黃怡靜 Yi-Ching Huang

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Researcher, Interaction Designer, Software Developer

RESEARCH INTEREST

Artificial Intelligence, Social Computing, Human-Computer Interaction (HCI), Crowdsourcing, Computer-Supported Cooperative Work (CSCW), Design Fiction, Creativity Support

EDUCATION

[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

[2018.12 – now] Post-Doctoral Researcher, Future Everyday group, Industrial Design, TU/e
[2018.11 – now] 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

- 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

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, 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 StudiolSpace, 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 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.

PUBLICATIONS

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 (CHI EA '19)*.

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 (CHI EA '18)*.

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%)

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)

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)

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. (Full paper)

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%)

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, 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.

C.-C. Hung, Y.-C. Huang, and J. Y.-j. Hsu. D ́ej ̀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.

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
  Email: yjhsu@csie.ntu.edu.tw

- **Hao-Chuan Wang**
  Associate Professor, Department of Computer Science
  University of California, Davis
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