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计算机科学与技术系
清华大学人机交互实验室
北京, 中国, 100084



蔡杰

申请人的研究位于计算机科学、传播学与社会学的交叉点, 主要聚焦于人机交互 (Human-Computer Interaction, HCI) 与计算机支持的协同工作 (Computer-Supported Cooperative Work, CSCW) 两个核心方向。具体研究兴趣涵盖平台治理、社区信息学、人工智能与教育等, 致力于探究技术系统在社会情境中的设计、应用与影响机制。申请人综合运用定性与定量方法并结合社会技术系统理论 (socio-technical systems theory), 系统建模用户的心智模型与行为路径, 从而提出具有针对性的设计性干预建议, 为后续技术路线和系统开发提供指导, 最终提升用户体验。截至目前,

- 申请人在人机交互领域的国际顶级会议与期刊 (CCF-A 类, 如 ACM CHI、ACM CSCW) 共发表论文 20 篇, 其中第一作者或通讯作者论文 11 篇。
- 研究成果多次获得国际认可, 四次荣获人机交互顶级会议 (CCF-A 类) 最佳论文荣誉提名奖 (Best Paper Honorable Mention), 其中 ACM CHI 三次 (HCI 领域会议全球排名第一), ACM CSCW 一次 (人机协同领域会议全球排名第一)。
- 谷歌学术总引用数超过 1700 次, 研究成果在 HCI、CSCW 及内容治理等交叉领域产生持续影响。
- 担任 ACM CHI、ACM CSCW 等 CCF-A 类顶级会议的组织委员 (Organizing Committee) 与程序委员会副主席 (Associate Chair), 多年连续参与评审与会议策划工作。
- 研究受到业界广泛关注, 应全球最大直播平台 Twitch 邀请, 为其伦敦、纽约、旧金山三地团队作特邀报告, 并接受美国民主与技术中心 (Center for Democracy and Technology) 专访, 探讨平台治理与人工智能审核的关键议题。研究也受到 MIT Tech Review China 报道。

任职经历

2024-

水木学者博士后 (Postdoctoral Researcher)

计算机科学与技术系人机交互实验室, 清华大学, 北京, 中国
合作导师: 喻纯

2022-2024

助理研究教授 (Assistant Research Professor)

信息科学与技术学院, 宾夕法尼亚州立大学, 宾夕法尼亚州, 美国
合作导师: John M. Carroll (人机交互领域奠基人之一)

教育背景

2017-2022

博士, 信息学-以人为本的计算 (Informatics, Human-centered Computing)

吴鹰计算机学院, 新泽西理工大学, 新泽西州, 美国

博士论文: 直播微社区中的内容审查实践

委员会: Donghee Y. Wohn (指导教授)、Starr Roxanne Hiltz、Aritra Dasgupta、Cody Buntain、David Wang、Bryan Dosono

2014-2016

硕士, 市场研究

霍夫斯特拉大学, 纽约州, 美国

硕士论文: 颜色和评价分散性对消费者购买决策的影响

指导教授: Veronika Ilyuk-Morace

学术出版 & 演讲报告 (PDF 文档, 谷歌学术, ACM 档案)

注: ACM CHI 在 Google Scholar Metrics 和 CCF 评价体系中均位列人机交互 (HCI) 领域第一; ACM CSCW 目前以期刊形式发表, 在 Google Scholar Metrics 中排名 HCI 领域第二, 在 CCF 分类中被认定为人机交互方向的 A 类会议。* 表示通讯作者。

