

## Janet Yi-Ching Huang 黃怡靜

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Assistant Professor, Future Everyday group, Industrial Design, TU/e

### RESEARCH INTEREST

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Human-Computer Interaction (HCI), Artificial Intelligence (AI), Crowdsourcing & Social Computing, Computer-Supported Cooperative Work (CSCW), Creativity Support.

### EDUCATION

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[2011.09 - 2018.06] Ph.D., Graduate Institute of Networking and Multimedia, National Taiwan University

[2006.09 - 2008.06] M.S., Dept. of Computer Science and Information Engineering, National Taiwan University

[2002.09 - 2006.06] B.S., Dept. of Computer Science and Information Engineering, Fu Jen Catholic University

### PROFESSIONAL EXPERIENCE

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[2020.09 – Now] Assistant Professor, Future Everyday group, Industrial Design, TU/e

[2018.12 – 2020.08] Post-Doctoral Researcher, Future Everyday group, Industrial Design, TU/e

- Advisor: Prof. Lin-Lin Chen

[2018.11 – 2020.08] Post-Doctoral Researcher, National Taiwan University of Science and Technology

[2018.07 – 2018.10] Research Scientist, KIXLab, School of Computing, KAIST

- Host: Prof. Juho Kim

[2011.09 – 2018.06] PhD Student Researcher, Graduate Institute of Networking and Multimedia

- Advisor: Prof. Jane Hsu

- Collaborate with Prof. Hao-Chuan Wang about crowd-based writing support

[2013.08 - 2013.11] Researcher, Madeira Interactive Technologies Institute, Universidade da Madeira

- Mentor: Dr. Mon-Chu Chen

[2012.07 - 2012.08] Visiting Research Assistant, Carnegie Mellon University Silicon Valley

- Mentor: Dr. Ted Selker

[2009.10 - 2011.06] Software Developer, Plurk Inc.

[2008.08 - 2009.07] Assistant Research Fellow, Performing Technology Lab, Taipei National University of the Arts

### HONOR & AWARDS

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- Ph.D. Thesis Honorable Mention Award, the 2018 International Conference on Technologies and Applications of Artificial Intelligence (TAAI 2018), Taiwan.
- CMUSV Semester Final Showcase Best Demonstration Award, July, 2012.
- Digital Art Award, Interactive installations, the 5th Digital Art Festival Taipei, Taiwan, 2010. Team work with Yu-Chuan Tseng, Sheng-Po Shen, and Wei-Ting Chen.
- Master Thesis Honorable Mention Award, Institute of Information & Computing Machinery (IICM), Taiwan, 2008
- Second Place, Microsoft Imagine Cup 2007 Software Design Competition, Taiwan Site
- Phi Tau Phi Award, honorary member of the Phi Tau Phi Scholastic Award Society, Taiwan, 2006

### RESEARCH FUNDINGS & GRANTS

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- Dragon Gate Program from Ministry of Science and Technology (MOST), Taiwan TWD 5,540,000 (USD 181,390)
  - Topic: Designing Interaction in IoT with AI
  - PI: Rung-Huei Liang, Co-PI: Jane Yung-jen Hsu
  - My Role: I contribute to ideas and proposal writing about "Human-AI interaction" for IoT design.
- Travel Grants
  - CSCW 2018, CHI 2018, CHI 2017, HCOMP 2017, CSCW 2015, HCOMP 2015, TEI 2014, IUI 2013.

### DIGITAL ART EXHIBITIONS & INTERACTIVE PERFORMANCE

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[2019] Wonder of Art and Technology, 2018 Taipei Art District Festival, Taipei, Taiwan

[2019] Urban Tribes I-Urban Caravan, TAAC Tribeca/ E.Tay/R Gallery, 39 White Street, NYC.

[2019.10] Chimera, DOX, Prague.

[2018.11] Trans Robotics, 2018 Digital Art Festival, Songshan Cultural and Creative Park, Taipei, Taiwan.

[2018] NEXT ART TAINAN: THE METAMORPHOSIS, Asir Art Museum, Tainan

[2018.02] "Lost in the Net Dream", National Taiwan Museum of Fine Arts, Taichung, Taiwan.

[2017] ART TAICHUNG 2017, Millennium Hotel Taichung, Taiwan.

[2017] 2017 ART FORMOSA, Songshan Cultural and Creative Park, Eslite hotel, Taipei, Taiwan.

[2016] *Future Direction* - Exchange Exhibition of Young Artists, Liu-Haisu Art Museum, Shanghai, China.

