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Zhicong Lu

Research Interests

Social computing, human-computer interaction, computational social science, computer-supported cooperative work, live streaming, intangible cultural heritage

Education

2017-2020   **University of Toronto**, Toronto, Canada
Doctor of Philosophy, Computer Science
Thesis: *Live Streaming in Non-Western and Non-Gaming Contexts*
Committee: Daniel Wigdor (advisor), Tovi Grossman, Joseph Jay Williams, Ashton Anderson

2015-2017   **University of Toronto**, Toronto, Canada
Master of Science, Computer Science
Thesis: *Supporting Prewriting via Intelligent Visual Diagramming*
Advisor: Daniel Wigdor

2012-2015   **Tsinghua University**, Beijing, China
Master of Arts, Interdisciplinary Studies of Information and Art Design
Thesis: *IoT-Based Food Management System for Families to Reduce Food Waste*
Co-advisors: Ying-Qing Xu and Yuanchun Shi

2008-2012   **Tsinghua University**, Beijing, China
Bachelor of Engineering, Electronic Information Science and Technology
Thesis: *Energy Harvesting Device for Structural Health Monitoring System*
Bachelor of Arts, Design (double degree)
Thesis: *Designing a Tangible AR Game for Enhancing Collaborations between Players*

Awards & Honors

2019   Best Paper Award, ACM CHI 2019
2015-2017   Wolfond Scholarship in Wireless Information Technology, University of Toronto
2014   Meilin Han Scholarship, Academy of Arts and Design (for distinguished students in arts & design)
2013   Ding Zhang Scholarship, Academy of Arts and Design (Top 5% in class)
2008-2012   Scholarship for Freshmen,Tsinghua University, Top 10 in Collage Entrance Exam in Ningxia Province
2008   Admission Priority Nomination to Tsinghua University (one of the 6 students selected out of 70,000 high school students in Ningxia Province)

Publications

2020   **Zhicong Lu**, Yue Jiang, Cheng Lu, Mor Naaman, and Daniel Wigdor. 2020. The Government's Dividend: Complex Perceptions of Social Media Misinformation in China. To appear in Proceedings of the *2020 CHI Conference on Human Factors in Computing Systems* (**CHI '20**)

Zhicong Lu, Peng Tan, Xiaojuan Ma, Yi Ji. 2020. The Crafts+Fabrication Workshop: Engaging Students with Intangible Cultural Heritage-Oriented Creative Design (under review)

Zhicong Lu, Rubaiat Habib, Li-Yi Wei, Mira Dontcheva, and Karrie Karahalios. 2020. StreamSketch: Exploring Multi-Modal Interactions in Creative Live Streams (working paper)

Zhicong Lu. Live Streaming in China for Sharing Knowledge and Promoting Intangible Cultural Heritage. 2020. *Interactions* 27.1

2019   **Zhicong Lu**, Michelle Annett, Mingming Fan, Daniel Wigdor. 2019. "I feel it is my responsibility to stream": Streaming and Engaging with Intangible Cultural Heritage through Livestreaming. In Proceedings of the 2019 *CHI Conference on Human Factors in Computing Systems* (**CHI '19**). 🏆 **Best Paper Award**

Zhicong Lu, Michelle Annett, and Daniel Wigdor. 2019. Vicariously Experiencing it all without Going Outside: A Study of Outdoor Livestreaming in China. In *Proceedings of the ACM on Human-Computer Interaction*, Vol. 3, CSCW, Article 25 (November 2019). ACM, New York, NY. 28 pages (**CSCW '19**).

Xing Lu and **Zhicong Lu** (equal contribution). 2019. Fifteen Seconds of Fame: A Qualitative Study of Douyin, A Short Video Sharing Mobile Application in China. In: Meiselwitz G. (eds) Social Computing and Social Media. Design, Human Behavior and Analytics. *HCII 2019*. Lecture Notes in Computer Science, vol 11578. Springer, Cham

2018   **Zhicong Lu**, Seongkook Heo, and Daniel Wigdor. 2018. StreamWiki: Enabling Viewers of Knowledge Sharing Live Streams to Collaboratively Generate Archival Documentation for Effective In-Stream and Post Hoc Learning. In *Proceedings of the ACM on Human-Computer Interaction*, Vol. 2, CSCW, Article 112 (November 2018). ACM, New York, NY. 26 pages (**CSCW '18**).

Zhicong Lu, Mingming Fan, Yun Wang, Jian Zhao, Michelle Annett, and Daniel Wigdor. 2018. InkPlanner: Supporting Prewriting via Intelligent Visual Diagramming. In IEEE **VAST '18** and *Transactions on Visualization and Computer Graphics* (**TVCG**).

Zhicong Lu, Haijun Xia, Seongkook Heo, and Daniel Wigdor. 2018. You Watch, You Give, and You Engage: A Study of Live Streaming Practices in China. In Proceedings of the *2018 CHI Conference on Human Factors in Computing Systems* (**CHI '18**).

2017   Jinglan Lin, **Zhicong Lu**. The Rise and Proliferation of Live-Streaming in China: Insights and Lessons. In: Stephanidis C. (eds) HCI International 2017 – Posters' Extended Abstracts. *HCII 2017*. Communications in Computer and Information Science, vol 714. Springer, Cham

Mingming Fan, Anuruddha Hettiarachchi, **Zhicong Lu**, Seyong Ha, Priyank Gupta. Comparing Mid-air Finger Motion with Touch for Small Target Acquisition on Wearable Devices. *ACM CHI Conference Extended Abstracts on Human Factors in Computing Systems* (**CHI EA '17**).

