

YONG-HAN LIN (she/her)

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Research Interests

Human-Computer Interaction; Human-AI Interaction; Human-centered AI; Social Computing

Education

National Yang Ming Chiao Tung University* (NYCU)

B.S. in Computer Science

Sept. 2018 - June 2022

Hsinchu, Taiwan

- Overall GPA: 3.84/4.3 | Last 60 Credits: 4.07/4.3
- Selected Coursework: Machine Learning, Natural Language Processing, User Experience & Usability Evaluation, Computer-Supported Cooperative Work (CSCW) Research, Database Systems

*Former name: National Chiao Tung University (NCTU)

Research Experience

NYCU Mobile and Ubiquitous Interaction Lab, Undergraduate Research Assistant

Sept. 2021 - Current

Advisor: Dr. Yung-Ju (Stanley) Chang

Hsinchu, Taiwan

- Conduct research on integrating multimodal large language models into human annotation workflows to improve data analysis for millions of smartphone screenshots
- Designed and executed studies using the experience-sampling method (ESM), diaries, and interviews to evaluate users' experiences with three novel notification management features, and the findings resulted in a poster presented at the 2023 UbiComp/ISWC conference [P.1] and a first-author full paper at the 2024 UbiComp/ISWC conference [C.4]
- Led four students to design and build an Android notification system that enhances the existing notification system with manual and automatic management features, including sorting and categorization through the implementation of the BERT model and Flask [project site]
- Collaborated on three notification-related projects by performing thematic and statistical analysis, conducting literature reviews, and writing paper, these projects resulted in a full paper at the 2023 CHI conference [C.2], a full paper at the 2024 MobileHCI conference [C.3], and a full paper submission to 2025 CHI conference [C.5]

Polytechnique Montréal Human-Centered Design Lab, Research Intern

June 2021 – Jan. 2022

Advisor: Dr. Jinghui Cheng

Remote

- Conducted statistical and qualitative content analysis to understand the usage, purposes, and impacts of visual artifacts (e.g. images, videos) in GitHub issue tracker system, the findings resulted in a short paper at the 2022 EASE conference [C.1]

Peer-Reviewed Publications

CONFERENCE & JOURNAL PAPER

[C.5] Uei-Dar Chen, Peng-Jui Wang, Yi-Chi Lee, **Yong-Han Lin**, Yu-Ling Chou, Yung-Ju Chang. From Overwhelmed to Overview: Understanding Smartphone Users' Preferences and Expectations in Relieving Notification Overload via Text Summarization. In submission to **CHI 2025** (R&R).

[C.4] **Yong-Han Lin**, Li-Ting Su, Uei-Dar Chen, Yi-Chi Lee, Peng-Jui Wang, Yung-Ju Chang. Pinning, Sorting, and Categorizing Notifications: A Mixed-methods Usage and Experience Study of Mobile Notification-management Features. In *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp 2024)*. [paper link][project site]

[C.3] Tang-Jie Chang, Li-Ting Su, **Yong-Han Lin**, Jie Tsai, Zi-Xun Tang, Yung-Ju Chang. "I Want Lower Tone for Work-Related Notifications": Exploring the Effectiveness of User-Assigned Notification Alerts in Improving User Speculation of and Attendance to Mobile Notifications. In *Proceedings of the ACM on Human-Computer Interaction (MobileHCI 2024)*. [paper link]

[C.2] Fang-Ching Tseng, Zih-Yun Chiou, Ho-Hsuan Chuang, Li-Ting Su, **Yong-Han Lin**, Yu-Rou Lin, Yi-Chi Lee, Peng-Jui Wang, Uei-Dar Chen, Yung-Ju Chang. Multiple Device Users' Actual and Ideal Cross-device Usage for Multi-Stage Notification-Interactions: An ESM Study Addressing the Usage Gap and Impacts of Device Context. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2023)*. [paper link]

[C.1] Vishakha Agrawal*, **Yong-Han Lin***, Jinghui Cheng (*co-first authorship). Understanding the Characteristics of Visual Contents in Open Source Issue Discussions: A Case Study of Jupyter Notebook. In *Proceedings of the 26th International Conference on Evaluation and Assessment in Software Engineering (EASE 2022)*. [[paper link](#)]

POSTER PAPER

[P.1] **Yong-Han Lin**, Li-Ting Su, Uei-Dar Chen, Peng-Jui Wang, Yi-Chi Lee, Yung-Ju Chang. Automatic, Manual, or Hybrid? A Preliminary Investigation of Users' Perception of Features for Supporting Notification Management. In *Adjunct Proceedings of the ACM International Joint Conference on Pervasive and Ubiquitous Computing & the ACM International Symposium on Wearable Computing (UbiComp/ISWC 2023)*. [[paper link](#)][[project site](#)]

Teaching Experience

NYCU CS 1270: Introduction to Database Systems (Spring 2022)

Teaching Assistant

Held office hours, supported the creation of questions for assignments, and marked assignments and exams

Honors and Awards

Cornell, Maryland, Max-Planck Pre-doctoral Research School Grant Award (Summer 2024)

Awarded a travel grant to participate at Max-Planck Institute to learn about cutting-edge research in computer science

Taiwan National Science and Technology Council Research Grant Award (Fall 2021)

Awarded a grant for doing research on studying users' perception of automatic and manual notification management methods

Polytechnique Montréal Research Internship Scholarship (Summer 2021)

Awarded a scholarship for doing research on improving the usability of scientific open source software

Volunteer and Leadership

Student Volunteer

CHI 2023, CSCW 2022

Provided support for paper session and exhibit hall, and monitored presentation video on livestream

Co-Director, Leader of Public Relations Team

NYCU&NTHU Mei-Chu Hackathon 2020

Co-organized the largest student hackathon in Taiwan and led a team of 6 students to contact corporate sponsorship

UX Researcher

NCTU+ 2019 (*student-led group*)

Researched and re-designed the NCTU+ platform used by 10k+ students with a new homepage and several new functions

Industry Experience

Software Engineering Intern

Xaduro Inc. (*travel tech startup*)

Jan. 2021 – June 2021

Taipei, Taiwan

- Collaborated with the engineering team to develop a travel agency system [[official site](#)] that allows more than 1K+ users by using MySQL, PHP, and JavaScript

Skills

Programming : Python, Java, JavaScript, HTML, CSS, R, SQL, C++/C

Software and Tools : Pytorch, Tensorflow, Android, Git, Firebase, Flask, \LaTeX

Research Methodologies : Experiment Sampling, Usability Testing, Interviews, Thematic Analysis, Diary Studies

References

Available upon requests