Eunice Sari

"HCI is an emerging field in many parts of Asia Pacific region. It will take a while to build awareness of the people about the importance of this field and build the HCI discipline itself. When people start to grasp the meaning of HCI, it will also take time to get this matured due readiness of the environment. The uniqueness and diversities of the Asia Pacific regions has influenced significantly the way HCI has grown. Direct application of the HCI principles taught in the Western countries will not always be the best solution to promote HCI in Asia Pacific. Good understanding and great empathy of our usersand all aspects around it significantly help how HCI grows its own identity in this region. The growth of HCI in this region is significantly influenced by the power of the local communities."

Eunice Sari is an Educator and User Experience Designer with 15+ years of experience working in both academia and industries in Europe and Asia Pacific. Eunice is the co-founder of the first HCI/UX consulting company in Indonesia and dedicated the early years to introduce the market about the fields. She pioneered a number of forward-thinking and innovative projects, such as mobile learning, the Internet of Things (IoT), service design and online learning community in order to effect changes in life and improve the bottom line of business in various vertical industries. She initiated the first kick-off HCI and UX meeting in Indonesia supported by ACM SIGCHI in April 2014, which led to the formation of the Indonesia ACM SIGCHI Chapter. As the first Chair of Indonesia ACM SIGCHI Chapter, she facilitates the collaboration between academia and industry in the field of education and Human-Computer the field of education and Human-Computer Interaction (HCI). She has organised HCI and UX meetings across many cities in Indonesia to start off this community of practice for both academics and practitioners including a yearly CHIuXiD conference, the annual international conference in HCI and UX in Indonesia. Besides, she is also the Western Australia State Representative for the Computer-Human Interaction Special Interest Group (CHISIG) of Human Factors and Ergonomics Society of Australia (HFESA).

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Paper presented at the HCII 2005, Las Vegas, Nevada, USA.

KEYWORDS
UX, HCI, Educational Technology, Online Education (mLearning, eLearning, Blended Learning), Learning Experience Design (LXD), Participatory Design, Online Community

Jun Rekimoto

“The importance of HCI is still increasing because it can fulfill human satisfaction and happiness with technologies. I am very proud of being a part of it.”

Jun Rekimoto received his B.A.Sc., M.Sc., and Ph.D. in Information Science from Tokyo Institute of Technology in 1984, 1986, and 1996, respectively. Since 1994 he has worked for Sony Computer Science Laboratories (Sony CSL). In 1999 he formed and directed the Interaction Laboratory within Sony CSL. Since 2007 he has been a professor in the Interfaculty Initiative in Information Studies at The University of Tokyo. Since 2011 he also has been Deputy Director of Sony CSL.

Rekimoto’s research interests include human-computer interaction, computer augmented environments and computer augmented human (human-computer integration). He invented various innovative interactive systems and sensing technologies, including NaviCam (a hand-held AR system), Pick-and-Drop (a direct-manipulation technique for inter-appliance computing), CyberCode (the world’s first marker-based AR system), Augmented Surfaces, HoloWall, and SmartSkin (two earliest representations of multi-touch systems). He has published more than a hundreds articles in the area of human-computer interactions, including ACM SIGCHI, and UIST. He received the Multi-Media Grand Prix Technology Award from the Multi-Media Contents Association Japan in 1998, iF Interaction Design Award in 2000, the Japan Inter-Design Award in 2003, iF Communication Design Award in 2005, Good Design Best 100 Award in 2012, Japan Society for Software Science and Technology Fundamental Research Award in 2012, and ACM UIST Lasting Impact Award in 2013. In 2007, He also elected to ACM SIGCHI Academy.

KEYWORDS

Human-Augmentation, Augmented Reality

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Takeo Igarashi

"Man is but a reed, the most feeble thing in nature but he is a creative reed. Creativity is one of the most essential nature of mankind, and computing can further enhance creative activities."

Dr. Igarashi received a Ph.D from the Department of Information Engineering at The University of Tokyo in 2000. He joined the Department of Computer Science as an Assistant Professor in 2002. His research interest is in user interfaces and interactive computer graphics. He is known for the development of a sketch-based 3D modeling system and a shape deformation technique for 2D animation.

