ZIANG XIAO

201 N. Goodwin Ave, Urbana IL, 61801 • 217-281-2005 • ziangxiao5135@gmail.com

EDUCATION

University of Illinois at Urbana-Champaign

Sept 2016-Present

Ph.D Candidate in Computer Science; GPA: 4.00

Co-Advised by Professor Hari Sundaram and Professor Wai-Tat Fu

University of Illinois at Urbana-Champaign

2012-2016

Cum Laude

B.S. with Highest Distinction in Psychology and High Distinction in Statistics & Computer Science

RESEARCH INTEREST

My research interest lies at the intersection of human decision-making, social computing, and human intelligence augmentation. The direction of my current research is focused on how people interact with the conversational system and how such a system can persuade people with behaviors that benefit themselves and the larger group as a whole.

PUBLICATION

- c1. **Xiao, Z.***, Gao, M.*, Karahalios, K. and Fu, W. 2018. *To Label or Not to Label: The Effect of Stance and Credibility Labels on Readers' Selection and Perception of News Articles*. Accepted by the 21st ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW '18).
- c2. **Xiao, Z.**, Wauck, H., Peng, Z., Ren, H., Zhang, L., Zuo, S., Yao, Y., and Fu, W. 2018. *Cubicle: An Adaptive Educational Gaming Platform for Training Spatial Visualization Skills*. In Proceedings of the 23rd International Conference on Intelligent User Interfaces (IUI '18).
- c3. Chiu, P., Wauck, H., **Xiao**, **Z**, Yao, Y., and Fu, W. 2018. Supporting Spatial Skills Learning with Gesture-based Embodied Design. In Proceedings of the 23rd International Conference on Intelligent User Interfaces (IUI '18).
- c4. **Xiao, Z.**, Yao, Y., and Fu, W. 2018. *An Intelligent Educational Platform for Training Spatial Visualization Skills*. In Proceedings of the 23rd International Conference on Intelligent User Interfaces Companion (IUI '18 Companion).
- c5. **Xiao, Z.**, Yao, Y., Yen, C, Dey, S., Wauck, H., Leake, J., Woodard, B., Wolters, A., and Fu, W. 2017. *A Scalable Online Platform for Evaluating and Training Visuospatial Skills of Engineering Students*. In Proceedings of the 124th 2017 ASEE Annual Conference and Exposition (ASEE '17). Columbus, Ohio.
- c6. Wauck, H., **Xiao, Z.**, Chiu, P., and Fu, W. 2017. Untangling the Relationship Between Spatial Skills, Game Features, and Gender in a Video Game. In Proceedings of the 22nd International Conference on Intelligent User Interfaces (IUI '17). ACM, New York, NY, USA, 125-136
- t1. **Xiao, Z.** 2016. Does Grammatically Gendered Language Have an Impact on Investors Behaviors? Companies with Grammatically Masculine Names Show More Stock Momentum Than Those with Grammatically Feminine Names. Bachelor Thesis. University of Illinois, Champaign, United States.

WORKING EXPERIENCE

Summer Research Intern

Juji. Inc, Saratoga CA.

May 2018- Aug 2018

^{*}Indicates authors contribute equally to the work.

Advisor: Michelle X. Zhou & Huahai Yang

- Built text analytic tool with deep learning algorithm for analyzing short texts responses.
- Studied the effectiveness and limitation of using chatbot to conduct conversational survey.
- Analyzed multiple conversation datasets to discover the relationship between human individuality and behavior.

RESEARCH EXPERIENCE

Research Assistant, Crowd Dynamics Lab

Computer Science Department, University of Illinois

June 2016-Present

Advisor: Hari Sundaram

- Investigating the persuasiveness of algorithmically synthesized comic-style messages in behavior adoption.
- Studying how the persuasive messages can build upon the effect of active social role in decision-making.
- Developing and evaluating a web/mobile research platform for conducting large scale field study.

Research Assistant, Cascade Lab

Computer Science Department, University of Illinois

Aug 2015-Present

Advisor: Wai-Tat Fu

- Developing and evaluating a scalable online platform for training spatial visualization skills
- Studying the effect of personality composition in team dynamics under academic setting
- Creating and testing an educational game "Cubicle" for spatial visualization skill training

Research Assistant & Statistic Consultant, Stanford Interventions Lab

Psychology Department, Stanford University

June 2015-May 2016, Aug 2018 - Present

Advisor: Omid Fotuhi & Geoffrey Cohen

- Cleaned and coded massive dataset from Massive Open Online Courses (MOOCs)
- Designed analysis plan to test the effect of self-affirmation intervention on MOOCs dataset
- Conducted ANOVA test, Factor analysis, and Moderation test on the effect of mindsets on adolescent diabetes.

Research Assistant, Culture and Social Behavior Lab

Psychology Department, University of Illinois

Jan 2015-May 2016

Advisor: Dov Cohen

- Conduct research to investigate the impact of language on people's financial decisions
- Developed a stock market simulation program in R Language by adapting momentum trading strategy
- Designed experiments to test how grammatically gendered language affect peoples Designed experiments to test how grammatically gendered language affect people's financial decisions

PRESENTATIONS & TALKS

- "A Scalable Online Platform for Evaluating and Training Visuospatial Skills of Engineering Students" at Brown Bag
 Talk at College of Education, University of Illinois at Urbana-Champaign

 Mar 2017
- "Does Grammatically Gendered Language Have an Impact on Investors' Behaviors?" (Poster) at Undergraduate
 Research Symposium, University of Illinois at Urbana-Champaign

 Apr 2016
- "Longitudinal Associations between Self-Regulation and Mental Health across Early Childhood to Adolescence"
 (Poster) at 16th Biennial Meeting of Society for Research on Adolescence Baltimore, Md.

 Mar 2016
- 4. "Self-Regulation and Mental Health" (Poster) at **Undergraduate Research Symposium**, University of Illinois at Urbana-Champaign

 Apr 2015

ACADEMIC HONORS

Third Prize in China Collegiate Computing Contest Mobile Application Innovation Contest	Sept 2017
Harry Triandis Award	May 2016
James Scholar Preble Research Award	May 2016

James E. Spoor Scholarship Aug 2015 James Scholar Preble Research Award May 2015

SERVICE

ACM CHI PLAY 2018 WIP Reviewer 2018 ACM IUI 2018 Program Committee Member 2017 ACM SIGCHI Student Volunteer May 2017

Teaching Assistant of Unser Interface Design Fall 2016, Spring 2017, Spring 2018 June 2015 - Present

Darkroom Technician at Urbana Museum of Photography

TECHNICAL AND RESEARCH SKILLS

Programing Language: Python; React & React Native; HTML; MySQL

Statistics Tools: R; Python; MATLAB

Research Methods: Lab/Field Experiment Design; Usability Evaluation; Text Analysis