

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 and wearable interaction in my PhD research.

EDUCATION

PhD Candidate in Computer Science <i>Digital Media Lab, University of Bremen, Germany</i> Affective Computing and Experience Design	2019-present
Master's Degree in Media Design <i>Graduate School of Media Design, Keio University of Japan</i> User-Defined Face Gesture Interactions Using Webcams	2016-2018
Language Interpretation <i>Japan College of Foreign Languages, Tokyo, Japan</i>	2015-2016
Bachelor's Degree in Education <i>Department of Human Development and Family Studies, National Taiwan Normal University</i> With extra-curricular credits at B.F.A Degree Program in Performing Arts	2010-2014

ACADEMIC EXPERIENCE

Researcher <i>Digital Media Lab, University of Bremen, Germany</i> Graduate School "Empowering Digital Media" funded by Klaus Tschira Foundation	2019-present
Research Assistant <i>Graduate School of Media Design, Keio University of Japan</i> 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 Speaker
<i>English</i>	Fluent, TOEIC: 815
<i>Japanese</i>	Fluent, JLPT: N1, BJT: J1+