KEYWORDS

User Interfaces, Computer Graphics, Modeling Interfaces, Fabrication, Human Robot Interaction

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Yoshifumi Kitamura

"Many accidents and disasters continuously occur everywhere in the world, almost every week or every day, and thousands of people, full of dreams and hopes, suddenly lose their lives. We have some prestigious conferences in Asia in our research field this year. With our intelligence, I hope these events lead to the future happiness and well-being of people throughout the world."

Yoshifumi Kitamura received the B.Sc., M.Sc. and PhD. degrees in Engineering from Osaka University in 1985, 1987 and 1996, respectively. From 1987 to 1992, he was at Canon Inc., where he was involved in research on artificial intelligence, image processing, computer vision, and 3D data processing. From 1992 to 1996, he was a researcher at ATR Communication Systems Research Laboratories, where he worked on sophisticated user interface in virtual environments. From 1997 to 2010, he was an Associate Professor at Graduate School of Engineering and Graduate School of Information Science and Technology, Osaka University. From April 2010, he is currently a Professor at Research Institute of Electrical Communication, Tohoku University. His current research interests include interactive content design, human computer interactions, 3D user interfaces, and so on. He served some conferences as Program Chair (ACM VRST 2003, ACE 2009 and 2010, and ITS 2011), as Conference/Symposium Chair (ACM VRST 2006 and 2009, IEEE 3DUI 2007, JVRC (ICAT-EGVE) 2009 and 2013), and as SIGGRAPH Asia Emerging Technologies Director in 2013 and 2014. This year he will work as ACM SIGGRAPH Asia 2015 Conference Chair.

KEYWORDS

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Fukumoto Masaaki

“More devices, more gadgets.”

He received a Ph.D. Degree from the University of Electro-Communications in 2000. He was with the NTT Human Interface Laboratories from 1990 to 1998, and the NTT DoCoMo Research Laboratories from 1998 to 2013.

He is currently a Lead Researcher at the Microsoft Research. His research interests include portable and wearable interface devices, and also interaction mechanisms that utilize characteristics or information of our living-body.

KEYWORDS

Fulltime-Wear Interfaces, Interface Devices, Wearable Computing, Mobile Computing

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Proc. of ACM CHI2015 (2015)

Cruiser Interactive

“The Cruiser platform enables seamless collaboration across touch and gesture-based hardware.”

In 2005, the Computer Human Adaptive Interaction Group (CHAI) at the University of Sydney, Australia, began working towards a hardware-independent software platform for surface computing. The research team, headed by Professor Judy Kay, was Chris Ackad, Trent Apted, Andrew Clayphan, Anthony Collins, Roberto Martinez-Maldonado and Martin Tomitsch.

The interface goal was to create new support for collaborative work and learning. The infrastructure goal was to create a platform that is hardware and system independent. The result is the award-winning Cruiser connected surfaces platform, which facilitates multi-user collaboration between networked smart devices and smart surfaces anywhere in the world. Cruiser Interactive is the spin-off company. It has created custom systems and applications for diverse organisations. These range from real estate sales, police and security, creative industries to an immersive education experience of what it is like to live with dementia.

KEYWORDS

Surface Computing, Tabletops, Interactive Walls, Computer Supported Collaborative Work, Computer Supported Collaborative Learning

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In Artificial Intelligence in Education (pp. 101-110) Springer Berlin Heidelberg

CLAYPHAN, A., KAY, J. & WEINBERGER, A. (2014)
ScriptStorm: scripting to enhance tabletop brainstorming
Personal and Ubiquitous Computing, 18(6), 1433-1453

Roberto Martinez-Maldonado

"Transdisciplinary research endeavours in HCI hold great potential to design more holistic user experiences, gain richer understanding of the complexity of human interactions aided by computers, create new interaction spaces and (why not?) help us understand ourselves better as an interconnected collective."

Roberto Martinez-Maldonado is a postdoctoral research associate in the Centre for Research on Computer Supported Learning and Cognition (CoCo) at the University of Sydney. He works on Professor Peter Goodyear's Laureate Fellowship program – 'Learning, technology and design: architectures for productive networked learning'. He finished his PhD in 2014 in the Computer Human Adapted Interaction Research Group (CHAI) at the University of Sydney. His research area is Human-Computer Interaction, with a particular emphasis on Computer Supported Collaborative Learning and Educational Data Mining. His research interests are broad and varied. They focus on the application of readily available technologies to help solving real-life problems. These include applying data mining techniques to help understand how people learn and collaborate, empowering people with emerging technologies, combining available technologies for capturing traces of collaboration and helping teachers to orchestrate their classroom through the use of interactive tabletops.

