

# Yenchin Lai

Digital Media Lab, University of Bremen  
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## 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. I am currently interested in affective computing and user experience. With my experience during undergraduate program, I am also interested in the related topics on interaction design for children and interactive systems for performance and art.

## EDUCATION

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### 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

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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

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|---|-----------|
| <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   |           |

## 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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**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, HTML, CSS, Arduino

## 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+ |