学术期刊论文

- J₉ (CCF-A) Yao Lyu, **Jie Cai***, and John M. Carroll. (2025 Accepted). A Systematic Literature Review of Infrastructure Studies in SIGCHI. *In Proceedings of the ACM on Human-Computer Interaction - CSCW'25*.
- J₈ He Zhang, Chuhao Wu, Jingyi Xie, Yao lyu, **Jie Cai**, John M. Carroll. (2025). Harnessing the Power of AI in Qualitative Research: Exploring, Using and Redesigning ChatGPT. *Computers in Human Behavior: Artificial Humans*.
- J₇ Na Li, Jingyi Xie, Huy Anh Nguyen, **Jie Cai**, John M. Carroll. (2024). "Citizen Art: A Creative Mural Project for Community Building" *The Journal of Community Informatics*.
- J₆ (CCF-A) Yao Lyu, **Jie Cai**, Bryan Dosono, Davis Yadav, and John M. Carroll. (2024). "I Upload... All Types of Different Things to Say, the World of Blindness Is More Than What They Think It Is": A Study of Blind TikTokers' Identity Work from a Flourishing Perspective. *In Proceedings of the ACM on Human-Computer Interaction - CSCW'24*.
[Best Paper Honorable Mention Award]
- J₅ (CCF-B) Qijia Chen, **Jie Cai**, and Giulio Jacucci. (2024). "People Are Way Too Obsessed With Rank": Trust System in Social Virtual Reality. *Computer Supported Cooperative Work (CSCW)*.
- J₄ (CCF-A) **Jie Cai**, Sagnik Chowdhury, Hongyang Zhou, and Donghee Yvette Wohn. (2023). Hate Raids on Twitch: Understanding Real-Time Human-Bot Coordinated Attacks in Live Streaming Communities. *In Proceedings of the ACM on Human-Computer Interaction - CSCW'23*.
- J₃ (CCF-A) Christine Cook, **Jie Cai**, and Donghee Y. Wohn. (2022). Awe Versus Aww: The Effectiveness of Two Kinds of Positive Emotional Stimulation on Stress Reduction for Online Content Moderators. *In Proceedings of the ACM on Human-Computer Interaction - CSCW'22*.
- J₂ (CCF-A) **Jie Cai** and Donghee Y. Wohn. (2021). After Violation But Before Sanction: Understanding Volunteer Moderators' Profiling Processes Toward Violators in Live Streaming Communities. *In Proceedings of the ACM on Human-Computer Interaction - CSCW'21*.
- J₁ **Jie Cai** and Donghee Y. Wohn. (2019). Categorizing Live Streaming Moderation Tools: An Analysis of Twitch. *International Journal of Interactive Communication Systems and Technologies - IJICST*.

会议论文

- C₁₆ Na Li, Chuhao Wu, Hongyang Zhou, Huiran Yi, Xuefei Wang, **Jie Cai***, Xinyi Fu, and John Carroll. (2025 Accepted). Body Management Information Practices on a Female-dominant Platform. *In Proceedings of International Conference on Human-Engaged Computing - ICHC'25*.
- C₁₅ (CCF-C) Ya-Fang Lin, Xiaotian Li, Wan-Hsuan Huang, Charan Pushpanathan Prabavathi, **Jie Cai***, and John M. Carroll. (2025). Parental Collaboration and Closeness: Envisioning with New Couple Parents. *In Proceedings of the ACM Designing Interactive Systems Conference - DIS'25*.
- C₁₄ Jeongwon Jo, He Zhang, **Jie Cai***, and Nitesh Goyal. (2025). AI Trust Reshaping Administrative Burdens: Understanding Trust-Burden Dynamics in LLM-Assisted Benefits Systems. *In Proceedings of the ACM Conference on Fairness, Accountability, and Transparency - FAccT'25*.
- C₁₃ (CCF-A) Qijia Chen, Andrea Bellucci, **Jie Cai**, Matti Nelimarkka, and Giulio Jacucci. (2025). Understanding "Mutes" in Social Virtual Reality. *In Proceedings of the ACM CHI Conference on Human Factors in Computing Systems - CHI'25*.
[Best Paper Honorable Mention Award]