KEYWORDS

Human Computer Interaction, Interactive Surface Interfaces, Educational Data Mining, Learning Analytics, Artificial Intelligence, Interaction Visualisation, Health Literacy, Education, Sustainability and Environment

R. MARTINEZ-MALDONADO, A. CLAYPHAN & J. KAY (2015)
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R. MARTINEZ-MALDONADO, K. YACEF, J. KAY, A. KHARRUFA, & A. AL-QARAGHULI (2011)
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In 4th International Conference on Educational Data Mining, EDM2011, pages 111-120, (Best Student Paper Award, Google Publication Prize 2011)

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Who did what? who said that? Collaid: an environment for capturing traces of collaborative learning at the tabletop
In ACM International Conference on Interactive Tabletops and Surfaces, ITS 2011, pages 172-181

Guozhong Dai

"CHI community is an energetic, gorgeous, cohesive group providing an excellent and free platform to researcher interested in CHI coming from around the world. Many distinguished researchers from the group have achieved outstanding results, which have a far-reaching impact on people's daily and future life."

Guozhong Dai is a distinguished Professor and Ph.D. supervisor in Institute of Software, Chinese Academy of Sciences. He founded the Human computer interaction laboratory in 1999. Prof. Guozhong Dai graduated from University of Science and Technology of China. He was a visiting professor of Department of Computer Science in University of Maryland (1982-1985). His major research interests are human-computer interaction, computer graphics and virtual reality, including pen-based interaction, natural user interface, and 3D user interface. Prof. Guozhong Dai was a pioneer in the research of human computer interaction. He initiated pen-based interface in China. In 2014, Prof. Guozhong Dai was conferred Contribution Award by Chinagraph 2014 conference. And in the same year, he was also conferred Lifetime Achievement Award by the 10th joint conference on harmonious human machine environment.

Prof. Guozhong Dai is Dean of the Committee of Human computer Interaction under China Computer Federation, Deputy Chairman of National Technical Committee on Ergonomics of Standardization Administration of China (SAC/TC159), Deputy Chairman of Subcommittee on System Structure, Communication, Integrated Framework of National Technical Committee on Industrial Automation System Integration of Standardization Administration of China, Deputy Chairman of Committee of Digital entertainment of Chinese Association for System Simulation.

Prof. Guozhong Dai has led and participated in many key projects sponsored by Natural Science Foundation of China, Hi-tech Research and Development Programs of China, or National Key Basic Research and Development Program. He has published and co-authored three books and more than two hundred research papers in the domestic and international academic journals and conferences. He was awarded the prize of National Science and Technology Progress for three times and won kinds of awards, like CAS Science and Technology Progress Awards, Ministerial and Commission Awards for Science and Technology Progress. In 1993, he won the award of CAS Young Specialists in Special Achievements.

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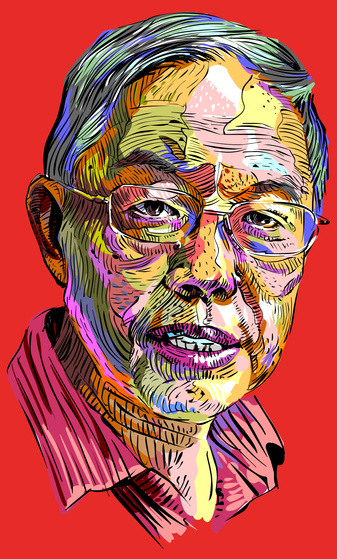
KEYWORDS

Pen-Based Interface, Multimodal Interface, Interaction Paradigm

Shihai Dong

“The development of China Computer Human Interaction is very fast. Let’s keep moving forward to catch up the international community! I expect on the youth and your intelligent and innovation crossing different fields.”



