

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. Currently, I am focusing on affective computing, positive computing, haptics and wearable interaction in my PhD research.

FORMAL EDUCATION

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

FURTHER EDUCATION

Positive Psychiatry and Mental Health

Coursera, University of Sydney
Five-week online course of mental health and well-being.

2020

Cognitive Neuroscience Workshop

The Tenth Annual Summer Institute of Cognitive Neuroscience, Taiwan
The Interdisciplinary Researcher Cultivation Workshop of Cognitive Neuroscience

2013

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

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

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

LANGUAGE SKILLS

<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