Robiot: A Design Tool for Actuating Everyday Objects with Automatically Generated 3D Printable Mechanisms.

Jiahao Li, Jeeeun Kim, Xiang 'Anthony' Chen

Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology, 2019

2019 SUI

Minuet: Multimodal Interaction with an Internet of Things.

Runchang Kang, Anhong Guo, Gierad Laput, Yang Li, Xiang 'Anthony' Chen

Proceedings of the Symposium on Spatial User Interaction, 2019

2018 UIST

Orecchio: Extending Body-Language through Actuated Static and Dynamic Auricular Postures.

Da-Yuan Huang, Teddy Seyed, Linjun Li, Jun Gong, Zhihao Yao, Yuchen Jiao, Xiang 'Anthony' Chen, Xing-Dong Yang

Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology, 2018

2018 CHI

WrisText: One-handed Text Entry on Smartwatch using Wrist Gestures.

Jun Gong, Zheer Xu, Qifan Guo, Teddy Seyed, Xiang 'Anthony' Chen, Xiaojun Bi, Xing-Dong Yang

Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, 2018

Best Paper Honorable Mention Award

2018 CHI

Forte: User-Driven Generative Design.

Xiang 'Anthony' Chen, Ye Tao, Guanyun Wang, Runchang Kang, Tovi Grossman, Stelian Coros, Scott E. Hudson

Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, 2018

2018 CHI

Medley: A Library of Embeddables to Explore Rich Material Properties for 3D Printed Objects.

Xiang 'Anthony' Chen, Stelian Coros, Scott E. Hudson

Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, 2018

2018 CHI

Thermorph: Democratizing 4D Printing of Self-Folding Materials and Interfaces.

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

Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, 2018

2017 TOCHI

Improv: An Input Framework for Improvising Cross-Device Interaction by Demonstration.

Xiang 'Anthony' Chen, Yang Li

ACM Trans. Comput. Hum. Interact., 2017

2017 CHI

Facade: Auto-generating Tactile Interfaces to Appliances.

Anhong Guo, Jeeeun Kim, Xiang 'Anthony' Chen, Tom Yeh, Scott E. Hudson, Jennifer Mankoff, Jeffrey P. Bigham

Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems, 2017

2016 UIST

VizLens: A Robust and Interactive Screen Reader for Interfaces in the Real World.

Anhong Guo, Xiang 'Anthony' Chen, Haoran Qi, Samuel White, Suman Ghosh, Chieko Asakawa, Jeffrey P. Bigham

Proceedings of the 29th Annual Symposium on User Interface Software and Technology, 2016

2016 UIST

Bootstrapping User-Defined Body Tapping Recognition with Offline-Learned Probabilistic Representation.

Xiang 'Anthony' Chen, Yang Li

Proceedings of the 29th Annual Symposium on User Interface Software and Technology, 2016

2016 UIST

Reprise: A Design Tool for Specifying, Generating, and Customizing 3D Printable Adaptations on Everyday Objects.

Xiang 'Anthony' Chen, Jeeeun Kim, Jennifer Mankoff, Tovi Grossman, Stelian Coros, Scott E. Hudson

Proceedings of the 29th Annual Symposium on User Interface Software and Technology, 2016

2016 IUI

SweepSense: Ad Hoc Configuration Sensing Using Reflected Swept-Frequency Ultrasonics.

Gierad Laput, Xiang 'Anthony' Chen, Chris Harrison

Proceedings of the 21st International Conference on Intelligent User Interfaces, 2016

2016 GI

Twist 'n' Knock: A One-handed Gesture for Smart Watches.

Vikram Cannanure, Xiang 'Anthony' Chen, Jennifer Mankoff

Proceedings of the 42nd Graphics Interface Conference, Victoria, BC, Canada, 1-3 June 2016, 2016

2016 CHI

Snap-To-It: A User-Inspired Platform for Opportunistic Device Interactions.

Adrian A. de Freitas, Michael Nebeling, Xiang 'Anthony' Chen, Junrui Yang, Akshaye Shreenithi Kirupa Karthikeyan Ranithangam, Anind K. Dey

Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, 2016

2015 UIST

3D Printed Hair: Fused Deposition Modeling of Soft Strands, Fibers, and Bristles.