Professor Dong was born in September, 1939. He is the professor and doctoral supervisor of Computer Science Department of Peking University (PKU) now retired. He was a visiting scholar of the Department of Computer Science, University of Maryland in 1982. He became the director of Graphics and Human-Computer Interaction Research Lab of PKU in1984. He directed and completed the key research project of Multimodal User Interface (1995-1998) funded by the Natural Science Foundation of China. He was a vice director of Technical Committee of Virtual Reality and Visualization of China Computer Federation (CCF TCVRV), etc. He wrote many books including “Computer User Interfaces and Tools”(1994), “Human-Computer Interaction and Multimodal User Interface”(1999). He was an editorial board for Journal of CAD & Graphics, and Subeditor of “the Part of Software, Encyclopedia of Computer Science and Technology”. He was conferred Lifetime Achievement Award by the 10th Joint Conference on Harmonious Human Machine Environments (HHME) of China, 2014.

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Yuanchun Shi

“Human computer Interaction is research on Human erformance oriented computing ptimization. ”

SHI Yuanchun is a professor of the Department of Computer Science, the director of Institute of Human Computer Interaction & Media Integration of Tsinghua University and the director of Pervasive Computing Division of Tsinghua National Lab of Information Science and Technology. Her research interests are human computer interaction, pervasive computing and multimedia communication. Prof.Shi has been guiding the Smart Space, Multimodal Interface, Pervasive Computing and Network Multimedia projects. The achievements include Smart Space supporting platform, UI efficiency model and optimization, activity detection, very large tabletop for multiusers, multimedia multicast protocol, etc. Prof.Shi has publications in IJHCS, IEEE Pervasive Computing, TPDS, TKDE, ACM CHI, MobileHCI, MM, UIST, etc. Her papers were rewarded Honorable Mention Paper at CHI 2013, CHI 2015 and MobileHCI 2013 respectively. Her papers published in CHI, UIST IEEE Pervasive Computing are first papers published by researchers of China universities. She teaches 3 HCI courses for undergraduates and graduates.

She received her PhD, MS and BS in Computer Science all from Tsinghua University, and became a faculty member in CS Department, Tsinghua University in 1993. She is also the department chair of Computer Technology, Qinghai University, as an adjunct professor to help the development of western China. She serves as the Area Editor of Pervasive and Mobile Computing (PMC, Elsevier, 2010-2014), Editor of Interacting with Computer (IwC, Oxford University Press, 2011-) and Vice Editor-in-Chief of Communications of CCF (China Computer Federation, 2012-). She was the co-chair of ACM Ubicomp 2011 and some other conferences.

KEYWORDS

Smart Space, Tabletop, Interaction Efficiency Model, Activity Detection

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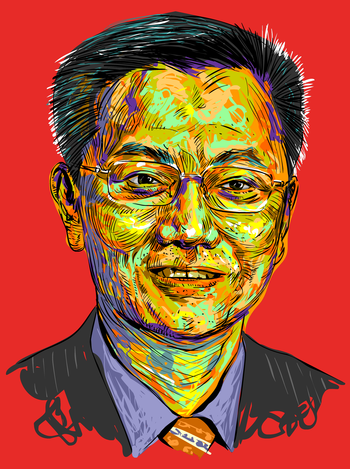
CHI 2015 CROSSINGS SEOUL×KOREA

Yongtian Wang

"Computer-Human Interaction is a technology to help people to understand and manage digital information, which is becoming more and more important in the era of Big Data."



Yongtian Wang received his B.Sc. degree in precision instrumentation from Tianjin University, China, in 1982, and his Ph.D. degree in optics from the University of Reading, England, in 1986. He is currently a professor of optics and applied computer science in Beijing Institute of Technology (BIT), and a Chang Jiang Scholar appointed by the Chinese Ministry of Education. He is the head of BIT's Faculty of Information and Electronics Sciences, and the director of Beijing Engineering Research Center of Mixed Reality and Advanced Display. Dr. Wang serves as the leader of the expert group on virtual reality and multimedia in the field of information technology for the Ministry of Science and Technology of China. He is a Fellow of SPIE, OSA and IET, a member of the board of directors of the Chinese Optics Society, and a vice chairman of the Technical Committee on Human-Computer Interaction of the China Computer Federation. Dr. Wang's research interests include optical design and CAD, 3D and interactive display, image processing, virtual reality (VR) and augmented reality (AR) technologies and applications. He has published more than 400 technical papers, and filed over 70 patent applications. The augmented reality and interactive display systems developed by his group have been successfully applied in over 20 provinces in China and in the fields of culture, education, entertainment, medicine, industry and commerce.

