RESEARCH STATEMENT

I am a PhD candidate in Human-Computer Interaction (HCI) with an award-winning Product Design background. My work engages with the political, cultural, and environmental dimensions of design and technology. My primary research focuses include sustainable interaction design, research through design, participatory design, urban informatics, tangible computing/fabrication, and the Internet of Things (IoT). Methodologically, I take a cross-disciplinary approach combining social science methods (e.g., ethnography, interview, survey), arts-and-design approaches (e.g., research through design, material probe, co-design), and methods from the humanities (e.g., design criticism, close reading). As a technology and design researcher, my goal is to develop new theories, methodologies, and applications to promote accessibility, inclusion, participation, and sustainability through design.

EDUCATION

2016 – 2020 (expected) Ph.D., Human-Computer Interaction (Informatics), Indiana University, Bloomington IN, USA
Advisors: Dr. Jeffrey Bardzell and Dr. Shaowen Bardzell

2016 – 2018 M.S., Human-Computer Interaction (Informatics), Indiana University, Bloomington IN, USA
Advisors: Dr. Jeffrey Bardzell and Dr. Shaowen Bardzell

Advisor: Dr. Jeng-Nang Fan

2011 – 2012 Full-Time Endowed Student, Product Design, Art Center College of Design, Pasadena CA, USA

2006 – 2010 B.Des., Product Design (honors), Taiwan Tech, Taipei, Taiwan
2008 Exchange Student, Product Design (honors), College for Creative Studies, Detroit MI, USA

EMPLOYMENT

Aug 2016 – Present Indiana University, Graduate Researcher, Bloomington IN, USA
Design and led multi-sited ethnographic fieldwork on an NSF-funded project to study bottom-up innovation, experimental farming, and environmental sensing—resulting in multiple peer-reviewed publications, workshops, and presentations.

Jan 2020 – May 2020 Snap Research, Research Intern, Seattle, WA, USA
Led a mixed method field study combining national surveys and semi-structured interviews to understand the full landscape of collocated interactions. Identified product development opportunities and outlined design guidelines for engaging, enriching, and augmenting in-person activities.

May 2019 – Aug 2019 Microsoft Research + AI, Research Intern, Redmond, WA, USA
Designed and conducted qualitative design fieldwork to study the experiences, perceptions, and implicit knowledge people have with the air and air pollution. Proposed design strategies and considerations of augmenting environmental measurements to encourage environmental awareness and policy reform.

Mar 2015 – May 2016 ASUS, User Experience Researcher, Taipei, Taiwan
Worked with a research and strategy team to conduct user studies, trend analyses, and cross-functional co-design sessions; laid out 3-10 years of business roadmap that is currently being adopted to align brand image and define new product pathways. Developed and embedded research templates in cross-
functional teams to foster a collaborative culture with and advocated user-centered design thinking. Conducted user research that led to the launch of multiple hardware and software products.

**Mar 2014 – Mar 2015**  
*ASUS, Product Designer*, Taipei, Taiwan  
Led the design of the award-winning Google On-Hub router and VivoMini PC; involved in the entire product development process from ideation to mass production. Brainstormed use case scenarios and prototyped design proposals on various pioneering products/services.

**Sep 2010 – Dec 2013**  
*Taiwan Tech, Graduate Research Assistant*, Taiwan Tech, Taipei, Taiwan  
Assisted in brainstorming and creating 3D prototypes to study load bearing structure using sheet material. Designed and conducted anthropological fieldwork to identify strategies of improving user experiences in product design.

**May 2010 – Dec 2010**  
*YunTech, Research Assistant*, Yunlin, Taiwan  
Conducted and analyzed semi-structured interviews with design practitioners to investigate the mechanisms of creativity. Project funded by National Science Council, Taiwan.

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### AWARDS

**Research Funding**

2021 – 2022  
National Science Foundation, USA  
CIFellow. *From Data to Knowledge: Environmental Sensing and Data Narration* ($253,800)

2017 – 2019  
Ministry of Education, Taiwan  
Pl. Civic Making: Bottom-Up Innovation and IoT Proposition in Taiwan ($32,000)

