# Mingming Fan, Ph.D.

Assistant Professor, Computational Media & Arts
Affiliated Assistant Professor, Computer Science & Engineering
Hong Kong University of Science and Technology (HKUST)
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Clear Water Bay, Hong Kong SAR, China

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## Research Interests

Human-Computer Interaction; Aging and Accessibility; VR and AR; AI for User Experience (UX); Mobile & Wearable Sensing and Interaction

## Education

2015-2019    University of Toronto, Toronto, ON, Canada
Ph.D., Computer Science
Dissertation: Leveraging subtle verbalization and speech patterns to help evaluators identify usability problem encounters in concurrent think-aloud sessions
Advisor: Khai N. Truong
Committee: Mark Chignell, Daniel Wigdor, Fanny Chevalier, Mary Czerwinski

2013-2015    University of North Carolina at Charlotte, NC, USA
Ph.D. Student, Software and Information Systems
Advisor: Khai N. Truong

2011-2013    University of California at Irvine, Irvine, CA, USA
Ph.D. Student, Informatics
Advisor: Donald J. Patterson

2008-2011    Tsinghua University, Beijing, China
M.S., Computer Science (Graduated with high honors)
Thesis: Mobile Phone's 3D Motion Detection and Application
Advisor: Yuanchun Shi

2004-2008    Beijing University of Posts and Telecommunications (BUPT), Beijing, China
B.Eng., Computer Science (Graduated with highest honors)
Rank: 3/297 (Admitted to Tsinghua with grad school entrance exam waived)

## Employment

07/21-    Assistant Professor, Thrust of Computational Media and Arts
Hong Kong University of Science and Technology, Guangzhou, China
07/21-    Affiliated Assistant Professor, Department of Computer Science and Engineering
Hong Kong University of Science and Technology, Clear Water Bay, Hong Kong
08/19–07/21    Assistant Professor, School of Information (iSchool)
Rochester Institute of Technology (RIT), NY, USA

## Awards & Honors

2020    Best Artifact Award (2nd place), ACM ASSETS 2020
2019    Best Paper Award (Top 1%), ACM CHI 2019
2018    Doctoral Completion Award, Department of Computer Science, University of Toronto (U of T)
2015    Best Paper Honorable Mention Award (Top 5%), ACM UbiComp 2015
2011    Early Impact Award, School of Information and Computer Science, UC Irvine
2011    Outstanding Graduate, Computer Science Department, Tsinghua University
2011    Siebel Scholar, Class of 2011 (In recognition of "the most talented students at 29 graduate schools of business, computer science, bioengineering, and energy science in the United States, China, France, Italy, and Japan.")
2009    Kang Shi'en Scholarship, Tsinghua University
2008    Outstanding Graduate, Beijing, China
2007    Computer World Scholarship (Top 1%), BUPT
2007    NEC Scholarship (Top 3%), BUPT
2006    National First-Class Prize, Mathematical Contest in Modeling in China
2006    Guanri Scholarship (higher than First-class Scholarship), BUPT
2005    First-Class Scholarship (Top 5%), BUPT

## Grants

5/2021-7/2021    Co-PI, National Science Foundation (NSF): Collaborative Research: Intervention-Based Experiential Education Labs. *$671,070*.
7/2021-7/2021    Co-PI, National Science Foundation (NSF): Managing Privacy and Environment for Used and End-of-Life Electronic Devices. *$495,928*
3/2020-7/2021    PI, Global Cybersecurity Institute (GCI), Golisano College of Computing and Information Sciences, RIT, "Detecting Privacy-Sensitive Information in Ego-Centric Videos via Active Acoustic Sensing and Machine Learning." *$15,400*.
5/2020-7/2021    PI, Grant Writers' Boot Camp, RIT, "Leveraging Computational Sensing and Machine Learning Methods to Understand and Automatically Detect User Experience Problems." *$5,000*.
8/2019-7/2021    PI, Startup Grant, Golisano College of Computing and Information Sciences, RIT.

