黄怡静 Yi-Ching Huang

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Researcher, Interaction Designer, Software Developer

RESEARCH INTEREST

Artificial Intelligence, Crowdsourcing, Social Computing, Human-Computer Interaction

EDUCATION

[2011.09 - 2018.06] Ph.D., Graduate Institute of Networking and Multimedia, National Taiwan University

[2006.09 - 2008.06] M.S., Dept. of Computer Science and Information Engineering, National Taiwan University

[2002.09 - 2006.06] B.S., Dept. of Computer Science and Information Engineering, Fu Jen Catholic University

HONOR & AWARDS

- CMUSV Semester Final Showcase Best Demonstration Award, July, 2012.
- Digital Art Award, Interactive installations, the 5th Digital Art Festival Taipei, Taiwan, 2010. Team work with Yu-Chuan Tseng, Sheng-Po Shen, and Wei-Ting Chen.
- Master Thesis Award, IICM, Taiwan, 2008
- Second Place, Microsoft Imagine Cup 2007 Software Design Competition, Taiwan Site
- Phi Tau Phi Award, honorary member of the Phi Tau Phi Scholastic Award Society, Taiwan, 2006

PROFESSIONAL EXPERIENCE

[2011.07 - Present] Ph.D candidate, Graduate Institute of Networking and Multimedia

- Advisor: Prof. Jane Hsu
- Collaborate with Prof. Hao-Chuan Wang about crowd-based writing support

[2013.08 - 2013.11] Researcher, Madeira Interactive Technologies Institute, Universidade da Madeira

- Mentor: Dr. Mon-Chu Chen

[2012.07 - 2012.08] Visiting Research Assistant, Carnegie Mellon University Silicon Valley

- Mentor: Dr. Ted Selker

[2009.10 - 2011.06] Software Developer, Plurk Inc.

[2008.08 - 2009.07] Assistant Research Fellow, Performing Technology Lab, Taipei National University of the Arts

PUBLICATIONS

<u>Y.-C. Huang</u>, J. Y.-H. Chan, and J. Y.-j. Hsu. Reflection before/after practice: Learnersourcing for drawing support. In *CHI '18 Extended Abstracts on Human Factors in Computing Systems*, 2018.

<u>Y.-C. Huang</u>, J.-C. Huang, H.-C. Wang, and J. Y.-j. Hsu. Supporting ESL writing by prompting crowdsourced structural feedback. In *Proceedings of the Fifth AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2017)*, 2017. (Full paper, accepted rate: 28.9%)

<u>Y.-C. Huang</u>. Designing Systems for Complex Creative Problem Solving. In *Doctoral Consortium of Conference on Human Computation and Crowdsourcing (HCOMP' DC)*, 2017.

<u>Y.-C. Huang</u>, H.-C. Wang, and J. Y.-j. Hsu. Bridging learning gap in writing education with a crowd-powered system. In *Proceedings of CHI 2017 Workshop on Designing for Curiosity*, 2017. (Poster)

<u>Y.-C. Huang</u>, H.-C. Wang, and J. Y.-j. Hsu. Enhancing diversity and coverage of crowd- generated feedback through social interaction. In *Proceedings of the Third AAAI Conference on Human Computation and Crowdsourcing* (HCOMP-2015). (Work-in-Progress)

<u>Y.-C. Huang</u>. Designing a micro-volunteering platform for situated crowdsourcing. In *Proceedings of the 18th ACM Conference Companion on Computer Supported Cooperative Work and Social Computing*, CSCW'15 Companion.

Y.-C. Huang and J. Y.-j. Hsu. Crowd-aware space monitoring by crowdsourcing a micro QA task. In *Proceedings of the Second AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2014)*, 2014. (Work-in-Progress)

- C.-C. Lin, Y.-C. Huang, and J. Y.-j. Hsu. Crowdsourced explanations for humorous internet memes based on linguistic theories. In Proceedings of the Second AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2014), 2014. (Full paper)
- M.-C. Chen, Y.-C. Huang, and K.-Y. Wu. Gaze-based drawing assistant. In ACM SIGGRAPH 2014 Posters, 2014.
- M.-C. Chen, K.-Y. Wu, and Y.-C. Huang. Scopophobic kitties in wonderland: Stories behind the scene of a gaze contingent environment. In CHI '14 Extended Abstracts on Human Factors in Computing Systems, 2014.
- Y.-C. Huang, K.-Y. Wu, and M.-C. Chen. Seeing aural an installation transferring the materials you gaze to sounds you hear. In Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction, TEI '14, 2014. (Art track)
- Y.-C. Huang, C.-I. Wang, S.-Y. Yu, and J. Y.-j. Hsu. In-hit example-guided annotation aid for crowdsourcing UI components. In Proceedings of the First AAAI Conference on Human Computation and Crowdsourcing (HCOMP-2013), 2013. (Demo)
- Y.-C. Huang, C.-I. Wang, and J. Y.-j. Hsu. Leveraging the crowd for creating wireframe-based exploration of mobile design pattern gallery. In Proceedings of the Companion Publication of the 2013 International Conference on Intelligent User Interfaces Companion, IUI '13 Companion, 2013.
- Y.-C. Huang, B.-L. Tsai, C.-I. Wang, S.-Y. Yu, C.-W. Liang, J. Y.-j. Hsu, and T. Selker. Leveraging persuasive feedback mechanism for problem solving. In Proceedings of AAAI 2013 Spring Symposium Series on Shikakeology: Designing Triggers for Behavior Change, 2013. (Full paper)
- Y.-C. Tseng, Y.-C. Huang, K.-Y. Wu, and C.-P. Chin. Dinner of luci ernaga: An interactive play with iphone app in theater. In Proceedings of the 20th ACM International Conference on Multimedia, MM '12, pages 559-568, New York, NY, USA, 2012. ACM. (Full paper, accepted rate: 20%)
- Y.-C. Huang, C.-C. Hung, and J. Y.-j. Hsu. Tag-based profile presentation with semantic relationship. Institute of Information & Computing Machinery (IICM), 12(2), 2009.
- C.-C. Hung, Y.-C. Huang, J. Y.-j. Hsu, and D. Wu. Tag-based user profiling for social media recommendation. In Proceedings of AAAI 2008 Workshop on Intelligent Techniques for Web Personalization and Recommender Systems, Chicago, Illinois, USA, July 2008.
- Y.-C. Huang, C.-C. Hung, and J. Y.-j. Hsu. You are what you tag. In Proceedings of AAAI 2008 Spring Symposium Series on Social Information Processing, Stanford University, California, March 2008.
- C.-C. Hung, Y.-C. Huang, and J. Y.-j. Hsu. D'ej'a vu: Social network agents for personal impression management. In Proceedings of Prima 2007: the 10th Pacific Rim International Workshop on Multi-agents, Bangkok, Thailand, 2007.

REFERENCES

Jane Yung-jen Hsu (Advisor in NTU)

Professor, Department of Computer Science and Information Engineering Director, Intel-NTU Connected Context Computing Center Nation Taiwan University

Email: yjhsu@csie.ntu.edu.tw

Hao-Chuan Wang

Associate Professor, Department of Computer Science University of California, Davis

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