Gierad Laput, Xiang 'Anthony' Chen, Chris Harrison

Proceedings of the 28th Annual ACM Symposium on User Interface Software & Technology, 2015

2015 UIST

Encore: 3D Printed Augmentation of Everyday Objects with Printed-Over, Affixed and Interlocked Attachments.

Xiang 'Anthony' Chen, Stelian Coros, Jennifer Mankoff, Scott E. Hudson

Proceedings of the 28th Annual ACM Symposium on User Interface Software & Technology, 2015

2015 MobileHCI

Typing on Glasses: Adapting Text Entry to Smart Eyewear.

Tovi Grossman, Xiang 'Anthony' Chen, George W. Fitzmaurice

Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services, 2015

2014 UIST

Skin buttons: cheap, small, low-powered and clickable fixed-icon laser projectors.

Gierad Laput, Robert Xiao, Xiang 'Anthony' Chen, Scott E. Hudson, Chris Harrison

Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology, 2014

2014 UIST

Sensing techniques for tablet+stylus interaction.

Ken Hinckley, Michel Pahud, Hrvoje Benko, Pourang Irani, François Guimbretière, Marcel Gavriliu, Xiang 'Anthony' Chen, Fabrice Matulic, William Buxton, Andrew Wilson

Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology, 2014

Best Paper Award

2014 UIST

Air+touch: interweaving touch & in-air gestures.

Xiang 'Anthony' Chen, Julia Schwarz, Chris Harrison, Jennifer Mankoff, Scott E. Hudson

Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology, 2014

2014 UIST

Swipeboard: a text entry technique for ultra-small interfaces that supports novice to expert transitions.

Xiang 'Anthony' Chen, Tovi Grossman, George W. Fitzmaurice

Proceedings of the 27th Annual ACM Symposium on User Interface Software and Technology, 2014

2014 MobileHCI

Around-body interaction: sensing & interaction techniques for proprioception-enhanced input with mobile devices.

Xiang 'Anthony' Chen, Julia Schwarz, Chris Harrison, Jennifer Mankoff, Scott E. Hudson

Proceedings of the 16th international conference on Human-computer interaction with mobile devices & services, 2014

2014 CHI

Duet: exploring joint interactions on a smart phone and a smart watch.

Xiang 'Anthony' Chen, Tovi Grossman, Daniel J. Wigdor, George W. Fitzmaurice

Proceedings of the CHI Conference on Human Factors in Computing Systems, 2014

Best Paper Award

2013 GI

Motion and context sensing techniques for pen computing.

Ken Hinckley, Xiang 'Anthony' Chen, Hrvoje Benko

Proceedings of the Graphics Interface 2013, 2013

2012 MobileHCI Extending a mobile device's interaction space through body-centric interaction.
Xiang 'Anthony' Chen, Nicolai Marquardt, Anthony Tang, Sebastian Boring, Saul Greenberg
Proceedings of the Mobile HCI '12, 2012

2012 MobileHCI The fat thumb: using the thumb's contact size for single-handed mobile interaction.
Sebastian Boring, David Ledo, Xiang 'Anthony' Chen, Nicolai Marquardt, Anthony Tang, Saul Greenberg
Proceedings of the Mobile HCI '12, 2012

2012 AVI Spalendar: visualizing a group's calendar events over a geographic space on a public display.
Xiang 'Anthony' Chen, Sebastian Boring, Sheelagh Carpendale, Anthony Tang, Saul Greenberg
Proceedings of the International Working Conference on Advanced Visual Interfaces, 2012

Magazine Articles

2019 CACM Consumer-grade fabrication and its potential to revolutionize accessibility.
Jennifer Mankoff, Megan Hofmann, Xiang 'Anthony' Chen, Scott E. Hudson, Amy Hurst, Jeeeun Kim
Commun. ACM, 2019

Workshop, Demo, Work-in-Progress, Poster, and Consortium Papers

2020 UIST Counterweight: Diversifying News Consumption.
Eric Balagtas Perez, James King, Yugo H. Watanabe, Xiang 'Anthony' Chen
Proceedings of the UIST '20 Adjunct: The 33rd Annual ACM Symposium on User Interface Software and Technology, 2020

