

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 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

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

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

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, HTML, Arduino, \LaTeX

LANGUAGE SKILLS

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