**Best Paper and Honorable Mention Awards**

2019  
ACM CHI 2019 Honorable Mention Award (2 awards)

2019  
ACM TEI 2019 Honorable Mention Award

**Research and Travel Awards**

2019  
ACM Graduate Student Travel Award. NSF. $1500

2019  
GISA Spring 2019 Travel Award, Indiana University. $950

2019  
SICE HCI/d Travel Award. Indiana University. $950

2019  
Department Nominee of the Wells Graduate Fellowship, Indiana University. $42,000

2019  
GPSG Travel Award. Graduate Professional Student Government, Indiana University. $500

2017  
ACM Graduate Student Travel Award. NSF. $2,000

2016  
Government Fellowship for Overseas Study. Ministry of Education, Taiwan. $51,000

2010  
Graduate Student Fellowship. College of Design, Taiwan Tech, Scholar Grant. $2,400

2010  
Valedictorian, School of Design, Class of 2010, Taiwan Tech

**Design Awards**

2015  
Winner, Good Design Award, “ASUS VivoMini (UN62)”

2013  
Finalist, Taiwan International Design Competition, “Turn: pencil extender”

2012  
Winner, if Concept Award, “Go Dutch: bill redesign”

2010  
Honorable Mention, Nagoya Design Do! Competition, “Save Energy, Save Me: wind slot sticker”

2010  
Sponsor Award, Taipei Industrial Design Award, “Under the Tree: bus stop redesign”

2009  
Honorable Mention, Universal Design Award, “Wave: universal cutting board”

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### PUBLICATIONS

**Refereed Conference Publications**

2020  


**Refereed Conference Abstracts and Extended Abstracts**


**Book Chapters (Editor-Reviewed)**


**TEACHING EXPERIENCE**

**Research Group Mentorship**

2017 - 2019  Ethnographic Fieldwork and Research Through Design on Experimental Farming

Cultural Research in Technology (CRIT) group; PI: Shaowen Bardzell and Jeffrey Bardzell

**Individual Student Mentorship**

2019  Dominic Matthyss (Undergraduate Research Opportunities in Computing)

2019  Noor Hussein (Undergraduate Research Opportunities in Computing)
2019 Pei-Ni Chiang (Master student in HCI/d)
2019 Lu Xi (Master student in HCI/d)
2018 Wei Zheng (Undergraduate Research Opportunities in Computing)

Assistant Instructor

2018 - 2019 SICE, Indiana University, Bloomington IN, USA
I694: Thesis in Human-Computer Interaction (Spring 2018, Spring 2019)
I544: Experience Design (Fall 2019)

2013 College of Design, Taiwan Tech, Taipei, Taiwan
DT5017701: Anthropological Approach in Design (Spring, 2013)

2011 Department of Product Design, Art Center College of Design, Pasadena CA, USA
PRD252: Visual Communication IV (Winter 2011)

EXHIBITIONS

2015 Good Design Exhibition, Tokyo, Japan
2013 The Art & Design Elite Scholarship Program Press Conference, Taipei, Taiwan
2012 Student Gallery, Art Center College of Design, Pasadena CA, USA
2012 Dwell Design Exhibition, Los Angeles CA, USA
2011 Taiwan Designers’ Week, Taipei, Taiwan
2010 Taiwan Designers’ Week, Taipei, Taiwan
2010 Young Designers’ Exhibition (YODEX), Taipei, Taiwan

INVITED TALKS

2019 Qualitative Methods for Social Science Studies. S110 Understanding Social Data. Indiana University
Department of Sociology. Guest Lecture
2019 Mapping Air: Hyper-Local Perceptions of Pollution. Microsoft Research Redmond Lab HCI Intern Talk
2016 International Design Trends (with Dr. Jeng-Nang Fan). National Education Radio, Taipei, Taiwan
2013 The Art & Design Elite Scholarship Program Press, Taipei, Taiwan
2011 School of Design Admission Seminar, Taiwan Tech, Taipei, Taiwan

PROFESSIONAL ACTIVITIES AND SERVICES

Conference Program Committee

2021 ACM CHI Design Subcommittee Associate Chair: Yokohama, Japan
2020 ACM CHI Late Breaking Works (LBWs) Track Associate Chair: Honolulu HI, USA
2019 ACM DIS Pictorial Track Associate Chair: San Diego, CA, USA

Conference Organizing Committee

2019 ACM DIS Student Volunteer Co-Chair: San Diego, CA, USA
2019 ACM TEI Social Media Chair: Tempe, Arizona, USA

Conference Student Volunteer

2020 ACM CHI (ACM Conference on Human Factors in Computing Systems, Honolulu HI, USA)
2019 ACM DIS (ACM Conference on Designing Interactive Systems, San Diego CA, USA)

Conference Peer Reviewer

Pictorial, Provocation and WIP), C&C2019 (Pictorial), CHI2018 (Paper)
Community Services

2018 - Present  Ambassador, Informatics Graduate Studies Office, Indiana University, Bloomington IN, USA
2017 - Present  Student Volunteer, Prospective Student Visit, SICE, Indiana University, Bloomington IN, USA
2016  Mentor, GU2IU Prospective Student Program, SICE, Indiana University, Bloomington IN, USA
2016  Coordinator, Industry-University Collaboration, ASUS Design Center, Taipei, Taiwan
2005 - 2016  Mentor, ASUS Foundation Community Service, ASUS, Taipei, Taiwan
2009 - 2010  Co-Director, Graduation Show, Taiwan Tech, Taipei, Taiwan