2019 IUI Outlining the Design Space of Explainable Intelligent Systems for Medical Diagnosis.
Yao Xie, Xiang 'Anthony' Chen, Ge Gao
Proceedings of the Joint Proceedings of the ACM IUI 2019 Workshops co-located with the 24th ACM Conference on Intelligent User Interfaces (ACM IUI 2019), 2019

2019 IUI Automatic exam grading by a mobile camera: snap a picture to grade your tests.
Benjamin Wagstaff, Chiao Lu, Xiang 'Anthony' Chen
Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion, 2019

2018 CHI Demonstrating Thermorph: Democratizing 4D Printing of Self-Folding Materials and Interfaces.
Ye Tao, Jianzhe Gu, Byoungkwon An, Tingyu Cheng, Xiang 'Anthony' Chen, Xiaoxiao Zhang, Wei Zhao, Youngwook Do, Teng Zhang, Lining Yao
Proceedings of the Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems, 2018

2016 TEI Making Fabrication Real.
Xiang 'Anthony' Chen
Proceedings of the 29th Annual Symposium on User Interface Software and Technology, 2016

2015 CHI ApplianceReader: A Wearable, Crowdsourced, Vision-based System to Make Appliances Accessible.
Anhong Guo, Xiang 'Anthony' Chen, Jeffrey P. Bigham
Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems, 2015

2012 TEI Body-centric interaction with mobile devices.
Xiang 'Anthony' Chen
Proceedings of the 6th International Conference on Tangible and Embedded Interaction 2012, 2012

Patents

2022 Method of Fabricating Soft Fibers Using Fused Deposition Modeling
Gierad Laput, Christopher Harrison, and Xiang ‘Anthony’ Chen
U.S. Patent Application 15/772,193, issued filed April 5, 2022

2019 Cross-device interaction through user-demonstrated gestures
Yang Li, and Xiang ‘Anthony’ Chen
U.S. Patent 10,234,953, issued March 19, 2019

2018 Techniques For Interacting With Wearable Devices
Tovi Grossman, Xiang ‘Anthony’ Chen, George Fitzmaurice
U.S. Patent 10,082,953, issued September 25, 2018

2015 Techniques For Interacting With Handheld Devices
Tovi Grossman, Daniel Wigdor, George Fitzmaurice
U.S. Patent 20,150,153,928, issued June 4, 2015

2015 Motion and context sharing for pen-based computing inputs
Hrvoje Benko, Xiang Chen, and Kenneth Paul Hinckley
U.S. Patent 9,201,520, issued December 1, 2015.

Funding

Total to-date: *$1,390,571*

2022 - 2023 $60,000 Google Research Scholar Award
Xiang 'Anthony' Chen (Sole PI)

2022 $20,000 Adobe gift funding
Xiang 'Anthony' Chen (Sole PI)

2022 - 2025 $510,000 ONR Young Investigator Award: Knowledge Extraction from Human Interaction with AI
Xiang 'Anthony' Chen (Sole PI)

2021 - 2026 $548,111 NSF CAREER: Expanding the Interaction Bandwidth between Physicians and AI
Xiang 'Anthony' Chen (Sole PI)

2021 $19,500 Hellman Fellowship: Enabling an Ecosystem of Human-Centered Medical AI
Xiang 'Anthony' Chen (Sole PI)

2021 $20,000 Adobe gift funding
Xiang 'Anthony' Chen (Sole PI)

2019 - 2021 $200,460 Xiang 'Anthony' Chen (Sole PI)

		NSF CRII: CHS: Techniques for Helping Domain Experts Understand and Improve Models Underlying Intelligent Systems
2019	$5,000	Meta Technology Pte. Ltd. (Singapore) gift funding Xiang 'Anthony' Chen (Sole PI)
2019	$7,500	Adobe gift funding Xiang 'Anthony' Chen (Sole PI)

