

Zhicong Lu

Research Interests

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

Education

- Jan. 2017 - Present **University of Toronto**, Toronto, Canada
 Ph.D. in Computer Science
 – Advisor: Prof. Daniel Wigdor
 – Thesis: *Live Streaming in Non-Western and Non-Entertainment Contexts*
 – Coursework: Human-Computer Interaction(CSC2514H), Introduction to Machine Learning (CSC2515H), Object Modelling and Recognition, Visual Recognition with text (CSC2523H), Systems Thinking for Global Problems(CSC2720H), Topics in Interactive Computing Information Visualization (CSC2524H), Topics in Machine Learning Inference and Generative Models (CSC2541H), HCI: Topics in Ubiquitous Computing, Assistive Technology (CSC2526H), Topics in Multidisciplinary HCI (CSC2558H)
- Sept. 2015 –Jan. 2017 **University of Toronto**, Toronto, Canada
 Master of Science in Computer Science
 – Advisor: Prof. Daniel Wigdor
 – Thesis: *Supporting Prewriting via Intelligent Visual Diagramming*
- Sept. 2012 –July 2015 **Tsinghua University**, Beijing, China
 Master of Arts in Interdisciplinary Studies of Information and Art Design
 – Co-advisors: Prof. Ying-Qing Xu and Prof. Yuanchun Shi
 – Thesis: *IoT-Based Food Management System for Families to Reduce Food Waste*
- Sept. 2008 –July 2012 **Tsinghua University**, Beijing, China
 Bachelor of Engineering in Electronic Information Science and Technology
 – Advisor: Prof. Rong Luo
 – Thesis: *Energy Harvesting Device for Structural Health Monitoring System*
- Sept. 2010 –July 2013 Bachelor of Arts in Design
 – Thesis: *Designing a Tangible AR Game for Enhancing Collaborations between Players*

Publications

- 2019 **Zhicong Lu**, Michelle Annett, Mingming Fan, and 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. HCI 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 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 J. Lin, **Z. Lu** (2017) The Rise and Proliferation of Live-Streaming in China: Insights and Lessons. In: Stephanidis C. (eds) HCI International 2017 – Posters' Extended Abstracts. HCI 2017. Communications in Computer and Information Science, vol 714. Springer, Cham
- Mingming Fan, Anuruddha Hettiarachchi, **Zhicong Lu**, Seyong Ha, and Priyank Gupta. 2017. Comparing Mid-air Finger Motion with Touch for Small Target Acquisition on Wearable Devices. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (**CHI EA '17**).
- 2014 F. Grey, E. Hwu, **Z. Lu**, et al. "LEGO2NANO: Designing interactive science for children in China" **IDC 2014 Extended Abstract** (Demo Paper), Aarhus, Denmark, 2014.

Awards

- 2019 **CHI 2019 Best Paper Award**, *ACM SIGCHI*
- 2015 **Wolfond Scholarship**, *University of Toronto*
- 2014 **Meilin Han Scholarship**, *Academy of Arts and Design (for distinguished students in arts and design)*
- 2013 **Ding Zhang Scholarship**, *Academy of Arts and Design (Top 5% in class)*
- 2008 **Scholarship for Freshmen**, *Tsinghua University, Top 10 in Collage Entrance Exam in Ningxia Province*

Projects & Experience

- May 2019 – Aug. 2019 **Research Internship at Adobe Research**, *Adobe Inc., USA*
 Advisor: Rubaiat Habib, Li-Yi Wei, and Mira Dontcheva, Adobe Research
 – Exploring multi-modal interactions within creative live streams
- Feb. 2018 – May 2018 **Research Internship in Social Technologies Lab, Cornell Tech**, *Cornell Tech, New York City, USA*
 Advisor: Prof. Mor Naaman, Cornell Tech
 – Conducting research on trust and misinformation in the complex social media environment in China
- Dec. 2013 – April 2014 **Interaction Design Internship in HITLab AU**, *Univ. of Tasmania, Tasmania, Australia*
 Advisor: Prof. Henry Duh, University of Tasmania
 – Collaborated with designers in the company of Sense-T and designed information architecture of the situational awareness system, based on data of their sensor networks and findings from workshop with 20 farm managers

Skills & Interests

Languages	Chinese/English
Programming	C/ C++/Java/Matlab/JavaScript/Processing/Action Script 3.0/Python/Html5/Objective-C/PHP/OpenCV
Hardware	Arduino/Raspberry Pi/FPGA/Verilog/DSP
Software	Matlab/MySQL/Qt/Flash/Arduino/Processing/Altium Designer/Eagle/Photoshop/Illustrator/Maya/SketchUp

Service

- 2019 **CHI 2019** Reviewer for Papers and Associate Chair for Late-Breaking Work
CSCW 2019 Reviewer for Papers (Received a '**Special Recognition**')
UIST 2019, TEI 2019, C&C 2019, TVX 2019, CHI PLAY 2019, IDC 2019, MobileHCI 2019 Reviewer
- 2018 **CHI 2018** Reviewer for Papers (Received a '**Special Recognition**') and Student Design Competition
CSCW 2018, CHI PLAY 2018 Reviewer for Papers and Posters
IDC 2018, MobileHCI 2018 Reviewer for Late-Breaking Work/Posters