## Publications

**Publication Venues**: I publish my work primarily in the fields of Human-Computer Interaction, Accessibility, Ubiquitous Computing, and Visualization.
Top-tier **journals** include *TOCHI*, *TACCESS*, and *TVCG*.
Top-tier **conferences** include *CHI*, *ASSETS*, *VIS*, *UIST*, and *DIS*.
Top-tier **journal-conference** hybrids: *IMWUT (UbiComp, ISWC)* and *PACM HCI (CSCW)*
Underlined Authors: My advisees since I started my tenure-track position in August 2019.

### Peer-reviewed journal papers

[J.11]    Ehsan Jahangirzadeh*, Emily Kuang*, **Mingming Fan**, and Jian Zhao. CoUX : Collaborative visual analysis of think-aloud usability test videos for digital interfaces. *IEEE Transactions on Visualizations and Computer Graphics (TVCG)*. (*: equal contribution. To be presented at VIS 2021)

[J.10]    Chutian Jiang, Yanjun Chen, **Mingming Fan**, Liuping Wang, Luyao Shen, Nianlong Li, Wei Sun, Yu Zhang, Feng Tian, and Teng Han. Douleur: Creating Pain Sensation with Chemical Stimulant

to Enhance User Experience in Virtual Reality. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 5(2):1–26, 2021

[J.9]  Jian Zhao, **Mingming Fan**, and Mi Feng. ChartSeer: Interactive steering exploratory visual analysis with machine intelligence. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 2020

[J.8]  **Mingming Fan**, Yue Li, and Khai N Truong. Automatic detection of usability problem encounters in think-aloud sessions. *ACM Transactions on Interactive Intelligent Systems (TiiS)*, 10(2):1–24, 2020

[J.6]  **Mingming Fan**, Ke Wu, Jian Zhao, Yue Li, Winter Wei, and Khai N Truong. VisTA: Integrating machine intelligence with visualization to support the investigation of think-aloud sessions. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 26(1):343–352, 2020

[J.7]  **Mingming Fan**, Serina Shi, and Khai N Truong. Practices and challenges of using think-aloud protocols in industry. *Journal of Usability Studies*, 15:85–102, 2020

[J.5]  **Mingming Fan**, Jinglan Lin, Christina Chung, and Khai N Truong. Concurrent think-aloud verbalizations and usability problems. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 26(5):1–35, 2019

[J.4]  Franklin Mingzhe Li, Di Laura Chen, **Mingming Fan**, and Khai N Truong. FMT: A wearable camera-based object tracking memory aid for older adults. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 3(3):1–25, 2019

[J.3]  Shang Ma, Qiong Liu, **Mingming Fan**, and Phillip Sheu. Projected visible light for 3d finger tracking and device augmentation on everyday objects. *Internet of Things*, 6:100044, 2019

[J.2]  **Mingming Fan** and Khai N Truong. Guidelines for creating senior-friendly product instructions. *ACM Transactions on Accessible Computing (TACCESS)*, 11(2):1–35, 2018

[J.1]  Zhicong Lu, **Mingming Fan**, Yun Wang, Jian Zhao, Michelle Annett, and Daniel Wigdor. InkPlanner: Supporting prewriting via intelligent visual diagramming. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 25(1):277–287, 2018

Peer-reviewed archived conference papers

[C.19]  Xiaofu Jin, Emily Kuang, and **Mingming Fan**. "Too old to bank digitally?": A survey of banking practices and challenges among older adults in china. In *Proceedings of the ACM Conference on Designing Interactive Systems 2021 (DIS'21)*, 2021

[C.18]  **Mingming Fan**, Qiwen Zhao, and Vinita Tibdewal. Older adults' think-aloud verbalizations and speech features for identifying user experience problems. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI'21)*, 2021

[C.17]  Franklin Mingzhe Li, Di Laura Chen, **Mingming Fan**, and Khai N. Truong. "I choose assistive devices that save my face": A study on perceptions of accessibility and assistive technology use conducted in china. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI'21)*, 2021

[C.16]  Nianlong Li, Zhengquan Zhang, Can Liu, Zengyao Yang, Yinan Fu, Feng Tian, Teng Han, and **Mingming Fan**. vMirror: Enhancing the interaction with occluded or distant objects in vr with virtual mirrors. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI'21)*, 2021