Press

Research Conducted or Led by Me

2021	Wall Street Journal	Let's Redesign the Laptop for a Work-From-Home Era
2019	New Scientists	Turn any object into a robot using this program and a 3D printer
2019	ACM TechNews	Turn any object into a robot using this program and a 3D printer
2019	Hackster.io	Robiot Is a Design Tool That Generates Mechanisms to Motorize Everyday Objects
2019	Innovation Cloud	Innovation that will turn everyday objects into robots
2019	Fabbaloo	Robiot Can Automatically Design Handy Household Machines
2018	3ders.org	Forté: user-driven generative design tool for easy optimization of 3D printed objects
2018	All3DP	Forté Lets you Draw in 2D, Creates 3D Generative Designs Automatically
2018	3DShoes.com	Forté Design Tool
2018	FutureLab3D	Forte: user-driven generative design tool for easy optimization of 3D printed objects
2018	3D Adept	Forte, the generative design tool that will ease the optimization of 3D printed objects
2018	3dimensions.kr	3D design software that makes your design look like: Forté (Translated from Korean)
2018	STAMPARE IN 3D	Anthony Chen e lo strumento di disegno interattivo Forté
2016	Branchema-gasinet UDKOM.	3D-printere reparerer ting
2016	DIY 3D Printing	Encore 3D Printing Upgrades for Everyday Objects
2015	3dprint.com	Sustainable 3D Printing Methods Add to or Subtract from Existing Objects
2015	New Scientists	3D print extra bits for old objects to help extend their life
2015	3ders.org	Researchers develop Encore tool for augmenting everyday objects with 3D printing
2015	3dprint.com	Encore: Research Allows for 3D Printed Augmentation of Everyday Objects
2015	3dtectonix.com	Encore Webgl-Based Tool and 3D Printing Improve Everyday Objects
2014	labs.blogs.com	Duet: Exploring Joint Interactions on a Smart Phone and a Smart Watch
2013	sourcebits.com	How an Innovative Mobile Interaction Concept Could Benefit Enterprises

Research collaborated with others

2018		Orecchio (collaborated with Xing-Dong Yang's group) EureAlert, Phys.Org, Dartmouth Press
2018		WrisText (collaborated with Xing-Dong Yang's group) Discovery's Daily Planet, QUARTZ, Weather Science, EureAlert
2018		Theromorph (collaborated with Lining Yao's group) CMU News, dezeen, ZDNet, ALL3DP
2016		SweepSense (collaborated with Gierad Laput) R&D Magazine, MIT Technology Review
2016		Snap to It (collaborated with Adrian de Freitas) MIT Technology Review

2015 3D Printed Hair (collaborated with Gierad Laput)
Fast Company, CNET, Gizmodo, Hackaday, MIT Technology Review, Engadget, Plastics Today, New York Magazine

2014 Skin Buttons (collaborated with Gierad Laput)
New York Times, TechCrunch, WIRED, Fast Company, New Scientist, Gizmodo, CBC

2014 Tablet+Stylus Interaction (collaborated with Ken Hinckley)
FastCo Design's #2 User Interface Innovation of 2014

2012 The Fat Thumb (collaborated with Sebastian Boring)
PC World, Engadget, Gizmodo, etc.

Talks

2022 Expanding the Interaction Bandwidth Between Human and AI
Center for Psychological Sciences at Zhejiang University. (hosted by Liezhong Ge)

2020 Expanding the Interaction Bandwidth Between Human and AI
Snap Research, U.S. (hosted by Rajan Vaish)

2020 Expanding the Interaction Bandwidth Between Human and AI
Salesforce Research (hosted by Wenhao Liu)

2020 Expanding the Interaction Bandwidth Between Human and AI
Media Arts and Technology Seminar, UC Santa Barbara

2019 Expanding the Interaction Bandwidth Between Human and AI
Tsinghua University (hosted by Chun Yu)
Peking University (hosted by Yizhou Wang)
Fudan University (hosted by Tun Lu)
Tongji University (hosted by Yang Shi)
Sun Yat-Sen University
South China University of Technology (hosted by C. L. Philip Chen)
Xiamen University (hosted by Junfeng Yao)

2019 Designing Explainable Intelligent Systems
The 5th Summer School on Computational Interaction, New York, U.S.

2018 Computational Tool Support for Mass Customization
FXPAL, Palo Alto, U.S. (hosted by Daniel Avrahami)

2017 Computational Design and Fabrication to Augment Everyday Objects
Dartmouth College, Hanover, U.S. (hosted by Xing-Dong Yang)

2016 Body-Centric Interaction with Mobile and Wearable Devices
Body Hacking Con 2016, Austin, U.S.

2015 Enabling End-User Creativity with New Fabrication Techniques
X-Studio, Tsinghua University, Beijing, China (hosted by Ying-Qing Xu