KEYWORDS

Augmented Reality, See-Though Display, Head-Mounted Display, Interactive Display, True 3D Display

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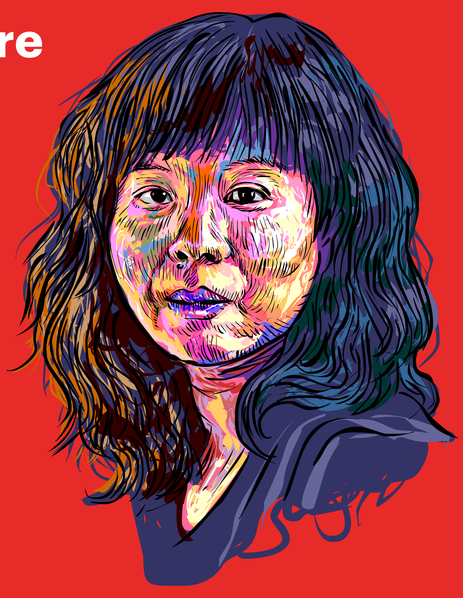
QianYing Wang

"It is great that CHI is coming to Asia, where a lot of innovations are happening!"



QianYing (Jane) Wang leads the Lenovo Emerging Devices and User Insights team. With in-depth user understanding, she and her team pioneer and deliver innovative devices and attached services/solutions to establish Lenovo's leadership in emerging new areas such as Internet of Things, smart devices, platform, and beyond. Before promoted as Executive Director for Emerging Devices, she was leading Lenovo User Research Center. She and her user experience team are behind the Lenovo strategic mobile internet devices, such as smart phone, pad, smart TV, table computing, etc.

Before joining Lenovo, QianYing worked as a Staff Research Member for IBM China Research Lab, where she earned two IBM research achievement awards for her contribution to the technology and product development. QianYing got her Ph.D. degree from Stanford University. Her research interests include social and psychological aspects of collaborative environment, novel input interface for handheld device, ubiquitous computing and etc. QianYing is the author for more than 30 patents and 25 international academic papers.

KEYWORDS

Human computer interaction, User experience innovation, Internet of things, Pervasive computing

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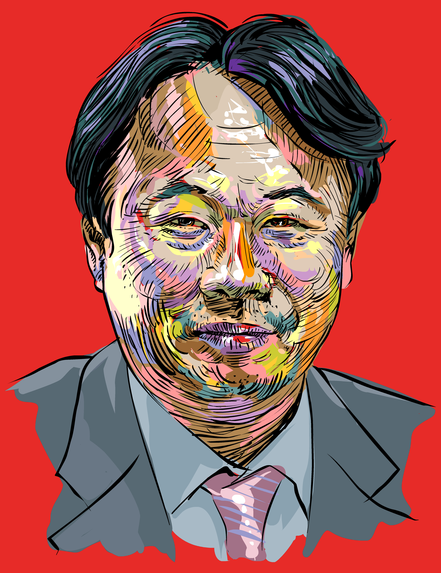
Jeein Kim

"Come together, work together and enjoy together!"



Jee-In Kim is a Professor of Internet and Multimedia Engineering, the Founding Director of Digital Content Research Center and Social Eco-Tech Institute at Konkuk University, Seoul, KOREA. He served as the President of HCI Korea. Now, he is the President of Korean Institute of Information Scientists and Engineers and the President of Korea Federation of Information Technology Societies. He has been a member of ISO/IEC/JTC1/SC 35 which is a standardization group in the field of user interfaces. Also, he is the chair of Expert Group of Accessibility and Usability in ASTAP (Asia-Pacific Tele-community Standardization Program Forum). He graduated from Seoul National University with his B.S degree in Computer Engineering. He received his M.S. degree in Computer Science from KAIST and his Ph.D degree in Computer and Information Science from University of Pennsylvania.