[2016] *Sunrise Heartbeat*, Taipei Art District, Taipei, Taiwan.

[2015] *Started with Hatsune Miku Contemporary Art Exhibition*, The Pier-2 Art Center, Kaohsiung, Taiwan.

[2014.12] *Cultural Capsules*, international arts and design exhibition, Jamaica Center for Arts and Learning, NY, USA

[2014.05] *The Return of Analog Poetry*, MOT/ARTS, Taipei, Taiwan

[2014.02] *Chimeras' World-Solo Exhibition* by Yu-Chuan Tseng, Digital Art Center, Taipei, Taiwan (Team: Yu-Chuan Tseng, Kuan-Ying Wu, Chi-Ping Chin, Wei-Ting Chen)

[2013.11] *Post-humanist Desire: Sexuality and Digitality in Contemporary Art*, Museum of Contemporary Art, Taiwan

[2013.07] *ILLUMINATIONS – Media Art from Taiwan*, Institute of Contemporary Arts Singapore, Singapore.

[2013.03] *Being here, now: Yu-Chuan Tseng Solo Exhibition*, Art and Culture Center of BUAA, Beijing, China

[2012.10] *The Third Phase: "Body/Interface"* Digital Art Exhibition, Digital Art Center, Taipei

[2012.08] *A Dialogue with the Space and Time*, National Taiwan Museum of Fine Arts, Taichung, Taiwan (Yu-Chuan Tseng, Sheng-Po Shen, Yi-Ching Huang, Wei-Ting Chen)

[2012.01] *Transjourney - 2012 Future Media Festival* by Kuandu Museum of Fine Arts, Taiwan.

[2011.12] *Photon+*, The International Techno Art Exhibition of New Taipei City 2011, Beauty Forever Living Art Center, New Taipei City, Taiwan.

[2011.09] *Dinner of Luciérnaga*, Interactive Multimedia Performing Arts, Collaborative Technology, Quanta Arts Foundation–Quanta Hall, Taoyuan, Taiwan.

[2010] *Where are You - Net Art exhibition*, Shin Leh Yuan Art Space Taipei, Taiwan. (Yu-Chuan Tseng, Sheng-Po Shen, Yi-Ching Huang, Wei-Ting Chen )

[2010] *Taiwan Digital Art Pulse Stream Plan- The First Phase; "Body, Gender, Technology"* Digital Art Exhibition, Digital Art Center, Taipei, Taiwan.

[2010] *"Cluster"* Digital Art Festival Taipei 2010, Bopiliao Historic Block, Taipei, Taiwan.

## ILLUSTRATION EXHIBITIONS

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[2015.04] *"How are you in this year?"* Joint Exhibition, Action Space, Taichung, Taiwan.

[2013.04] *WAALAND - Woman Artist Exhibition*, WAA house, Taiwan Women's Art Association, WAA Taipei.

[2012.03] *"HELLO"* Solo Illustration Exhibition, Action StudioSpace, Taichung, Taiwan.

## INVITED TALKS

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[2014.09] An invited talk, *"Transferring Sensing to a Mixed Virtual and Physical Experience"* at Cyber-Physical Arts in CPSCom 2014 / Speaker

[2013.01] An invited talk, *"Designing physical and digital experience in social web"* in WebConf / Speaker

[2011.08] *"Openframeworks x Smartphone!!"* in the Conference for Open Source Coders, Users and Promoters (COSCU 2011) / Speaker

## TEACHING EXPERIENCES

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### Lecturer

[2013.04] Design thinking implementation class (Topic: ipad interactive guiding book design) in NCCU

[2013.05] iOS application development class in Industrial Technology Research Institute (ITRI) (18 hrs)

[2012.11] iOS application development class in ITRI (18 hrs)

[2012.04] Design thinking implementation class in NCCU (Topic: ipad game app design)

[2012.03] iOS application development class in ITRI (18 hrs)

[2011.11] iOS application development class in ITRI (18 hrs)

[2009.09] JAVA application development class in Tamkang University (9 hrs)

### Teaching Assistant

[2016 Spring] Intro of AI (NTU CSIE) for Jane Yung-jen Hsu

[2015 Fall] Advanced Topics in Artificial Intelligence (NTU CSIE) for Jane Yung-jen Hsu

[2014 Spring] Multiagent Systems (NTU CSIE) for Jane Yung-jen Hsu

[2014 Fall] Innovation Design for IoTs (NTU & NTUST) for Lin-Lin Chen

[2018 Spring] Topics in Internet of Things (NTU & NTUST) for Hao-Hua Chu, Jane Hsu, Rung-Huei Liang

