

# Chao Zhang

Zhejiang University, China  
Hangzhou, Zhejiang 310058, China

zhangchaohci@gmail.com  
<https://zhangchaodesign.com/>

## RESEARCH INTERESTS

**Digital Youth:** Designing interactive technologies to scaffold children in creating, learning, and understanding the world, e.g., AI-fused learning technologies and creativity support tools for children.

**Human-AI Collaboration:** Exploring human-AI collaborative approaches to augment human capabilities of cognition (e.g., creativity, engagement), perception (e.g., observation), and action (e.g., design).

**User Experience:** Investigating the impact of digital technology on end users in their daily online experience through an ethical and collective lens.

## EDUCATION

**Zhejiang University**, Hangzhou, China

09/2020 - 03/2023 (*expc.*)

M.E. in Industrial Design Engineering

GPA: 95.15/100.00, Rank: 1/60, Advisor: Cheng Yao

**Jiangnan University**, Wuxi, China

09/2016 - 07/2020

B.E. in Electrical Engineering, minor in Digital Media Technology

GPA: 3.83/4.00, Rank: 3/77

## PUBLICATIONS

### Conference Papers and Posters

- c.6. **Chao Zhang**, Cheng Yao, Jiayi Wu, Weijia Lin, Lijuan Liu, Ge Yan, and Fangtian Ying. 2022. StoryDrawer: A Child-AI Collaborative Drawing System to Support Children's Creative Visual Storytelling. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22)*. [\[pdf\]](#)
- c.5. Ge Yan, **Chao Zhang**, Jiadi Wang, Zheng Xu, Jianhui Liu, Jintao Nie, Fangtian Ying, and Cheng Yao. 2022. CamFi: An AI-driven and Camera-based System for Assisting Users in Finding Lost Objects in Multi-Person Scenarios. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '22)*. [\[pdf\]](#)
- c.4. Ge Yan, Cheng Yao, **Chao Zhang**, Jiadi Wang, Yuqi Hu, and Fangtian Ying. 2022. MusicCollage: A Music Composition Tool for Children Based on Synesthesia and a Genetic Algorithm. In *Proceedings of the 2022 International Conference on Human-Computer Interaction (HCI' 22)*. [\[pdf\]](#)
- c.3. **Chao Zhang**, Zili Zhou, Jiayi Wu, Yajing Hu, Yaping Shao, Jianhui Liu, Yuqi Hu, Fangtian Ying, and Cheng Yao. 2021. Bio Sketchbook: An AI-assisted Sketching Partner for Children's Biodiversity Observational Learning. In *Extended Abstracts of the 2021 ACM Interaction Design and Children Conference (IDC EA' 21)*. [\[pdf\]](#)
- c.2. **Chao Zhang**, Cheng Yao, Jianhui Liu, Zili Zhou, Weilin Zhang, Lijuan Liu, Fangtian Ying, Yijun Zhao,

and Guanyun Wang. 2021. StoryDrawer: A Co-Creative Agent Supporting Children’s Storytelling through Collaborative Drawing. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA’ 21)*. [pdf]

- c.1. Muling Huang, Lingyan Zhang, Lijuan Liu, Pinqi Zhu, **Chao Zhang**, Pitchayapat Sonchaeng, Weiqiang Ying, Pinhao Wang, Yuqi Hu, Fangtian Ying, and Cheng Yao. 2021. ColorGuardian: Customize Skin Tattoos for Children with Vitiligo. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA’ 21)*. [pdf]

### Journal Articles

- j.2. Yang Chen, Katherine Fennedy, Anna Fogel, Shengdong Zhao, **Chao Zhang**, Lijuan Liu, and Chingchiuan Yen. 2022. SSpoon: A Shape-changing Spoon That Optimizes Bite Size for Eating Rate Regulation. *ACM Journal on Interactive, Mobile, Wearable and Ubiquitous Technologies*. 6, 3, 105:1-105:32. [pdf]
- j.1. Lijuan Liu, Jiahao Guo, **Chao Zhang**, Zhangzhi Wang, Pinqi Zhu, Tuo Fang, Junwu Wang, Cheng Yao, and Fangtian Ying. 2021. ElectroPaper: Design and Fabrication of Paper-Based Electronic Interfaces for the Water Environment. *Electronics*. 10, 5, 604. [pdf]