- C12 He Zhang, Jingyi Xie, Chuhao Wu, **Jie Cai**, Chanmin Kim, and John M. Carroll. (2024). The Future of Learning: Large Language Models through the Lens of Students. In *Proceedings of the ACM Conference on Information Technology Education - SIGITE '24*.
- C11 (CCF-A) **Jie Cai**, Ya-Fang Lin, He Zhang, and John M. Carroll. (2024). Third-Party Developers and Tool Development For Community Management on Live Streaming Platform Twitch. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems - CHI'24*.
[Best Paper Honorable Mention Award]
- C10 (CCF-A) Yao Lyu, **Jie Cai**, Anisa Callis, Kelley Cotter, and John M. Carroll. (2024). "I Got Flagged for Supposed Bullying, Even Though It Was in Response to Someone Harassing Me About My Disability.": A Study of Blind TikTokers' Content Moderation Experiences. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems - CHI'24*.
- C9 (CCF-A) **Jie Cai** and Donghee Y. Wohn. (2023). Understanding Moderator Conflict and Conflict Management Strategies with Streamers in Live Streaming Communities. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems - CHI'23*.
[Best Paper Honorable Mention Award]
- C8 (CCF-A) **Jie Cai** and Donghee Y. Wohn. (2022). Coordination and Collaboration: How do Volunteer Moderators Work as a Team in Live Streaming Communities? In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems - CHI'22*.
- C7 (CCF-A) Sahaj Vaidya, **Jie Cai**, Soumyadeep Basu, Azadeh Naderi, Donghee Y. Wohn, and Aritra Dasgupta. (2021). Conceptualizing Visual Analytic Interventions for Content Moderation. In *Proceedings of the IEEE Visualization Conference - VIS'21*.
- C6 **Jie Cai**, Sarah J Ryu, Donghee Y. Wohn, and Hyejin Hannah Kum-Biocca. (2021). Teleworker's Perception of Technology Use for Collaborative and Social During the COVID-19 Pandemic. In *Proceedings of the International BCS Human-Computer Interaction Conference - BritishHCI'21*.
- C5 **Jie Cai** and Donghee Y. Wohn. (2021). Moderation Visibility: Mapping the Strategies of Volunteer Moderators in Live Streaming Micro Communities. In *Proceedings of the 2021 ACM International Conference on Interactive Media Experiences - IMX'21*.
- C4 Jirassaya Uttarapong, **Jie Cai**, and Donghee Y. Wohn. (2021). Harassment Experiences of Women and LGBTQ Live Streamers and How They Handled Negativity. In *Proceedings of the 2021 ACM International Conference on Interactive Media Experiences - IMX'21*.
- C3 **Jie Cai** and Donghee Y. Wohn. (2019). Live Streaming Commerce: Uses and Gratifications Approach to Understanding Consumers' Motivations. In *Proceedings of the 52nd Hawaii International Conference on System Sciences - HICSS'19*.
- C2 (CCF-C) **Jie Cai**, Donghee Y. Wohn, and Guo Freeman. (2019). Who Purchases and Why? Explaining Motivations for In-game Purchasing in the Online Survival Game Fortnite. In *Proceedings of Computer-Human Interaction in Play - CHI PLAY'19*.
- C1 **Jie Cai**, Ankit Mittal, Dhanush Sureshababu, and Donghee Y. Wohn. (2018). Utilitarian and Hedonic Motivations for Live Streaming Shopping. In *Proceedings of the 2018 ACM International Conference on Interactive Experiences for TV and Online Video - TVX'18*.

简短论文 & 墙报论文

- S9 (CCF-A) Na Li, Chuhao Wu, Hongyang Zhou, Huiran Yi, **Jie Cai***, and John Carroll. 2025. Challenges of Providing Social Support on a WomenCentric Platform: Insights from REDnote. In *Companion of the 2025 ACM Conference on Computer Supported Cooperative Work and Social Computing - CSCW Companion'25*
- S8 (CCF-A) Kai Qin, Kexin Du, Yimeng Chen, Yueyan Liu, **Jie Cai***, Zhiqiang Nie, Nan Gao, Guohui Wei, Shengzhu Wang, and Chun Yu. (2025). Customer Service Representative's Perception of the AI Assistant in an Organization's Call Center. In *Companion of the 2025 ACM Conference on Computer Supported Cooperative Work and Social Computing - CSCW Companion'25*
- S7 (CCF-A) He Zhang, Siyu Zha, **Jie Cai***, Donghee Yvette Wohn, and John M. Carroll. (2025). Generative AI in Virtual Reality Communities: A Preliminary Analysis of the VRChat Discord Community. In *Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems - CHI EA'25*.
- S6 (CCF-A) **Jie Cai**, Aashka Patel, Azadeh Naderi, and Donghee Yvette Wohn. (2024). Content Moderation Justice and Fairness on Social Media: Comparisons Across Different Contexts and Platforms. In *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems - CHI EA'24*.
- S5 (CCF-A) Yao Lyu, He Zhang, Shuo Niu, **Jie Cai**. (2024). A Preliminary Exploration of YouTubers' Use of Generative-AI in Content Creation. In *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems - CHI EA'24*.
- S4 (CCF-A) Na Li, **Jie Cai**, and Donghee Yvette Wohn. (2023). Ignoring As a Moderation Strategy for Volunteer Moderators on Twitch. In *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems - CHI EA'23*.