[C.15]  **Mingming Fan**, Zhen Li, and Franklin Mingzhe Li. Eyelid gestures on mobile devices for people with motor impairments. In *Proceedings of the 22th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS'20)*, 2020. *Best Artifact Award (2nd Place).*

[C.14]  Teng Han, Sirui Wang, Sijia Wang, Xiangmin Fan, Jie Liu, Feng Tian, and **Mingming Fan**. Mouillé: Exploring wetness illusion on fingertips to enhance immersive experience in VR. In *Proceedings*

*of the 2020 CHI Conference on Human Factors in Computing Systems (CHI'20)*, page 1–10, 2020

[C.13] Zhicong Lu, Michelle Annett, **Mingming Fan**, and Daniel Wigdor. "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)*, pages 1–14, 2019. *Best Paper Award.*

[C.12] Teng Han, Jie Liu, Khalad Hasan, **Mingming Fan**, Junhyeok Kim, Jiannan Li, Xiangmin Fan, Feng Tian, Edward Lank, and Pourang Irani. PinchList: Leveraging pinch gestures for hierarchical list navigation on smartphones. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI'19)*, pages 1–13, 2019

[C.11] Mingzhe Li, **Mingming Fan**, and Khai N Truong. BrailleSketch: A gesture-based text input method for people with visual impairments. In *Proceedings of the 19th International ACM SIGAC-CESS Conference on Computers and Accessibility (ASSETS'17)*, pages 12–21, 2017

[C.10] Yue Zhao, Zhongtian Qiu, Yiqing Yang, Weiwei Li, and **Mingming Fan**. An empirical study of touch-based authentication methods on smartwatches. In *Proceedings of the 2017 ACM International Symposium on Wearable Computers (ISWC'17)*, pages 122–125, 2017

[C.9] **Mingming Fan**, Yizheng Ding, Fang Shen, Yuhui You, and Zhi Yu. An empirical study of foot gestures for hands-occupied mobile interaction. In *Proceedings of the 2017 ACM International Symposium on Wearable Computers (ISWC'17)*, pages 172–173, 2017

[C.8] **Mingming Fan** and Khai N Truong. SoQr: sonically quantifying the content level inside containers. In *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp'15)*, pages 3–14, 2015. *Best Paper Honorable Mention Award.*

[C.7] **Mingming Fan**, Qiong Liu, Shang Ma, and Patrick Chiu. Smart toy car localization and navigation using projected light. In *2015 IEEE International Symposium on Multimedia (ISM'15)*, pages 399–402. IEEE, 2015

[C.6] **Mingming Fan**, Alexander Travis Adams, and Khai N Truong. Public restroom detection on mobile phone via active probing. In *Proceedings of the 2014 ACM International Symposium on Wearable Computers (ISWC'14)*, pages 27–34, 2014

[C.5] **Mingming Fan**, Qiong Liu, Hao Tang, and Patrick Chiu. HiFi: *hi*de and *fi*nd digital content associated with physical objects via coded light. In *Proceedings of the 15th Workshop on Mobile Computing Systems and Applications (HotMobile'14)*, pages 1–6, 2014

[C.4] **Mingming Fan**, Dana Gravem, Dan M Cooper, and Donald J Patterson. Augmenting gesture recognition with erlang-cox models to identify neurological disorders in premature babies. In *Proceedings of the 2012 ACM Conference on Ubiquitous Computing (UbiComp'12)*, pages 411–420, 2012

[C.3] Chun Yu, Yuanchun Shi, Ravin Balakrishnan, Xiangliang Meng, Yue Suo, **Mingming Fan**, and Yongqiang Qin. The satellite cursor: achieving MAGIC pointing without gaze tracking using multiple cursors. In *Proceedings of the 23nd annual ACM symposium on User interface software and technology (UIST'11)*, pages 163–172, 2010