### Under Review Manuscripts

- m.3. Anonymous Authors (**as the 1st author**). 2023. Designing an AI-fused Tool that Supports Children in Observational Drawing and Promotes their Connectedness to Nature [title modified to ensure blind review]. *Under Review at CHI ’23*
- m.2. Anonymous Authors (**as the co-1st author**). 2023. Design Transparency and End-User Interventions for Dark Patterns [title modified to ensure blind review]. *Under Review at CHI ’23*
- m.1. Anonymous Authors (**as the 2nd author**). 2023. Understanding Seekers’ Engagement with Received Feedback in Online Critique Communities [title modified to ensure blind review]. *Under Review at CHI ’23*

## PATENTS & SOFTWARE COPYRIGHTS

### Patents

- p.4. A Drawing System to Support Children’s Observation of Plants and Learning about Biodiversity. 2021. *China National Invention Patent*. Application No. 202110645869.1
- p.3. A Sketch Recognition and Generation Method based on Raspberry Pi and Recurrent Neural Network. 2020. *China National Invention Patent*. Application No. 202011322789.4
- p.2. A Sentiment Analysis and Visualization Method Combining Video and Pop-Ups. 2019. *China National Invention Patent*. Application No. 201910287517.6

### Software Copyrights

- sc.1. Enterprise Network Opinion Analysis and Visualization Software. 2019. *China Software Copyright*. Registration No. 2019SR0428088

## SELECTED DESIGN AWARDS & EXHIBITIONS

### Design Awards

- |  |      |
|--|------|
| a.7. <b>Iron Award</b> , A' Design Award, Italy. <a href="#">[Link]</a>                        | 2022 |
| a.6. <b>iF Talent Award</b> , iF Design Award, Germany. <a href="#">[Link]</a>                 | 2021 |
| a.5. <b>Honorable Mention</b> , Design Intelligence Award (DIA), China. <a href="#">[Link]</a> | 2021 |
| a.4. <b>Outstanding Winner</b> (Top 1), C4-AI Innovation Contest, China.                       | 2021 |
| a.3. <b>Outstanding Winner</b> (Top 10), China Graduate AI Innovation Competition, China.      | 2021 |
| a.2. <b>Finalist</b> (Top 20) x 4, User Experience Design Award (UXDA), China.                 | 2021 |
| a.1. <b>Nominations Award</b> , International Designer Club Award, Malaysia.                   | 2021 |

### Design Exhibitions

- |  |      |
|--|------|
| e.3. <b>China Design Exhibition</b> , China.   | 2022 |
| e.2. <b>Global Grad Show</b> x 2, Dubai Design Week, The United Arab Emirates. <a href="#">[Link.1]</a> <a href="#">[Link.2]</a> | 2021 |
| e.1. <b>"Ecological Bridge" Innovative Design Exhibition</b> x 3, China.   | 2021 |

## SELECTED HONORS & SCHOLARSHIPS

### Honors

- |  |      |
|--|------|
| h.2. <b>Valedictorian</b> , School of IOT, Jiangnan University, China.                             | 2020 |
| h.1. <b>Jiangnan Talent</b> (Only 10 awardees in Jiangnan University), Jiangnan University, China. | 2019 |

### Scholarships

- |   |      |
|---|------|
| s.3. <b>National Scholarship</b> (Top 1% in Zhejiang University), Ministry of Education, China. | 2022 |
| s.2. <b>National Scholarship</b> (Top 1% in Zhejiang University), Ministry of Education, China. | 2021 |
| s.1. <b>National Scholarship</b> (Top 1% in Jiangnan University), Ministry of Education, China. | 2018 |

## RESEARCH EXPERIENCE

**SaNDwich Lab**, University of Notre Dame (ND), USA

06/2022 - Present

Advisors: Prof. Toby Jia-jun Li and Prof. Yaxing Yao (University of Maryland, Baltimore County)

