

Yenchin Lai

Digital Media Lab, University of Bremen
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RESEARCH INTERESTS

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. I am currently focusing on affective computing, positive computing and wearable interaction.

EDUCATION

PhD Candidate in Computer Science

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

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

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| Teaching Assistant <i>Graduate School of Media Design, Keio University of Japan</i> Workshop Assistant in KMD Crash Course and Studio Assistant of Network Studio | 2017-2018 |
| Research Program Participant <i>Osaka Prefecture University of Japan</i> JST CREST, Research Topic: "Behavior change and harmonious collaboration by experiential supplements" | 2016-2017 |
| Student Innovation Contest <i>ACM UIST 2016 Student Innovation Contest</i> "Most Creative Interface honorable mention" with our work "Facecook" | 2016 |
| Exchange Program <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 | 2014 |
| Practicum <i>Public Zhong Xin Daycare Center, New Taipei City, Taiwan</i> Course credits for Practicum in Early Childhood Education | 2013 |

INDUSTRIAL EXPERIENCE

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| Freelance Translator and Interpreter <i>Japanese-Chinese-English Language Translation and Interpretation</i> Working mostly with companies and agencies related to music, entertainment, cultures, and design | 2012-2018 |
| Student Volunteer <i>Unite 2017 Tokyo</i> Student volunteer for Unite 2017 Tokyo held by Unity Technologies | 2017 |
| Hackathon <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. | 2016-2017 |
| Game Music Design <i>"Crazy Festival" and "hielo store"</i> Music and sound design for Taiwanese phone games | 2010-2011 |

PUBLICATIONS

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

Python, C#, HTML, Arduino, L^AT_EX

LANGUAGE SKILLS

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| <i>Chinese</i> | Native Speaker |
| <i>English</i> | Fluent, TOEIC: 815 |
| <i>Japanese</i> | Fluent, JLPT: N1, BJT: J1+ |