2015 Duet: Exploring Joint Interactions on a Smart Phone and a Smart Watch
Midwest UX 2015, Pittsburgh, U.S.

2015 Snap-to-It: Using Mobile Cameras To Opportunistically Connect & Interact With An Internet Of Things
QualComm, San Diego, U.S

2013 Motion and Context Sensing for Pen Computing
David R. Cheriton School of Computer Science, University of Waterloo, Waterloo, Canada (hosted by Daniel Vogel)

2013 Motion and Context Sensing for Pen Computing
Dynamic Graphics Project, University of Toronto, Toronto, Canada (hosted by Daniel Wigdor)

2013 Motion and Context Sensing for Pen Computing
Autodesk Research, Toronto, Canada (hosted by Tovi Grossman)

2013 Around-Body Interaction
Hasso-Plattner-Institut, Berlin, Germany (hosted by Patrick Baudisch)

2013 Around-Body Interaction
QualComm, San Diego, U.S.

Teaching and Mentoring

Corse Instructor

2020 - ECE 188 Interactive & Applied Machine Learning
ECE Department, UCLA

2019 - CS/ECE M119 Fundamental of Networked Embedded Systems
ECE Department, UCLA

2018 - ECE 209AS Human-Computer Interaction
ECE Department, UCLA

Teaching Assistant

2015 05430 Programming Usable Interfaces
School of Computer Science, Carnegie Mellon University

2014 05410 User-Centered Research and Evaluation
School of Computer Science, Carnegie Mellon University

2010 CPSC 481 Human Computer Interaction I
Department of Computer Science, University of Calgary

Ph.D. Students Mentored at UCLA

2022 - Youngseung Jeon AI-Enabled Creativity Support Tools
2020 - Xingyu Liu Augmenting Human Activities with Proactive AI
ECE Distinguished Master Thesis Award
2019 - Ruolin Wang Making Information Accessible to Break the Cycle of Exclusion in Society
2019 - Noyan Evirgen Human-Centered, Interactive Generative AI
2018 - Hongyan Gu Supporting Diagnosis of Pathologists with Human-AI Collaboration

2018 -	Jiahao Li	Making Physical Objects Interactive with Low-cost Sensing and Robotic Augmentation

Master Students Mentored at UCLA

2018 -	Wayne Zhang	Crowd-powered accessibile online videos
	Roy Jara	AI-enabled expressive writing
	Yifan Xu	Human-AI collaboration for pathology
	Yao Xie	Explainable AI-enabled radiology
	Yunpeng Ding	Explaining algorithms using question-answering
	Ritam Sarmah	Programming tools for voice input
	Carlo Rebanal	Explaining algorithms using question-answering
	Amirali Omidfar	Finger-worn camera interaction with IoTs
	Ximeng Liu	Finger-worn camera interaction with IoTs
	Nicolas Cheng	Finger-worn camera interaction with IoTs

Undergraduate Students Mentored at UCLA

2018 -	Alexiy Samoylov	Making everyday objects more manipulable by robots
	James King	Diversifying news consumption
	Eric Perez	Diversifying news consumption
	Jingbin Huang	Human-AI collaboration for pathology
	Melody Chen	Explainable AI-enabled radiology
	David Kao	Explainable AI-enabled radiology
	Ben Wagstaf	Automatic exam grading using a mobile camera
	Joseph Lu	Automatic exam grading using a mobile camera
	Zixuan Chen	Making online products visually accessible to blind people
	Jordan Combitsis	Explaining algorithms using question-answering
	Phipson Lee	Explaining algorithms using question-answering

Intern & Visiting Students Mentored at UCLA

2019 -	Zihan Yan	Wearable sensing of emotional states
	Hsuan-wei Fan	Detecting oral diseases with a mobile camera
	Mina Huh	Making video editing accessible to blind people
	Xiao Fan	Low-cost sensor-equipped stethoscope
	Bowen Zhang	Physical therapy using a webcam

Students Mentored During Ph.D. Study at CMU

2015 - 2017	Runchang Kang	User-driven generative design
	Vikram Cannanure	Knocking gestures for smart watches

Service

Ph.D. Thesis Committee (other than my students)