S₃ (CCF-B) **Jie Cai**, Ruiqi Shen, Starr Roxanne Hiltz. (2021). Understanding Choice of Social Music Systems in China: A Study of NetEase Cloud Music. In *Adjunct Proceedings of the ACM International Conference on Mobile Human-Computer Interaction - MobileHCI WiP'21*.

S₂ **Jie Cai**, Cameron Guanlao, and Donghee Y. Wohn. (2021). Understanding Rules in Live Streaming Micro Communities on Twitch. In *WiP Proceedings of the 2021 ACM International Conference on Interactive Media Experiences - IMX WiP'21*.

S₁ (CCF-A) **Jie Cai** and Donghee Y. Wohn. (2019). What are Effective Strategies of Handling Harassment on Twitch? Users' Perspectives. In *Companion of the 2019 ACM Conference on Computer Supported Cooperative Work and Social Computing - CSCW Companion'19*.

组织会议工作坊

W₂ (CCF-A) Yiqing Hua, Shuo Niu, **Jie Cai**, Lydia B Chilton, Hendrik Heuer, Donghee Yvette Wohn. (2024). Generative AI in User-Generated Content. *Extended Abstracts of the ACM CHI Conference on Human Factors in Computing Systems - CHI EA'24*.

W₁ (CCF-A) Shuo Niu, Zhicong Lu, Amy Zhang, **Jie Cai**, Carla F. Griggio, and Hendrik Heuer. (2023). Building Credibility, Trust, and Safety on Video-Sharing Platforms. *Extended Abstracts of the ACM CHI Conference on Human Factors in Computing Systems - CHI EA'23*.

演讲展示 & 参加工作坊

P₄ Rae Jereza, **Jie Cai**, and Aashka Patel. (2022). Distress and Disempowerment: How Organizational Factors Limit Commercial Content Moderators' Agency. *Extended Abstract presented at the 12th International Conference on Social Media & Society - #SM-Society'22*.

P₃ (CCF-A) **Jie Cai** and Donghee Y. Wohn. (2019). Ignoring As a Strategy: Why Moderators Use It And How It Influences Viewers' Behaviors. *Workshop paper presented at the 2019 ACM Conference on Computer Supported Cooperative Work and Social Computing - CSCW Workshop'19*.

P₂ **Jie Cai** and Donghee Y. Wohn. (2019). Live Streaming Shopping. *Presentation at NJIT Dana Knox Showcase*.

P₁ **Jie Cai**, Danlin Liang, Zhibin Cen, Boonghee Yoo. (2016). An Exploratory Model of Consumers' Perceived Value of Business College Education. *Student Paper presented at the 45th Annual Meeting of the Western Decision Science Institute - WDSI'16*.

博士联盟研讨会

D₃ **Jie Cai**. (2021). Understanding the Voluntary Moderation Practices in Live Streaming Communities. *Presentation at the Consortium for the Science of Sociotechnical Systems - CSST'21*.

D₂ **Jie Cai**. (2021). Understanding the Voluntary Moderation Practices in Live Streaming Communities. *Presentation at the 2021 ACM International Conference on Interactive Media Experiences - IMX'21*.

D₁ **Jie Cai**. (2019). The Motivation of Live Virtual Reality Shopping and Design Principles. *Presentation at the 52nd Hawaii International Conference on System Sciences - HICSS'19*.

受邀演讲报告

2025.11 作为讨论组成员 (panelist) 受邀参加 **ICHEC 2025** 关于 “HCI in Asia” 专题讨论。

2024.5 作为讨论组成员 (panelist), 受邀参加 **Social Media Moderation Summit 2024** 专题讨论小组。

2023.11 受 **Twitch** 邀请, 给该平台安全团队进行了一次关于直播间网络暴力和内容审查的演讲。

工作经验

2016.9-2017.8 **招商助理, 唯品国际 (唯品会), 纽约**

- 进行销售报告分析、市场趋势和品牌研究, 为业务发展经理识别流行品牌。
- 在官网上完成品牌介绍, 涵盖来自 Costco 和 BJ's Wholesale 的食品、家居、美妆和孕妇用品类别。