## INTERACTION DESIGN WORKSHOP EXPERIENCES

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[2015.05] *Digital Art x Play*, 2015 ICID International Day in National Cheng Kung University / Lecturer

[2011.11] *Physical Building Projection Workshop* in National Taichung University of Science and Technology/ Lecturer

[2011.11] *OpenHealth Workshop/ Workshop Organizer*

[2011.07] *OpenHCI Workshop / Teaching Assistant*

[2011.04] "Designing Personal Physical Emo-Avatar" Workshop / Lecturer  
[2011.01] "Interaction in Design" Workshop / Lecturer  
[2009.10] "10 Innovations - 10 Solutions" Interactive Media Art Workshop / Lecturer  
[2009.08] "Resonating with Nature" Interaction Design Workshop / Teaching Assistant  
[2008.11] Interaction Jam! Workshop 2008 / Student  
[2007.08] Nightmarket 2007 Workshop / Student  
[2006.06] Nightmarket 2006 Workshop on Interaction Design, Augmented Reality, and Telecommunication / Student

## PROFESSIONAL SERVICES

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### Organizing Committee

TAICHI 2016 Poster/Demo Co-Chair, TAICHI 2017 Poster/Demo Co-Chair

### Program Committee

CHI 2021 Associate Chair: Understanding People A subcommittee, CHILBW 2020 Associate Chair, MobileHCI 2020 Associate Chair

### Reviewer

TAICHI 2016 Poster/Demo, TEI2017 Poster, TAICHI 2017 Poster, CHI 2017, CHI 2019, CHI 2019 LBW, C&C 2019, IJDesign 2019, CSCW 2019, MobileHCI 2019, IJCAI 2019, Transactions on Services Computing 2019, CHI 2020, CHI 2020 LBW, MobileHCI 2020

## PUBLICATIONS

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### Refereed Journal and Conference Papers

C.-W. You, Y. Chuang, H.-Y. Lin, J.-T. Tsai, **Y.-C. Huang**, C.-H. Kuo, M.-C. Huang, S. J. Wu, F. W. Liu, J. Y.-J. Hsu, and H.-C. Wu. Sobercomm: Using mobile phones to facilitate inter-family communication with alcohol-dependent patients. *Proc. ACM Interact. Mob. Wearable Ubiquitous Technol.* (IMWUT), 3(3):119:1–119:31, Sept. 2019.

**Y.-C. Huang**, J.-C. Huang, H.-C. Wang, and J. Y.-j. Hsu. Supporting ESL writing by prompting crowdsourced structural feedback. In *Proceedings of the Fifth AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2017)*, 2017. (Full paper, accepted rate: 28.9%)

C.-C. Lin, **Y.-C. Huang**, and J. Y.-j. Hsu. Crowdsourced explanations for humorous internet memes based on linguistic theories. In *Proceedings of the Second AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2014)*, 2014. (Full paper)

Y.-C. Tseng, **Y.-C. Huang**, K.-Y. Wu, and C.-P. Chin. Dinner of luciérnaga: An interactive play with iphone app in theater. In *Proceedings of the 20th ACM International Conference on Multimedia*, MM '12, pages 559–568, New York, NY, USA, 2012. ACM. (Full paper, accepted rate: 20%)

**Y.-C. Huang**, C.-C. Hung, and J. Y.-j. Hsu. Tag-based profile presentation with semantic relationship. *Institute of Information & Computing Machinery (IICM)*, 12(2), 2009.

C.-C. Hung, **Y.-C. Huang**, and J. Y.-j. Hsu. D'éj'a vu: Social network agents for personal impression management. In *Proceedings of Prima 2007: the 10th Pacific Rim International Workshop on Multi-agents*, Bangkok, Thailand, 2007.

### Poster, Demo, and Workshop Papers

Y.-T. Cheng, G.-L. Tsai, H.-A. Lin, **Y.-C. Huang**, R. H. Liang, and L.-L. Chen. Call me by my name: Exploring roles of sci-fi voice agents. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*.

**Y.-C. Huang**, H.-C. Wang, and J. Y.-j. Hsu. Feedback Orchestration: Structuring Feedback for Facilitating Reflection and Revision in Writing. In *Proceedings of the 21st ACM Conference Companion on Computer Supported Cooperative Work and Social Computing*, CSCW'18 Companion.

**Y.-C. Huang**, J. Y.-H. Chan, and J. Y.-j. Hsu. Reflection before/after practice: Learnersourcing for drawing support. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems*.