KEYWORDS

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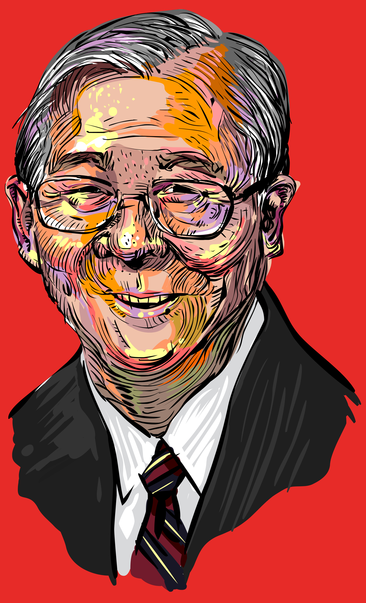
Chanmo Park

“Let us try our best to make the first CHI Conference in Asia as the best and most memorable conference of its kind! ”



Professor Chan-Mo Park was the 4th President of POSTECH, one of the best S&T universities in the world under 50 years. Prof. Park served as a Special Advisor on S&T to the President of ROK and as the 1st President of NRF of Korea before he assumed a Chancellor position with Pyongyang University of Science & Technology (PUST) in October, 2010. Prof. Park received his B.S. degree from Seoul National University and M.S, Ph.D. and Honorary Doctor’s degrees from the University of Maryland, College Park.
In 1995, he was elected as a Fellow by the Korean Academy of Sciences and Technology.
Dr. Park’s experience includes professorships in the CS Departments at the University of Maryland, College Park, KAIST, Korea, The Catholic University of America, Washington D.C. and POSTECH, Korea. He has also served as a president of several professional societies in the U.S.A and Korea including KSEA in U.S.A. and Korea Computer Graphics Society. His major research interests are Digital Image Processing, Computer Graphics, Virtual Reality, and HCI. Dr. Park was decorated by the Republic of Korea with the National Order of Camellia and the Blue Stripes Order of Service Merit in 1986 and 2005, respectively for his contributions on information technology development in Korea and collaborations with DPRK on S&T. Prof. Park also received the International Alumnus Award from the University of Maryland, College Park in 2009 for providing significant leadership to another country’s educational, cultural, and economic development.

KEYWORDS

Biomedical image processing, Visualization of information, HCI in virtual environment, and Haptic control

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Gilnam Jun

“HCI is an important area Korea along many other countries in Asia and the rest of the world to focus. CHI 2015 is a timely event we welcome to Seoul.”

Dr. Chon received a Ph.D degree in Computer Science from UCLA and a BS degree in Engineering Science from Osaka University. He worked at Rockwell International as a distributed computer system designer in the late 60s, and at Jet Propulsion Laboratory as a member of the Technical Staff in the area of advanced mission control in the late 70s. He joined the Korea Institute of Electronics Technology in 1979 to work on computer systems development, and became a professor of Computer Science at the Korea Advanced Institute of Science and Technology (KAIST) in 1982. Dr. Chon has worked on networking systems, including the Internet, since the early 1980s. He founded and is the current chair of various regional Internet organizations such as Asia Pacific Networking Group (APNG), Asia Pacific Advanced Network (APAN), and Asia Pacific Top Level Domain Name Forum (APTLD). He is also the co-chair of the Coordination Committee of Intercontinental Research Networking (CCIRN). Dr. Chon developed the first Internet in Asia, called SDN in 1982, and organized the first Internet conference (PCCS) in 1985.
Dr. Chon is the recipient of various awards including Jon Postel Award in 2011, World Technology Forum (in the area of communication technology) and the presidential awards on Internet development from the Korean government. Appropriately, he is also an avid mountain climber.

KEYWORDS

Internet, System Engineering, Human Computer Interaction

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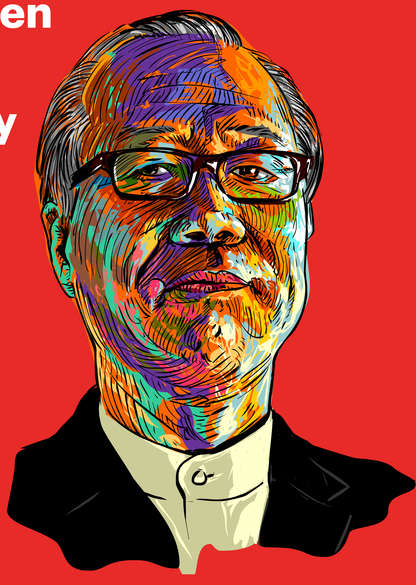
Kunpyo Lee

“Without the curiosity of ‘Why?’ man can never be creative. ‘Why’ breaks anything taken for granted and is always starting point at a ‘journey of creativity’.”