2016.1-2016.5 **实习助理数据分析师, Tal Depot.com, 纽约**

- 使用 Excel（数据透视表和数据分析）获取 Aftership 平台的数据，并撰写市场报告以分析月度物流表现。
- 通过 Signify 平台研究在线欺诈交易，并追踪可疑的信用交易。
- 为所有产品搜索 UPC，为 eBay 匹配产品信息，并使用 Magento 平台在网站上发布和管理产品。

教学 & 研究经验

2025 秋	讲师（清华大学） <ul style="list-style-type: none">• 开设新雅小课“人机交互设计用户调研法”并在新雅学院针对本科生授课。
2024.10 至今	水木学者博士后研究员（清华大学） <ul style="list-style-type: none">• 与喻纯老师协调科研项目并指导博士生、研究生和本科生，主要负责 AI+ 教育方向。• 撰写项目基金申请书。
2022-2024.6	实验室/研究主任（宾州州立大学） <ul style="list-style-type: none">• 与 John M. Carroll 教授共同领导宾夕法尼亚州立大学的合作与创新实验室。• 协调科研项目并指导博士生、研究生和本科生。• 撰写项目基金申请书。
2023, 2024 春	讲师（宾州州立大学） <ul style="list-style-type: none">• 在宾夕法尼亚州立大学教授 HCDD 364W: 研究用户的方法。
2019, 2021 秋	讲师（新泽西理工学院） <ul style="list-style-type: none">• 在新泽西理工学院独立开发课程材料并教授 25-30 名学生的 HCI 课程：IS448: 产品可用性与用户体验测量。• 根据学生反馈更新课程大纲，并重新设计课程，要求学生阅读和展示 HCI 领域的最新研究论文（例如 CHI、CSCW、CMC）。
2020-2021	研究助理（新泽西理工学院） <ul style="list-style-type: none">• 在 PI Donghee Y. Wohn 教授的领导下，参与 NSF 资助的项目：社交媒体内容审查的协作研究。• 与内容审查员一起开展探索性研究，采用观察和访谈方法。• 与 NJIT 数据可视化团队合作探索内容审查的可视化干预措施。• 与 UCLA 和 UMSI 学者合作，组织针对顶级 HCI 会议如 ACM SIGCHI 的研讨会。
2017-2022	助教（新泽西理工） <ul style="list-style-type: none">• 与 Julie Ancis 教授合作: 负责合作课程开发和为管理课程评分：HRM 601-组织行为。• 与 Donghee Y. Wohn 教授合作: 组织课堂讨论，并为两门 HCI 课程评分：IS448-可用性与测量用户体验和 IS375-发现用户需求。• 与 Arthur H. Hendela 教授合作: 评分并为两门 IS 课程提供问答支持：IS117-网站开发入门和 IS265-信息系统导论。

学生指导和辅导

清华大学

2024-至今	梅雨 , 计算机系人机交互博士生
2024-至今	王旭彤 , 计算机系人机交互博士生
2024-至今	聂志强 , 计算机系研究生
2024-至今	张艺儒 , 计算机系研究生
2025-至今	Jessica Lin , McGill University, 研究生
2025-至今	Della Ouyang , Carnegie Mellon University, Instruction Designer
2025-至今	Iris Guan , Columbia University 研究生
2025-至今	Ningning Zhang , 清华大学研究生
2025-至今	Yueyan Liu , 清华大学研究助理

宾夕法尼亚州立大学

2023-2024	Sydney Graver , 计算机科学本科生
2023-2024	Fiona Rubino , 数据科学本科生
2022-2023	Anisa Callis , 以人为中心的交互设计本科生
2023-2025	Ya-Fang, Ling , 人机交互博士生
2023-至今	Albert Zhang , 人机交互博士生
2022-2025	Na Li , 人机交互博士生
2022-至今	Jiyeon Kim , 人机交互博士生
2022-2024	Yao Lyu , 人机交互博士生
2022-2023	Hangyang Zhou , 康奈尔科技大学硕士生
2023-2024	Jirassaya Uttarapong , 新泽西理工大学研究助理

新泽西理工学院

2022	Sagnik Chowdhury , 网络心理学本科生
2020-2022	Aashka Patel , 计算机科学本科生
2020-2021	Sarah Ryu , 人机交互本科生
2019-2020	Andrew Suarez , 信息技术本科生
2019-2020	Aaron Samuel , 计算机科学本科生
2020	Abdelmalek Benaissa , 本科生
2019	Jessy Martinez , 本科生