Topic: explore end-user-empowerment approach to address dark patterns in user experience. [\[m.2.\]](#)

- Materialized an end-user empowerment intervention approach as a technology probe that supports users in changing dark patterns on website interfaces and designed its interfaces with Figma;
- Implemented the probe in the form of a browser extension using Vue.js, Tailwind CSS, and Google Firebase;
- Conducted a 2-week probe deployment study with 15 participants to understand users' real-life, in-situ reactions to our approach and their underlying needs and preferences;
- Analyzed the collected interview transcripts using thematic analysis and affinity diagramming;

**HCI Lab**, Hong Kong University of Science and Technology (HKUST), China

06/2022 - 09/2022

Advisor: Prof. Xiaojuan Ma

Topic: investigate creators' engagement with received feedback in online critique communities. [m.1.]

- Used pattern.en and NLTK to characterize 287,000 collected comments in online critique communities with content-based features (i.e., actionability, justification, specificity, and valence);
- Developed a coding scheme to characterize seekers' cognitive engagement through thematic analysis;
- Implemented machine learning models (e.g., SVC, MLP, RF, etc.) to classify seekers' cognitive engagement and the creation stages of artifacts (work-in-progress or complete);

**INNO Lab**, Zhejiang University (ZJU), China

10/2020 - 09/2021

Advisors: Prof. Cheng Yao and Prof. Fangtian Ying

Topic: design creativity support tools for children in visual storytelling. [c.2.] [c.6.]

- Conducted a formative investigation with 12 parents and 12 children to identify the challenges children face in visual storytelling through semi-structured interviews;
- Designed and developed a child-AI collaborative drawing system that supports children's creativity in visual storytelling using Figma, Vue.js, Paper.js, and Tailwind CSS;
- Implemented a voice agent and a voice-driven sketching algorithm using Baidu Text-to-Speech API, Google Speech-to-Text API, Google Translation API, NLTK, and the Sketch-RNN model;
- Conducted a between-subject user study with 64 children to evaluate our system with mixed methods;

## WORK EXPERIENCE

**Research Intern**, HCI Lab, OPPO Research Institute, China

01/2022 - 04/2022

Mentors: Dr. Yilei Shi and Dr. Haimo Zhang

## TEACHING EXPERIENCE

**CST 5141081 Interaction Technology and Design Practice**, Teaching Assistant, ZJU

Spring 2021

**CST 5143104 Design Engineering**, Teaching Assistant, ZJU

Autumn 2020

**CST 2521018 Frontier of Engineering Technology**, Teaching Assistant, ZJU

Autumn 2020

## ORAL PRESENTATIONS

**Invited Talk**, Design Innovation Center, China Academy of Art

04/2022

**Invited Talk**, Industrial Design Institution, Chinese Mechanical Engineering Society

04/2022

**Presenting Author**, CHI 2022, Virtual Event

03/2022

**Presenting Author**, IDC 2021, Virtual Event

06/2021

**Presenting Author**, CHI 2021, Virtual Event

03/2021

## ACADEMIC SERVICES

**Paper Reviewing**: Chinese CHI 2021, IDC 2022, CHI 2022, ChinaVis 2022, Chinese CHI 2022

## SKILLS

**Research:** Interview, Survey, Participatory Design, Experimental Design, Thematic Analysis, etc.

**Design:** User Experience Design (Figma, Sketch, etc.), 3D Modelling and Rendering (Cinema 4D, Corona Render, Rhino 3D, etc.), Generative Design (P5.js, Processing, Grasshopper, etc.), Graphic Design (Adobe Illustrator, Adobe Photoshop, etc.)

**Computing:** Front-End Development (Javascript, HTML, CSS, Vue.js, etc.), Statistics Analysis (Matplotlib, Numpy, Pandas, SPSS, JASP, etc.), and Machine Learning (Sklearn, PyTorch, Tensorflow, etc.)

**Prototyping:** 3D Printing, Laser Cutting, Fabrication and Hardware Assembly, Basic Circuit Design, etc.