Taizhou Chen (陳泰舟)

(+86)15889283632 | ivonchan0414@outlook.com | https://taizhouchen.github.io

Research Interests

Human-Computer Interaction, Sensing Technology, Applied Machine Learning

Education

City Universiy of Hong Kong — HongKong, China
PhD in Creative Media, Supervisor: Dr. Kening Zhu, Co-supervisor: Prof. Hongbo Fu — *Sept. 2018 – Oct. 2022*

City Universiy of Hong Kong — HongKong, China
MA in Creative Media, GPA: 3.81/4.0, with Distinction — *Sept. 2016 – Oct. 2017*

Experience

Shantou University — Shantou, China
Department of Computer Science, Assistant Professor — *Dec. 2022 – Now*

City University of Hong Kong — HongKong, China
School of Creative Media, Research Assistant — *Aug. 2021 – Aug. 2022*

Huawei Technologies Co., Ltd. — Shenzhen, China
HMI Lab, Research Engineer Intern — *Oct. 2020 – Apr.2021*

Tsinghua University — Beijing, China
Visiting Student, Supervisor: Dr. Chun Yu — *Dec. 2019 – Apr. 2020*

City University of Hong Kong — HongKong, China
School of Creative Media, Research Assistant — *Jan. 2017 – Aug. 2018*

Publications

IMWUT / UbiComp 2023
Taizhou Chen, Tianpei Li, Xingyu Yang, Kening Zhu. 2022. EFRing: Enabling Thumb-to-Index-Finger Microgesture Interaction through Electric Field Sensing using Single Smart Ring. Proc. ACM Interact. Mob. Wearable Ubiquitous Technol. 6, 4, Article 161 (December 2022), 31 pages. https://doi.org/10.1145/3569478

MTA
Taizhou Chen, Kening Zhu, Ming Chieh Yang. Deep-Learning-Based Unobtrusive Handedness Prediction for One-Handed Smartphone Interaction. Multimed Tools Appl (2022). ISSN: 1573-7721 https://doi.org/10.1007/s11042-021-11844-6

IJHCS
Taizhou Chen, Lantian Xu, Kening Zhu. FritzBot: A Data-Driven Conversational Agent for Physical-Computing System Design, in International Journal of Human-Computer Studies, Volume 155, November 2021, ISSN: 1071-5819 https://doi.org/10.1016/j.ijhcs.2021.102699

TVCG / IEEE VR 2021
Taizhou Chen, Lantian Xu, Xianshan Xu and Kening Zhu, GestOnHMD: Enabling Gesture-Based Interaction on Low-Cost VR Head-Mounted Display, in IEEE Transactions on Visualization and Computer Graphics, ISSN: 1941-0506, doi: 10.1109/TVCG.2021.3067689.

CHI Symposium 2020
Zhiyi Rong, Ngo Fung Chan, **Taizhou Chen**, Kening Zhu. CodeRhythm: A Tangible Programming Toolkit for Visually Impaired Students. In Proceedings of Asian CHI Symposium 2020, ACM CHI 2020. Best Paper Award.

HCII 2020 Arshad Nasser, **Taizhou Chen**, Can Liu, Kening Zhu, P. V. M. Rao. 2020. FingerTalkie: Designing A Low-Cost Finger-Worn Device for Interactive Audio Labeling of Tactile Diagrams. In Proceedings of International Conference on Human-Computer Interaction (HCI International) 2020. Springer, Cham.

HCII 2020 Zhiyi Rong, Ngo Fung Chan, **Taizhou Chen**, Kening Zhu. Toward Inclusive Learning: Designing and Evaluating Tangible Programming Blocks for Visually Impaired Students. In Proceedings of International Conference on Human-Computer Interaction (HCI International) 2020. Springer, Cham.

INTERACT 2019 **Taizhou Chen**, Yi-Shiun Wu, and Kening Zhu. DupRobo: Interactive Robotic Autocompletion of Physical Block-Based Repetitive Structure. In Proceedings of the 17th IFIP TC.13 International Conference on Human-Computer Interaction (INTERACT 2019). Springer-Verlag, Berlin, Heidelberg, 19 pages.

IJHCS Kening Zhu, Simon Perrault, **Taizhou Chen**, Shaoyu Cai, Roshan Lalintha Peiris. A Sense of Ice and Fire: Exploring Thermal Feedback with Multiple Thermoelectric-Cooling Elements on A Smart Ring. International Journal of Human-Computer Studies. Volume 130, 2019, Pages 234-247, ISSN 1071-5819, https://doi.org/10.1016/j.ijhcs.2019.07.003.

CHI 2019 Kening Zhu, **Taizhou Chen**, Feng Han, and Yi-Shiun Wu. 2019. HapTwist: Creating Interactive Haptic Proxies in Virtual Reality Using Low-Cost Twistable Artefacts. In CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2019), May 4–9, 2019, Glasgow, Scotland UK. ACM, New York, NY, USA, 13 pages. https://doi.org/10.1145/3290605.3300923.

VRST 2018 **Taizhou Chen**, Yi-Shiun Wu, and Kening Zhu. 2018. Investigating Different Modalities of Directional Cues for Multi-Task Visual-Searching Scenario in Virtual Reality. In VRST 2018: 24th ACM Symposium on Virtual Reality Software and Technology (VRST '18), November 28 - December 1, 2018, Tokyo, Japan. ACM, New York, NY, USA, 6 pages. Acceptance Rate: 22%.

