

# Taizhou Chen (陳泰舟)

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## ABOUT ME

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I am a PhD candidate from School of Creative Media, City University of Hong Kong, under supervised by Dr. Kening Zhu and Prof. Hongbo Fu . My research lies in the intersection of Human-Computer Interaction(HCI) and Artificial Intelligence (AI), in which I am currently focusing on investigating context-aware sensing technology, leveraging deep learning algorithm. I also have researches experiences on VR/AR haptic feedback, tangible interface design, smart wearable devices, and multi-modal interface design. I have publications on top conference such as CHI and IEEE VR, and top journal such as IJHCS and TVCG.

## EDUCATION

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<b>City University of Hong Kong</b> <i>PhD in Creative Media, Supervisor: Dr. Kening Zhu, Co-supervisor: Prof. Hongbo Fu</i>	HongKong, China <i>Sept. 2018 – Now</i>
<b>City University of Hong Kong</b> <i>MA in Creative Media, GPA: 3.81/4.0, with Distinction</i>	HongKong, China <i>Sept. 2016 – Oct. 2017</i>

## EXPERIENCE

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<b>Huawei Technologies Co., Ltd.</b> <i>Research Engineer Intern</i>	Shenzhen, China <i>Oct. 2020 – Apr.2021</i>
<b>Tsinghua University</b> <i>Visiting Student</i>	Beijing, China <i>Dec. 2019 – Apr. 2020</i>
<b>City University of Hong Kong</b> <i>Research Assistant</i>	HongKong, China <i>Jan. 2017 – Aug. 2018</i>

## PUBLICATIONS

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<b>Review in process</b>	<b>Taizhou Chen</b> , Kening Zhu, Ming Chieh Yang. PickSense: Deep-Learning-based Unobtrusive Handedness Prediction for One-handed Smartphone Interaction (Submitted to MTA)
<b>IJHCS</b>	<b>Taizhou Chen</b> , 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 <a href="https://doi.org/10.1016/j.ijhcs.2021.102699">https://doi.org/10.1016/j.ijhcs.2021.102699</a>
<b>TVCG / IEEE VR 2021</b>	<b>Taizhou Chen</b> , 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.
<b>CHI Symposium 2020</b>	Zhiyi Rong, Ngo Fung Chan, <b>Taizhou Chen</b> , Kening Zhu. CodeRhythm: A Tangible Programming Toolkit for Visually Impaired Students. In Proceedings of Asian CHI Symposium 2020, ACM CHI 2020. Best Paper Award.
<b>HCII 2020</b>	Arshad Nasser, <b>Taizhou Chen</b> , 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.
<b>HCII 2020</b>	Zhiyi Rong, Ngo Fung Chan, <b>Taizhou Chen</b> , 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

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- 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 physical 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

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- 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

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<b>The Outstanding Academic Performance Award for Research Degree Students</b> <i>Academic year 2020 - 21, City University of Hong Kong</i>	2021
<b>Research Tuition Scholarship</b> <i>Academic year 2020 - 21, City University of Hong Kong</i>	2020
<b>The Outstanding Academic Performance Award for Research Degree Students</b> <i>Academic year 2018 - 19, City University of Hong Kong</i>	2019

## ACADEMIC SERVICES

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### PC Member

*IEEE AIVR 2020/2021*

### Reviewer

*CHI 2019/2020/2021, SIGGRAPH Asia 2018/2020/2021,  
IEEE VR 2020/2021, MobileCHI 2020, ICMI 2020/2021, ISS 2020/2021,  
IUI 2020/2021/2022, SUI 2020, ISWC 2018*

## TEACHING EXPERIENCE

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### Teaching Assistant

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

CS4187 Computer Vision for Interactivity	2018/19 Semester A 2019/20 Semester A 2020/21 Semester A
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2021/12/10 updated