[C.2] **Mingming Fan** and Yuanchun Shi. Pull and Push: Proximity-aware user interface for navigating in 3d space using a handheld camera. In *International Conference on Human-Computer Interaction (HCII'09)*, pages 133–140. Springer, 2009

[C.1] Liang Zhang, Yuanchun Shi, and **Mingming Fan**. UCam: direct manipulation using handheld camera for 3d gesture interaction. In *Proceedings of the 16th ACM international conference on Multimedia (MM'08)*, pages 801–804, 2008

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[w.10]

Zhen Li, **Mingming Fan**, Ying Han, and Khai N Truong. iWink: Exploring eyelid gestures on mobile devices. In *Proceedings of the 1st International Workshop on Human-centric Multimedia Analysis*, pages 83–89, 2020

[w.9]    **Mingming Fan**, Anuruddha Hettiarachchi, Zhicong Lu, Seyong Ha, and Priyank Gupta. 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)*, pages 1593–1600, 2017

[w.8]    **Mingming Fan**, Qiong Liu, Hao Tang, and Patrick Chiu. POLI: Interactive multimedia authoring and retrieval on mobile phone by leveraging its audio channel and coded light. In *2015 IEEE International Conference on Multimedia & Expo Workshops (ICME Workshop'15)*, pages 1–6. IEEE, 2015

[w.7]    Maryam Khademi, **Mingming Fan**, Hossein Mousavi Hondori, and Cristina Videira Lopes. Multi-perspective multi-layer interaction on mobile device. In *Proceedings of the adjunct publication of the 26th annual ACM symposium on User interface software and technology (UIST EA'13)*, pages 65–66, 2013

[w.6]    Ramesh Jain, Laleh Jalali, and **Mingming Fan**. From health-persona to societal health. In *Proceedings of the 22nd International Conference on World Wide Web*, pages 1329–1334, 2013

[w.5]    **Mingming Fan**, Donald Patterson, and Yuanchun Shi. When camera meets accelerometer: a novel way for 3d interaction of mobile phone. In *Proceedings of the 14th international conference on Human-computer interaction with mobile devices and services companion (MobileHCI EA'12)*, pages 131–136, 2012

[w.4]    **Mingming Fan**, Xin Li, Yu Zhong, Li Tian, Yuanchun Shi, and Hao Wang. Surprise Grabber: a co-located tangible social game using phone hand gesture. In *Proceedings of the ACM 2011 conference on Computer supported cooperative work (CSCW EA'11)*, pages 625–628, 2011

[w.3]    Yuanchun Shi, **Mingming Fan**, Yu Zhong, and Xin Li. Painting in public doodle space with cam-phone brush. In *In the Adjunct Proceedings of International Conference on Ubiquitous Computing (UbiComp EA'09)*, 2009

[w.2]    Yu Zhong, Xin Li, **Mingming Fan**, and Yuanchun Shi. Doodle space: painting on a public display by cam-phone. In *Proceedings of the 2009 workshop on Ambient media computing*, pages 13–20, 2009

[w.1]    **Mingming Fan**, Liang Zhang, and Yuanchun Shi. Hand's 3d movement detection with one handheld camera. In *Proceedings of the 2008 ACM symposium on Virtual reality software and technology (VRST'08)*, pages 255–256, 2008

## Technical Reports & arxiv preprints

[TR.1]   **Mingming Fan**, Khai N Truong, and Abhishek Ranjan. Exploring the use of capacitive sensing to externally measure liquid in fluid containers. Technical report, *Knowledge Media Design Institute, University of Toronto*, 2016

[arXiv.1] **Mingming Fan** and Maryam Khademi. Predicting a business star in Yelp from its reviews text alone. *arXiv preprint arXiv:1401.0864*, 2014

## Patents

[P.2]    Qiong Liu, Hao Tang, Patrick Chiu, and **Mingming Fan**. Systems and methods for hiding and finding digital content associated with physical objects via coded lighting, December 8 2015. US Patent 9,207,780

