

# Yenchin Lai

*Digital Media Lab, University of Bremen*  
*E-mail: ylai@uni-bremen.de*

## RESEARCH INTERESTS

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My research during master's program is focused on human behavior, cognition, and emotion in the field of human-computer interaction. In my master's thesis, I create a face interaction system based on empirical studies. Currently, I am focusing on affective computing, positive computing and wearable interaction in my PhD research.

## EDUCATION

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### PhD Candidate in Informatics

*Digital Media Lab, University of Bremen, Germany*  
Affective Computing and Experience Design

2019-present

### Master's Degree in Media Design

*Graduate School of Media Design, Keio University of Japan*  
User-Defined Face Gesture Interactions Using Webcams

2016-2018

### Language Interpretation

*Japan College of Foreign Languages, Tokyo, Japan*

2015-2016

### Bachelor's Degree in Education

*Department of Human Development and Family Studies,*  
*National Taiwan Normal University*  
With extra-curricular credits at B.F.A Degree Program in Performing Arts

2010-2014

## ACADEMIC EXPERIENCE

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### Researcher

*Digital Media Lab, University of Bremen, Germany*  
Graduate School "Empowering Digital Media" funded by Klaus Tschira Foundation

2019-present

### Research Assistant

*Graduate School of Media Design, Keio University of Japan*  
Research Assistant in Geist project

2018

<b>Teaching Assistant</b>	2017-2018
<i>Graduate School of Media Design, Keio University of Japan</i>	
Workshop Assistant in KMD Crash Course and Studio Assistant of Network Studio	
<b>Research Program Participant</b>	2016-2017
<i>Osaka Prefecture University of Japan</i>	
JST CREST, Research Topic: "Behavior change and harmonious collaboration by experiential supplements"	
<b>Student Innovation Contest</b>	2016
<i>ACM UIST 2016 Student Innovation Contest</i>	
"Most Creative Interface honorable mention" with our work "Facecook"	
<b>Exchange Program</b>	2014
<i>Osaka Prefecture University of Japan</i>	
An one-semester program studying in Humanities and Social Sciences and participation in seminars on the topic of Human Sexuality and Gender	
<b>Practicum</b>	2013
<i>Public Zhong Xin Daycare Center, New Taipei City, Taiwan</i>	
Course credits for Practicum in Early Childhood Education	
<b>Cognitive Neuroscience Workshop</b>	2013
<i>The Tenth Annual Summer Institute of Cognitive Neuroscience, Taiwan</i>	
The Interdisciplinary Researcher Cultivation Workshop of Cognitive Neuroscience	

## INDUSTRIAL EXPERIENCE

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<b>Freelance Translator and Interpreter</b>	2012-2018
<i>Japanese-Chinese-English Language Translation and Interpretation</i>	
Working mostly with companies and agencies related to music, entertainment, cultures, and design	
<b>Student Volunteer</b>	2017
<i>Unite 2017 Tokyo</i>	
Student volunteer for Unite 2017 Tokyo held by Unity Technologies	
<b>Hackathon</b>	2016-2017
<i>Live Music Hackasong</i>	
A 3-month hackathon focusing on the idea of combining live performance and technology to create brand new live experiences held by Billboard Japan and Contents Innovation Program.	
<b>Game Music Design</b>	2010-2011
<i>"Crazy Festival" and "hielo store"</i>	
Music and sound design for Taiwanese phone games	

## PUBLICATIONS

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**Yenchin Lai**, Benjamin Tag, Kai Kunze, Rainer Malaka. 2020. *Understanding Face Gestures with a User-Centered Approach Using Personal Computer Applications as an Example*. In AHs '20: Augmented Humans International Conference (AHs '20). ACM, Kaiserslautern, Germany.

**Lai Yen-Chin**, YuanLing Feng, Kai Kunze, Junich Shimizu, and Takuro Nakao. *Eyewear to Make Me Smile: Can Electric Muscle Stimulation increase Happiness?* In Proceedings of the Eleventh International Conference on Tangible, Embedded, and Embodied Interaction (TEI'17). ACM, Yokohama, Japan.

George Chernyshov, Jiajun Chen, **Yenchin Lai**, Vontin Noriyasu, and Kai Kunze. *Ambient Rhythm: Melodic Sonification of Status Information for IoT-enabled Devices*. In Proceedings of the 6th International Conference on the Internet of Things (IoT'16). ACM, Stuttgart, Germany.

## TECHNICAL SKILLS

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Python, C#, HTML, Arduino, L<sup>A</sup>T<sub>E</sub>X

## LANGUAGE SKILLS

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<i>Chinese</i>	Native
<i>English</i>	Fluent, TOEIC: 815
<i>Japanese</i>	Fluent, JLPT: N1, BJT: J1+
<i>German</i>	Studied
<i>French</i>	Studied