

Yibin Jia

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RESEARCH INTEREST

My research interests focuses on promoting education in sustainable development, language learning and related fields through the use of gamification and serious games.

EDUCATION

Kochi University of Technology, M.E. of Engineering in Informatics, Japan Apr 2022 – Mar 2024

- **Teaching:** Guest Lecturer for Introduction to Human-Computer Interaction (Fall 2023)

Jilin University, B.E. of Communication Engineering, China Sep 2016 – Jul 2020

- **Awards:** National University Student Innovation and Entrepreneurship Competition Award (2018-2019)

RESEARCH EXPERIENCE

Enhancing Engagement in Language Learning Through Voice-Controlled Games Feb 2025 – Present

- Investigated existing voice-controlled gaming solutions and their implementations in language learning.
- Developed a voiced-controlled game prototype to help users learn foreign language numbers.
- Plan to draft paper manuscripts, design experiment, and explore additional possibilities in game design.

The World of Trash: Learning Waste Sorting Through a Roguelike Game May 2024 – Jan 2025

- Developed a Roguelike educational game to enhance engagement in cross-regional waste sorting.
- Submitted a paper to an academic conference and received valuable feedback.
- Plan to revise the paper by adding experiments to validate the effectiveness of the game in the future.

The Influence of Self-Efficacy on Perceived Difficulty in Video Games Apr 2022 – Mar 2024

Advisor: Prof. Xiangshi Ren, Kochi University of Technology

- Investigated the impact of self-efficacy source information on perceived difficulty in video games.
- Found that high-ranking feedback reduced perceived difficulty, while social persuasion had minimal effect.
- Proposed a novel approach to game difficulty adjustment using self-efficacy source information.

Developing an Aesthetic Evaluation System for User Interfaces Based on UIDL Oct 2019 – Jun 2020

Advisor: Assoc. Prof. Quan Wen, Jilin University

- Developed a parsing system to extract UI parameters from UIDL for aesthetic evaluation.
- Designed a computational aesthetics module to quantify UI aesthetics.
- Provided UI designers with objective metrics to assess interface aesthetics.

WORK EXPERIENCE

Web Developer Jul 2020 – Dec 2020

FeedMob, China

- Collaborated with the business department to understand the data needs.
- Added features to web application based on requirements to help them analyze user data more efficiently.
- Test the website with automated testing tools, ensuring the usability of new features.

SKILLS

Programming Languages: C, C#, JavaScript, Ruby

Development Kits: Unity, WinForms, Ruby on Rails

Hardware: Arduino, Raspberry Pi