2014   Francois Grey, En-Te Hwu, **Zhicong Lu**, et al. "LEGO2NANO: Designing interactive science for children in China" *IDC 2014 Extended Abstract* (Demo Paper), Aarhus, Denmark, 2014.

Danqing Shi, Ke Fang, **Zhicong Lu**, Mengxing Ao, Chang Liu, Ying-Qing Xu. "Smart Flash: A Prototype of an Active Style Camera" Issue 10, *Journal of Decoration*, Beijing, 2014.

Professional Experience

Summer 2019   Research Intern, **Adobe Research**, Adobe Inc., Seattle, USA
Advisors: Rubaiat Habib, Li-Yi Wei, and Mira Dontcheva, Adobe Research
Project: Exploring multi-modal interactions within creative live streams

Winter 2018   Research Intern, **Social Technologies Lab**, Cornell Tech, New York City, USA
Advisor: Prof. Mor Naaman, Cornell Tech
Project: Understanding misinformation in the complex social media environment in China

Summer 2014   Interaction Design Intern, **HITLab AU**, Univ. of Tasmania, Tasmania, Australia
Advisor: Prof. Henry Duh, University of Tasmania
Project: Designing information architecture and user interfaces of the situational awareness system, based on data of their sensor networks and findings from workshop with 20 farm managers

Teaching

2016-2019   **Teaching Assistant**, CSC318: **Designing Interactive Digital Media**, University of Toronto
Graduate TA for a project-based introductory HCI course on user interface design, with over 120 students enrolled. Led tutorials every week to guide students through their design process.

2017   **Teaching Assistant**, CSC384: **Introduction to Artificial Intelligence**, University of Toronto
Graduate TA for an introductory course on AI and probability, with over 200 students enrolled. Compiled digital quizzes for students and hosted office hours to answer their questions.

2016 & 2017   **Teaching Assistant**, CSC309: **Programming on the Web**, University of Toronto
Graduate TA for a course about technologies for developing web applications. Led tutorials every week to teach students the use of web developing tools, and provide feedback on their projects.

2016   **Teaching Assistant**, CSC258: **Computer Organization**, University of Toronto
Graduate TA for an undergrad course about the architecture of a computer hardware, circuits, and assembly language. Led lab tutorials every week to guide students through experiments.

Mentoring

2019   Elise Chenxinran Shen, Undergraduate, University of Toronto
2019   Peng Tan, Master of Arts, Guangdong University of Technology
2018   Jinlu Wu, Undergraduate, Zhongnan University of Economics and Law

Invited Talks

2019   Department of Information Management, **Peking University**, Beijing, China
2018   School of Information, **University of Toronto**, Toronto, Canada
Life-Long Learning Lab, **Tsinghua University**, Beijing, China
Department of Computer Science, **Ningxia Univeristy**, Yinchuan, China

Service

Conference Reviewer & Organizing Committee
2020   ACM CHI 2020 Associate Chair for Late-Breaking Work
Reviewer for papers: CHI 2020, CSCW 2020

2019	ACM CHI 2019 Associate Chair for Late-Breaking Work
	Reviewer for papers: CHI 2019, CSCW 2019, UIST 2019, CHI PLAY 2019, MobileHCI 2019, TVX 2019, IDC 2019, TEI 2019, C&C 2019, Pacific Asia Conf. on Information Systems (PACIS 2019)
2018	CHI 2018 reviewer for papers and Student Design Competition
	CSCW 2018, CHI PLAY 2018, reviewer for papers and posters
	IDC 2018, MobileHCI 2018, reviewer for Late-Breaking Work/Posters
2017	CHI 2017 reviewer for Late-Breaking Work
	Chinese CHI 2017 Technical Liaison
2016	CHI 2016 reviewer for Art Exhibition
	DIS 2016 reviewer for papers and notes
2015	Chinese CHI 2015, editor of Chinese CHI Newsletters

Journal Reviewer

2019	International Journal of Human-Computer Interaction (IJHCI)
	Interacting with Computers
	Chinese Journal of Communication
	Cyberpsychology: Journal of Psychosocial Research on Cyberspace

Recognitions for Outstanding Reviews

CHI 2018, CSCW 2019, CSCW 2020, CHI 2020

Session Chair

CHI 2019, CSCW 2019

OUTREACH & EXTRACURRICULARS

2019–	Co-founder and Chief Scientist, **Dataraction**, International
	Designed and deployed a live streaming and social media platform for sharing knowledge among online communities. Raising fund for further development and marketing of the platform.
2013	Core Member, **PiMi** Personal PM2.5 Monitor and Mobile App, Beijing, China
	Designed the interaction flow of the application through interviews and storyboard. Built an on-line community for users to log personal air quality data. Covered by China Education TV.
2011	Core Member, "**Falling in Love with Library**" Tsinghua Library Project, Beijing, China
	Made a web-based bookshelf-matching game to raise brand awareness for the library; first library game in China. Awarded *1st place of 10th IFLA International Marketing Award* in 2012

SKILLS

Languages	Manderin, English
Programming	C/ C++/Java/JavaScript/Python/Html5/Matlab/Objective-C/PHP/OpenCV/Processing
Hardware	Arduino/Raspberry Pi/FPGA/Verilog/DSP
Methods	Usability testing, qualitative user study, quantitative user study, crowdsourcing, statistics