2020 -	Tonmoy Monsoor	ECE Department, UCLA
	Mahmoud Essalat	ECE Department, UCLA
	Vikranth Jeyakumar	ECE Department, UCLA
	Haisong Lin	ECE Department, UCLA
	Migyeong Gwak	CS Department, UCLA
	Weinan Song	ECE Department, UCLA

M.S. Thesis Committee

2020 -	Oyku Bozkurt	ECE Department, UCLA
	Steve Mendoza	ECE Department, UCLA

Siyou Pei	ECE Department, UCLA	
Swapnil S. Saha	ECE Department, UCLA	
Amirali Omidfar	ECE Department, UCLA	
Akash Singh	ECE Department, UCLA	

Pre-college Education

2020		Judge for International Science and Engineering Fair (for high school students)

Review Panel

2021 -	National Science Foundation

Editorial Board

2020	ISS	Proceedings of the ACM on Human-Computer Interaction

Program Committee

2019 - 2023	CHI	ACM CHI Conference on Human Factors in Computing Systems
2021 - 2022	CSCW	ACM Conference on Computer-Supported Cooperative Work and Social Computing
2019 - 2021	UIST	ACM Symposium on User Interface Software and Technology
2019	IUI	ACM International Conference on Intelligent User Interfaces
2018	ISS	ACM International Conference on Interactive Surfaces and Spaces
2018 - 2019	ChineseCHI	International Symposium of Chinese CHI
2016	CHI LBW	ACM CHI Conference on Human Factors in Computing Systems Late Breaking Work

Organizing Committee

2021	UIST	Doctoral Consortium Chair
2020	UIST	Proceeding Chair
2019 - 2020	ISS	Publicity Chair
2020	ECE ARR	UCLA ECE Department Annual Research Review Co-Chair

External Reviewer

2013 - 2018	CHI	ACM CHI Conference on Human Factors in Computing Systems
2013 - 2022	UIST	ACM Symposium on User Interface Software and Technology
2014 - 2016	CSCW	ACM Conference on Computer-Supported Cooperative Work and Social Computing
2014 - 2019	TOCHI	ACM Transactions on Computer-Human Interaction
2019	SIGGRAPH	International Conference on Computer Graphics and Interactive Techniques
2013 - 2020	MobileHCI	International Conference On Human-Computer Interaction With Mobile Devices & Services
2013 - 2016	TEI	ACM International Conference on Tangible, Embedded and Embodied Interaction
2015	ISWC	ACM International Symposium on Wearable Computers
2016	Ubicomp	ACM International Joint Conference on Pervasive and Ubiquitous Computing
2017 - 2018	IMWUT	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies
2014 - 2019	DIS	ACM SIGCHI Conference on Designing Interactive Systems
2013 - 2015	ITS	ACM International Conference on Interactive Tabletops and Surfaces
2012 - 2016	GI	Annual Conference on Graphics Interface
2013	MUM	International Conference on Mobile and Ubiquitous Multimedia
2014	CHI PLAY	Annual Symposium on Computer-Human Interaction in Play
2014 - 2015	SUI	ACM Symposium on Spatial User Interaction
2014 - 2015	IUI	ACM International Conference on Intelligent User Interfaces
2015 - 2017	TVX	ACM International Conference on Interactive Media Experiences
2015	EICS	ACM SIGCHI Symposium on Engineering Interactive Computing Systems
2015	IDC	Interaction Design and Children Conference
2016 - 2020		IEEE Pervasive Computing
2017 - 2021	IJHCS	International Journal of Human-Computer Studies

2018	IJHCI	International Journal of Human–Computer Interaction
2015	EuroGraphics	Annual Conference of the European Association for Computer Graphics
2018	C&G	Computers & Graphics
2019	AT	Assistive Technology
2017	TMC	IEEE Transactions on Mobile Computing
2015	C&C	ACM Conference on Creativity & Cognition
2020		NPJ Digital Medicine

Special Recognition as a Reviewer

2015 - 2016	CHI	ACM CHI Conference on Human Factors in Computing Systems
2015 - 2016	UIST	ACM Symposium on User Interface Software and Technology
2016	Ubicomp	ACM International Joint Conference on Pervasive and Ubiquitous Computing
2014	CHI PLAY	Annual Symposium on Computer-Human Interaction in Play