**Y.-C. Huang**. Designing Systems for Complex Creative Problem Solving. In *Doctoral Consortium of Conference on Human Computation and Crowdsourcing (HCOMP' DC)*, 2017.

**Y.-C. Huang**, H.-C. Wang, and J. Y.-j. Hsu. Bridging learning gap in writing education with a crowd-powered system. In *Proceedings of CHI 2017 Workshop on Designing for Curiosity*, 2017. (Poster)

- Y.-C. Huang**, H.-C. Wang, and J. Y.-j. Hsu. Enhancing diversity and coverage of crowd-generated feedback through social interaction. In *Proceedings of the Third AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2015)*. (Work-in-Progress)
- Y.-C. Huang**. Designing a micro-volunteering platform for situated crowdsourcing. In *Proceedings of the 18th ACM Conference Companion on Computer Supported Cooperative Work and Social Computing, CSCW'15 Companion*.
- Y.-C. Huang** and J. Y.-j. Hsu. Crowd-aware space monitoring by crowdsourcing a micro QA task. In *Proceedings of the Second AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2014)*, 2014. (Work-in-Progress)
- M.-C. Chen, **Y.-C. Huang**, and K.-Y. Wu. Gaze-based drawing assistant. In *ACM SIGGRAPH 2014 Posters*, 2014.
- M.-C. Chen, K.-Y. Wu, and **Y.-C. Huang**. Scopophobic kitties in wonderland: Stories behind the scene of a gaze contingent environment. In *CHI '14 Extended Abstracts on Human Factors in Computing Systems*, 2014.
- Y.-C. Huang**, K.-Y. Wu, and M.-C. Chen. Seeing aural - an installation transferring the materials you gaze to sounds you hear. In *Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction, TEI '14*, 2014. (Art track)
- Y.-C. Huang**, C.-I. Wang, S.-Y. Yu, and J. Y.-j. Hsu. In-hit example-guided annotation aid for crowdsourcing UI components. In *Proceedings of the First AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2013)*, 2013. (Demo)
- Y.-C. Huang**, C.-I. Wang, and J. Y.-j. Hsu. Leveraging the crowd for creating wireframe-based exploration of mobile design pattern gallery. In *Proceedings of the Companion Publication of the 2013 International Conference on Intelligent User Interfaces Companion, IUI '13 Companion*, 2013.
- Y.-C. Huang**, B.-L. Tsai, C.-I. Wang, S.-Y. Yu, C.-W. Liang, J. Y.-j. Hsu, and T. Selker. Leveraging persuasive feedback mechanism for problem solving. In *Proceedings of AAAI 2013 Spring Symposium Series on Shikakeology: Designing Triggers for Behavior Change*, 2013.
- C.-C. Hung, **Y.-C. Huang**, J. Y.-j. Hsu, and D. Wu. Tag-based user profiling for social media recommendation. In *Proceedings of AAAI 2008 Workshop on Intelligent Techniques for Web Personalization and Recommender Systems*, Chicago, Illinois, USA, July 2008.
- Y.-C. Huang**, C.-C. Hung, and J. Y.-j. Hsu. You are what you tag. In *Proceedings of AAAI 2008 Spring Symposium Series on Social Information Processing*, Stanford University, California, March 2008.

## Thesis

**Y.-C. Huang**, "Designing for Complex Creative Task Solving". National Taiwan University Ph.D. Thesis. 2018.

Advisor: Jane Yung-jen Hsu

**Y.-C. Huang**, "Tag-based Profile Presentation with Semantic Relationship". National Taiwan University Master's Thesis. 2008.

Advisor: Jane Yung-jen Hsu

## REFERENCES

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- **Lin-Lin Chen (Advisor in TU/e)** ([l.chen@tue.nl](mailto:l.chen@tue.nl))  
Full Professor and Dean of Department of Industrial Design, Future Everyday  
Eindhoven University of Technology
  - **Jane Yung-jen Hsu (Advisor in NTU)** ([yjh@csie.ntu.edu.tw](mailto:yjh@csie.ntu.edu.tw))  
Professor, Department of Computer Science and Information Engineering  
Director, Intel-NTU Connected Context Computing Center  
Nation Taiwan University
  - **Juho Kim** ([juhokim@kaist.ac.kr](mailto:juhokim@kaist.ac.kr))  
Assistant Professor, School of Computing  
KAIST
  - **Hao-Chuan Wang** ([haochuanatnthu@gmail.com](mailto:haochuanatnthu@gmail.com))  
Associate Professor, Department of Computer Science  
University of California, Davis