

黃怡靜 Yi-Ching Huang

Researcher, Interaction Designer, Software Developer

RESEARCH INTEREST

Social Computing, Crowdsourcing, Human-Computer Interaction, Artificial Intelligence, Digital Art

EDUCATION

[2011.09 - present] Ph.D. candidate, 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

HONOR & AWARDS

- 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 Award, 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

PROFESSIONAL EXPERIENCE

[2011.07 – Present] Ph.D candidate, Graduate Institute of Networking and Multimedia

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

[2012.07 - 2012.08] Visiting Research Assistant, CMU Silicon Valley, USA

[2009.10 - 2011.06] Software Developer, Plurk Inc.

PUBLICATIONS

Y.-C. Huang, J.-C. Huang, 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%)

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*, Denver, Colorado, USA, 2017. (Workshop paper)

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*, San Diego, USA, November 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*, pages 73–76, New York, NY, USA, 2015. ACM.

Y.-C. Huang and J. Y.-j. Hsu. Crowd-aware space monitoring by crowdsourcing a micro-task. In *Proceedings of the Second AAAI Conference on Human Computation and Crowdsourcing*, Pittsburgh, Pennsylvania, USA, November 2014. (Work-in-Progress)

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)*, Pittsburgh, Pennsylvania, USA, November 2014. (Full paper)

M.-C. Chen, **Y.-C. Huang**, and K.-Y. Wu. Gaze-based drawing assistant. In *ACM SIGGRAPH 2014 Posters*, SIGGRAPH '14, pages 50:1–50:1, New York, NY, USA, 2014. ACM.

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*, 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, pages 17–20, New York, NY, USA, 2013. ACM.

Y.-C. Tseng, **Y.-C. Huang**, K.-Y. Wu, and C.-P. Chin. Dinner of luci'ernaga: 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%)

ART EXHIBITIONS

- [2015.04] "How are you in this year?" Joint Exhibition, Action Space, Taichung, Taiwan
- [2014.12] Cultural Capsules, international arts and design exhibition, Jamaica Center for Arts and Learning, New York, 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, Taipei, Taiwan
- [2013.07] ILLUMINATIONS – Media Art from Taiwan, Institute of Contemporary Arts Singapore, Singapore
- [2013.04] WAALAND - Woman Artist Exhibition, WAA house, Taiwan Women's Art Association, WAA Taipei.
- [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)
- [2012.03] "HELLO" Solo Illustration Exhibition, Action Studio|Space, Taichung, Taiwan.
- [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. (where are you)
- [2011.09] Dinner of Luci'ernaga, 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.

REFERENCES

- **Jane Yung-jen Hsu (Advisor in NTU)**
Professor, Department of Computer Science and Information Engineering
Director, Intel-NTU Connected Context Computing Center
Nation Taiwan University
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