Kun-pyo Lee is Professor and Head of Department, Industrial Design, KAIST, S. Korea and Director of Human Centered Interaction Design Lab. He is also serving as President of International Association of Societies of Design Research. He was Executive Vice President and Head of Corporate Design Center of LG Electronics. His research interests include User Experience Design, User-Centered Design Methods, and Empowering Design.

KEYWORDS

user experience design, user centered design methods, cultural design, participatory design

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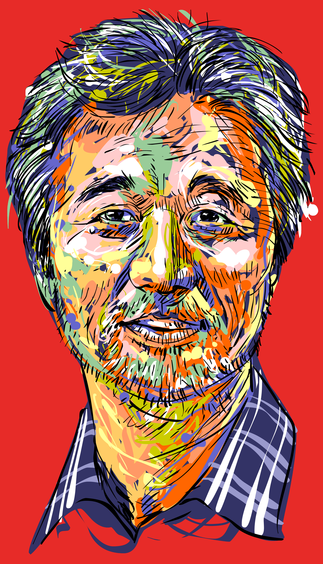
Jihong Jeung

"Is it not pleasant to learn with a constant perseverance and application? Is it not delightful to have friends coming from distant quarters? Is he not a man of complete virtue, who feels no discomposure though men may take no note of him?"



Jihong Jeung is Professor of UX Track at SADI (Samsung art and design Institute). He was a Vice President of UX design at Samsung Electronics in Mobile Division in service application and wearable device. He was professor at Interaction Design Lab in Techno Design School, Kookmin University and president of HCI society of Korea. He was a visiting professor in Sun-yat San Univ. and guest professor GAFA, in China.

KEYWORDS

HCI, UX design, interaction design, Mobile UX, Accessibility, Wearable, Health

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Xiangshi Ren

"Over the past 30 years, Human-Computer Interaction (HCI) has had a prominent impact on research and industry. However, in existing HCI paradigms, humans and computers remain loosely integrated and only partly synergized. Our world also is faced with many problems, and many experts even wonder whether or not humanity can survive. What can the HCI community do? We need the high efficiency of fully synergized interaction to help solve our world's complex problems. One of the new directions we proposed is "Human-Engaged Computing" (HEC) as a new lens through which to view HCI. HEC addresses the need to more fully understand humans so as to achieve greater synergism between humans and technologies for higher efficiency. To achieve such powerful synergy, we assert that human engagement is central and critical and remains undeveloped to date. "

Xiangshi REN is Professor in the School of Information, Director of the Center for Human-Engaged Computing at Kochi University of Technology in Japan. He is founding president of the International Chinese Association of Computer Human Interaction (ICACHI). He has been a visiting faculty researcher at IBM Research (Almaden), visiting professor at the University of Toronto, and visiting/guest/chair professor at various universities in China. He is a Senior Member of the ACM and a Senior Member of the IEEE.
Prof. Ren has been working on fundamental studies in the field of human-computer Interaction (HCI) for over twenty years. Prof. Ren's works have been recognized in HCI flagship venues and journals. He has received 30 grants (25 as principal investigator) from various institutions and 19 awards for various achievements.
Prof. Ren has presented talks at various institutions and international conferences. He often serves as a reviewer, associate editor, guest editor, program chair or program committee member. Ten Ph.D. students have obtained their Ph.D. degrees under Prof. Ren's direction. His work, position, skills and affiliations form a significant nexus between West and East.

KEYWORDS

HCI, user interface design, interaction design, mobile computing, accessibility, human performance models, pen/eye/haptic/gesture/game/multi-touch interaction, human engagement, human-engaged computing (HEC).

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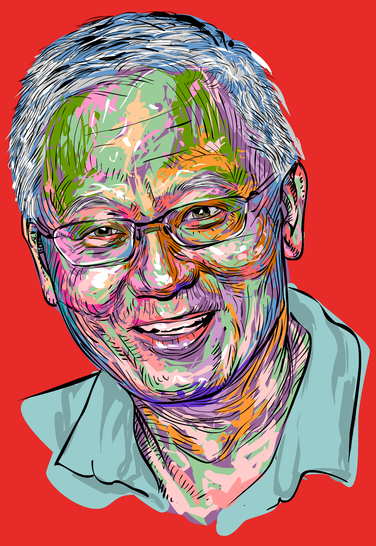
Shumin Zhai

“Science, Innovation, Impact - how fortunate we are to be in a field full of opportunities to do them all.”