Extended Abstracts

CHI 2020 **Taizhou Chen**. 2020. Facilitating Physical-Computer System Design through Data-Driven Natural-Language Interaction. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20). Association for Computing Machinery, New York, NY, USA, 1–6.DOI:https://doi.org/10.1145/3334480.3381442.

SIGGRAPH Asia 2018 Kening Zhu, **Taizhou Chen**, Shaoyu Cai, Feng Han, and Yi-Shiun Wu. 2018. Demo - HapTwist: Creating Interactive Haptic Proxies in Virtual Reality Using Low-Cost Twistable Artefacts. In Proceedings of SA '18 Virtual and Augmented Reality . ACM, New York, NY, USA, 2 pages.

SIGGRAPH Asia 2017 **Taizhou Chen**, Yi-Shiun Wu, Feng Han, Baochuan Yue, and Kening Zhu. 2017. DupRobo: An Interactive Robotic Platform for Phyiscal Block-Based Autocompletion. In SIGGRAPH Asia 2017 Posters (SA '17). Association for Computing Machinery, New York, NY, USA, Article 19, 1–2. DOI:https://doi.org/10.1145/3145690.3145708.

SIGGRAPH Asia 2017 **Taizhou Chen**, Junyu Liu, Kening Zhu, and Tamas Waliczky. 2017. The Golden Guardian: Multi-Sensory Immersive Gaming through Multi-Sensory Spatial Cues. In SIGGRAPH Asia 2017 VR Showcase (SA '17). ACM, New York, NY, USA, Article 12, 2 pages. DOI: https://doi.org/10.1145/3139468.3139473. Acceptance rate: 25%.

Patents

2021 Kening Zhu, **Taizhou chen**, Xu Lantian, Xu Xianshan, A Human-Interface-Device (HID) And A Method for Controlling An Electronic Device Based on Gestures, And A Virtual-reality (VR) Head-mounted Display Apparatus. (Accepted/In press/Filed) Priority No. 17/369,020

2021 Kening Zhu, **Taizhou chen**, Xu Lantian, Computerized Method of Composing A System for Performing A Task. (Accepted/In press/Filed) Priority No. 17/644,662

2020 Kening Zhu, Feng Han, **Taizhou chen**, Yi-Shiun Wu, Systems and Methods for Creating Haptic Proxies for Use in Virtual Reality. Patent No. US20200341538A1. Publication date: 29 Oct 2020.

Award

Geneva International Exhibition of Inventions 2022
Bronze medal

The Outstanding Academic Performance Award for Research Degree Students 2021
Academic year 2020 - 21, City University of Hong Kong

Best Paper Award 2020
Asian CHI Symposium 2020, ACM

Research Tuition Scholarship 2020
Academic year 2020 - 21, City University of Hong Kong

The Outstanding Academic Performance Award for Research Degree Students 2019
Academic year 2018 - 19, City University of Hong Kong

Professional Service

Working Committee
ICACHI Blue Book for China Human-Computer Interaction Educational Development in 2022
ICACHI 2022中国人机交互发展蓝皮书工作委员会

PC Member
IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR) 2020/2021

Reviewer
ACM CHI Conference on Human Factors in Computing Systems 2019/2020/2021/2022/2023
The Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT) 2022
ACM SIGGRAPH 2022

ACM SIGGRAPH Asia 2018/2020/2021,
IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) 2020/2021
IEEE International Symposium on Mixed and Augmented Reality (ISMAR) 2022
The ACM International Conference on Mobile Human-Computer Interaction (MobileHCI) 2020/2023
ACM International Conference on Multimodal Interaction (ICMI) 2020/2021
ACM Interactive Surfaces and Spaces Conference (ISS) 2020/2021/2022
ACM Conference on Intelligent User Interfaces (IUI) 2020/2021/2022
ACM Spatial User Interaction (SUI) 2020
ACM International Symposium on Wearable Computers (ISWC) 2018
International Symposium of Chinese CHI (ChineseCHI) 2022/2023
Annual Conference on Tangible Embedded and Embodied Interaction 2023

Talk

Multimodal and Embodied User Interface for Natural Human-Computer Interaction

- Invited Speaker, Department of Computer Science, Shantou Univ. May. 2023, Shantou, China

GestOnHMD: Enabling Gesture-based Interaction on Low-cost VR Head-Mounted Display

- Graphics And Mixed Environment Symposium (GAMES) Sept. 2021, Online
- IEEE VR Conference Presentation Mar. 2021, Online

DupRobo: Interactive Robotic Autocompletion of Physical Block-based Repetitive Structure

- INTERACT 2019 Sept. 2019, Paphos, Cyprus

HapTwist: creating interactive haptic proxies in virtual reality using low-cost twistable artefacts

- CHI 2019 May. 2019, Glasgow, UK

Investigating different modalities of directional cues for multi-task visual-searching scenario in virtual reality

- VRST 2018 Dec. 2018, Tykyo, Japan

DupRobo: an interactive robotic platform for phyiscal block-based autocompletion

- SIGGRAPH Asia 2017 Dec. 2017, Bangkok, Thailand

Teaching

Teaching Assistant

SM1103A Introduction to Media Computing	2018/19 Semester A 2019/20 Semester A

Lecturer

CS4187 Computer Vision for Interactivity	2018/19 Semester A 2019/20 Semester A 2020/21 Semester A

2023/05/11 updated