[P.1]    Yuanchun Shi, Yue Shi, and **Mingming Fan**. Contact track fusion method of multiple hierar-

chical cameras on interactive surface, 2013. Chinese Patent CN102270067B

# Teaching

### INSTRUCTOR

| | Course | University | Overall Rating (max) |
|---|---|---|---|
| Spring, 2021 | HCIN 722: HCI with Mobile, Wearable and Ubiquitous Devices | RIT | 4.5 (5) |
| Fall, 2020 | HCIN 720: Prototyping Wearable and IoT Devices | RIT | 4.5 (5) |
| Spring, 2020 | HCIN 722: HCI with Mobile, Wearable and Ubiquitous Devices | RIT | 4.4 (5) |
| Fall, 2019 | HCIN 720: Prototyping Wearable and IoT Devices | RIT | 4.3 (5) |

### TEACHING ASSISTANT

| | Course | University |
|---|---|---|
| Winter, 2019 | CSC2514/428: Human-Computer Interaction | U of T |
| Fall, 2018 | CSC2514/428: Human-Computer Interaction | U of T |
| Winter, 2018 | CSC2514/428: Human-Computer Interaction | U of T |
| Fall, 2017 | CSC2514/428: Human-Computer Interaction | U of T |
| Winter, 2017 | CSC2514/428: Human-Computer Interaction | U of T |
| Fall, 2016 | CSC2514/428: Human-Computer Interaction | U of T |
| Winter, 2016 | CSC2514/428: Human-Computer Interaction | U of T |
| Summer, 2016 | CSC207: Software Design | U of T |
| Spring, 2013 | IN4MATX115: Software Testing, Analysis and Quality Assurance | UC Irvine |
| Winter, 2013 | IN4MATX171: Medical Informatics | UC Irvine |
| Fall, 2012 | ICS60: Computer Games and Society | UC Irvine |

# Advising & Mentoring

### PhD Students: Current

| | | | | |
|---|---|---|---|---|
| Fall, 2020— | Emily Kuang | RIT | Advisor | contributed to [C.19, J.11] |
| Fall, 2020— | Xiaofu Jin | RIT | Advisor | contributed to [C.19] |

### Master's Students: Current

| | | | |
|---|---|---|---|
| Spring/21— | Pengkai Liao | RIT | Advisor |
| Spring/21— | Wentao Lei | RIT | Advisor |
| Su/20— | Monika Verma | RIT | Advisor |
| Fall/20— | Ruihuan Chen | RIT | Advisor |
| Fall/20— | Chirag Anil Ghube | RIT | Advisor |
| Fall/19— | Mary Shilpa Thurr | RIT | Advisor |
| Spring/21— | Rachel Simizon | RIT | Committee |
| Fall/20— | Sunny Manduva | RIT | Committee |
| Fall/20— | Vanny Chao | RIT | Committee |
| Fall/19— | Jager Wang | RIT | Committee |

| | | | | |
|---|---|---|---|---|
| Fall/20-Su/21 | Xuan Zhao | RIT | Advisor | |
| Su/20-Su/21 | Yuni Xie | RIT | Advisor | |
| Fall/19-Su/21 | Shimei Qiu | RIT | Advisor | |
| Fall/19-Su/21 | Xianyou Yang | RIT | Advisor | |
| Fall/19-Spring/21 | Yeting Bao | RIT | Advisor | |
| Fall/19-Fall/20 | Lingyun Zhu | RIT | Advisor | |
| Fall/19-Fall/20 | Qiwen Zhao | RIT | Advisor | First Job: Google |
| Fall/19-Fall/20 | Vinita Tibdewal | RIT | Advisor | First Job: Google |
| Fall/19-Spring/20 | Apoorv Vekhande | RIT | Advisor | First Job: Microsoft |
| Fall/19-Su/21 | He Huai Hsu | RIT | Committee | |
| Fall/20-Su/21 | Esha Shandilya | RIT | Committee | |