Shumin Zhai is a Senior Staff Research Scientist at Google. He is interested in fundamental and practical aspects of human-computer interaction, particularly user interface design and development informed by scientific and technology insight. From 1996 to 2010 he was a Research Staff Member at the IBM Almaden Research Center where he led product innovations and foundational user interface research. There, he originated and led the SHARK/ShapeWriter project that pioneered the touchscreen word-gesture keyboard paradigm, filing the first patents of this paradigm, publishing the first generation of scientific papers and dissertations (by his former Ph.D. student Per Ola Kristensson) of the area, publicly releasing the first word-gesture keyboard in 2004 through IBM Alphaworks, and a top ranked (6th) iPhone app called ShapeWriter WritingPad. With his team and colleagues at Google he continues to lead the state of the art of smart mobile keyboards today. His publications have won the ACM UIST Lasting Impact Award and a IEEE Computer Society Best Paper Award. He regularly serves on academic boards and committees and is currently the Editor-in-Chief of ACM Transactions on Computer-Human Interaction. He has been a visiting professor and lectured at various universities in the US, Europe and China. Among the first after the Cultural Revolution to pass the competitive national entrance examination in 1977, he entered the Chinese university system and started his academic and research career in China after receiving his master’s degree in 1984. He left China in 1989 and earned his Ph.D. degree at the University of Toronto in 1995. In 2006, he was named one of ACM’s inaugural class of Distinguished Scientists. In 2010 he was named ACM Fellow and Member of the CHI Academy. He is an adviser and founding honorary chair of the International Chinese Association of Computer-Human Interaction.

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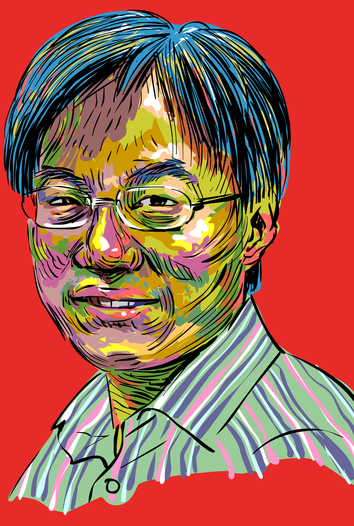
KEYWORDS

Interaction Methods, Text Input, Human performance modelling, User Interface Technologies

Henry Duh

"Human-Computer Interaction (HCI) research has been developed in Asia Pacific for a long time. The diversity and uniqueness approaches of HCI research in Asia Pacific are across computing, engineering, social science and design areas. The fruitful outcomes can be found in various journals and conference proceedings. Regardless the boundaries among cultures, languages, disciplines and regions, CHI2015, first time in Asia, not only gathers HCI experts across the world to closely interact with Asian researchers but also provides opportunities for Asian HCI researchers working together. I hope CHI2015 attendees enjoy the versatile research topics presented in the conference and 'crossing'. "



rofessor Duh is the Head of Discipline of ICT, Director of Human Interface Technology Laboratory Australia (a joint research center among University of Washington and University of Tasmania and the Tasmanian State Government) and Professor in the School of Engineering & ICT at University of Tasmania. Originally from Taiwan, he received his degrees in psychology, industrial design and engineering respectively and did his postdoctoral training in NASA-Johnson Space Centre. He was a faculty member in Nanyang Technological University and Interactive & Digital Media Institute, National University of Singapore, Singapore.

Professor Duh actively engages with HCI communities, industrial partners and influences government policy making in Asia Pacific. He is a Fellow of the IET, Fellow of the BCS, a Senior Member of both ACM and IEEE; the Australian National Representative of IFIP TC13 on HCI and TC14 on Entertainment Computing; Steering committee chair of ChineseCHI. He is one of the editorial board members of SPRINGER book series on HCI, chief editor of SPRINGER book series on Gaming Media and Social Effects. He was an expert panel member in Singapore government panels and published more than 100 conference and journal papers in HCI areas.

KEYWORDS

Augmented and Virtual Reality, Interactive Design and Media, Entertainment Computing and Gaming Effects

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