学术兼职

会议组织委员会成员, ORGANIZING COMMITTEE

2025-26	ICHEC'26 (Chinese CHI) 论文主席 (Paper Chair)
2025-26	ACM CSCW'26 程序/出版主席 (Proceedings Chair) (CCF-A)
2024-25	ACM CSCW'25 程序/出版主席 (Proceedings Chair) (CCF-A)
2023-24	ACM CSCW'24 程序/出版主席 (Proceedings Chair) (CCF-A)
2022-23	ACM CHI'23 执行程序委员会主席助理 (Assistant of Technical Program Chairs) (CCF-A)
2021-22	ACM IMX'21 程序/出版主席 (Proceedings Chair)

会议程序委员会成员, PROGRAM COMMITTEE

2026	CHI 程序委员会副编辑 (Associate Chair) (CCF-A)
	CSCW 程序委员会副编辑 (Associate Chair) (CCF-A)
2025	CHI 程序委员会副编辑 (Associate Chair) (CCF-A)
	CSCW 程序委员会副编辑 (Associate Chair) (CCF-A)
2024	CHI 程序委员会副编辑 (Associate Chair) (CCF-A)
2023	CSCW Poster 程序委员会副编辑 (Associate Chair) (CCF-A)
	CHI PLAY 程序委员会副编辑 (Associate Chair) (CCF-C)
	CHI LBW 程序委员会副编辑 (Associate Chair) (CCF-A)
2022	CSCW Poster 程序委员会副编辑 (Associate Chair) (CCF-A)

国际期刊审稿人

2025	ACM Transactions on Intelligent Systems and Technology
	Interacting with Computers
	International Journal of Qualitative Methods

2024	Internet Policy Review
2023	New Media & Society
	Information & Management
	Computers in Human Behavior
	International Journal of Human-Computer Interaction
2022	Media Psychology
	Journal of Online Trust and Safety
2021	CSCW: Journal of Collaborative Computing and Work Practices
2020	Cyberpsychology: Journal of Psychosocial Research on Cyberspace
	Telematics and Informatics

国际会议审稿人

CHI	2019-present	21, 23, 25 杰出审稿人
CSCW	2018-present	25, 26*3 杰出审稿人
ICHEC	2025	
Ubicomp/IMWUT	2025	
ICA	2024	
CHI Late Breaking Work	2020, 2021, 2023,2025	
IUI Poster	2023	
CSCW Poster	2022	
IMX	2021	
CHI PLAY	2020, 2022, 2023	
ICWSM	2020	
PACIS	2020	
HICSS	2019, 2023, 2024	
MobileHCI	2018	

会议志愿者和学生活动

2025	ICHEC’25 分会场主席
2025	CSCW’25 分会场主席
2025	CHI’25 分会场主席
2024	CHI’24 分会场主席
2022	IUI’22 学生志愿者
2020	CSCW’20 学生志愿者
2019	CSCW’19 学生志愿者
2018-2019	NJIT 研究生协会（GSA）财务官

奖项 & 荣誉

2025	ACM CHI’25 最佳论文荣誉提名奖
2025	入选清华大学水木学者计划（300,000 RMB/年）
2024	ACM CSCW’24 最佳论文荣誉提名奖
2024	ACM CHI’24 最佳论文荣誉提名奖
2023	ACM CHI’23 最佳论文荣誉提名奖
2022	NJIT 优秀助教教学奖
2019	NJIT Lisa A. Pierce 年度学生领袖奖
2019	\$1300 - NJIT 研究生会（GSA）旅行资助奖
2018	\$800 - NJIT 研究生会（GSA）旅行资助奖

项目基金

参与的项目基金

2018-2021	NSF, CHS: <i>EAGER: Handling Online Risks and Creating Safe Spaces: Content Moderation in Live Streaming Micro Communities</i> . PI: Donghee Yvette Wohn; Amount: \$ 230,055.00
2021-2022	NSF, FW-HTF-RM: <i>Collaborative Research: Augmenting Social Media Content Moderation</i> . PI: Donghee Yvette Wohn, Co-PI: Elizabeth Petrick and Aritra Dasgupta; Amount: \$ 849,024.00

附属机构

2019-至今	ACM Professional Membership	ACM
2021-至今	ACM SIGCHI Membership	ACM
2022-至今	Social Interaction Lab	NJIT
2022-至今	Center for Socially Responsible Artificial Intelligence	Penn State