Mentor

| | | | | |
|---|---|---|---|---|
| 2018-2019 | Yue Li | U of T | Mentor | contributed to [J8, J6] |
| 2018-2019 | Daniel Ke Wu | U of T | Mentor | contributed to [J6] |
| Fall/19-Fall/20 | Eric Lu | U of T | Mentor | |
| 2016-2017 | Franklin Mingzhe Li | U of T | Mentor | contributed to [C.11, C15, J.4] |
| Winter 2016 | Yue Zhao | U of T | Mentor | contributed to [C.10] |
| Winter 2016 | Zhongtian Qiu | U of T | Mentor | contributed to [C.10] |
| Winter 2016 | Yiqing Yang | U of T | Mentor | contributed to [C.10] |
| Winter 2016 | Weiwei Li | U of T | Mentor | contributed to [C.10] |
| Winter 2017 | Yizheng Ding | U of T | Mentor | contributed to [C.9] |
| Winter 2017 | Fang Shen | U of T | Mentor | contributed to [C.9] |
| Winter 2017 | Yuhui You | U of T | Mentor | contributed to [C.9] |
| Winter 2017 | Zhi Yu | U of T | Mentor | contributed to [C.9] |

## Industry Experience

| | |
|---|---|
| May-Aug,2014 | Fuji Xerox Palo Alto Laboratory (FXPAL), Palo Alto, CA, USA |
| | Research Intern |
| | Topic: Coded light-based natural user interaction on mobile devices [C.7, W.8] |
| | Mentors: Dr. Qiong Liu, Dr. Hao Tang, and Dr. Patrick Chiu |
| July-Sep,2013 | Fuji Xerox Palo Alto Laboratory (FXPAL), Palo Alto, CA, USA |
| | Research Intern |
| | Topic: Coded light-based natural user interaction on mobile devices [C.5] |
| | Mentors: Dr. Qiong Liu, Dr. Hao Tang, and Dr. Patrick Chiu |
| Jun-Sep,2012 | Microsoft Research Asia, Beijing, China |
| | Research Intern |
| | Topic: Indoor localization on mobile devices by combining WiFi and inertial sensors data |
| | Mentor: Dr. Chunshui Zhao |
| Apr-Jul,2011 | Microsoft Research Asia, Beijing, China |
| | Research Intern |
| | Topic: Indoor localization on mobile devices by combining WiFi and inertial sensors data |
| | Mentor: Dr. Chunshui Zhao |
| Jul-Sep,2010 | IBM, Beijing, China |

Summer Intern of the "Extreme Blue" Program
Topic: 3D Virtual Reality online shopping application design

## Service

### Technical Program Committee

| | |
|---|---|
| 2022 | ACM CHI |
| 2021 | ACM ASSETS |
| 2021 | ACM CHI |
| 2020 | ACM ASSETS |
| 2020 | Graphics Interface (GI) |
| 2020 | ACM CHI, Late-Breaking Work Track |
| 2020 | Human-centered Computational Sensing Workshop at PerCom'20 |

### Reviewer (Selected)

| | |
|---|---|
| 2013-2021 | ACM CHI (**Received Special Recognition for Outstanding Reviews**) |
| 2014-2021 | ACM UbiComp/IMWUT (**Received Special Recognition for Outstanding Reviews**) |
| 2017-2020 | ACM UIST (**Received Special Recognition for Outstanding Reviews**) |
| 2020-2021 | ACM ASSETS |
| 2020-2021 | ACM Transactions on Computer-Human Interaction (TOCHI) |
| 2019 | ACM Transactions on Accessible Computing (TACCESS) |
| 2020-2021 | International Journal of Human-Computer Interaction (IJHCI) |
| 2020 | IEEE VIS |
| 2019-2020 | ACM MobileHCI |
| 2014-2017 | ACM ISWC |
| 2017 | IEEE Pervasive Computing |

### Organization Committee

| | |
|---|---|
| 2021 | Late-Breaking Work Chair, Chinese CHI 2021 |
| 2020 | Poster Chair, Chinese CHI 2020 |

### Member

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|---|---|
| 2012- | Association of Computing Machinery (ACM) |
| 2019- | ACM Special Interest Group in Computer-Human Interaction (SIGCHI) |

## Media & Press

| | |
|---|---|
| Sept, 2019 | **New Scientist**. *Where have I left my wallet? This smart camera can remind you* based on the publication [J.4] |