

BAIHUI CHEN

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RESEARCH INTERESTS

Human-computer interaction, Intelligent Interaction, Tangible user interfaces

EDUCATION BACKGROUND

Communication University of China

2019–2022

Degree: Master of Arts in Digital Media and Artistic Design

Rank: Top 15% (4th out of 30 students)

GPA: 3.68/4.0

Wuhan Textile University

2014–2018

Degree: Bachelor of Arts in Digital Media

GPA: 3.53/4.0

RESEARCH EXPERIENCES

A Research on Social Mediator Robot for Enhancing Remote Communication

Jun.2022 – Current | User Research | Experimental design

Affiliation: Future Lab. Tsinghua University

Based on the embodied expression design of mediator robot, explore the application scenarios of robot body movements as emoji for instant communication.

- Assisted in the construction of robot platform, experimental design and the design of robot action sequences.
- A pilot study on the user experience of social mediator robot to evaluate user acceptance and recognition of this form of social media.

A Research on AI Innovation in Primary and Secondary Schools

Jan.2021 – Apr.2021 | User Research | Function Design

Affiliation: The Ministry of Science and Technology of China and Communication University of China

For the purpose of educating primary and secondary students to master AI, we explored the application of STEAM education concept, to innovate the AI learning model ("thinking + design + experience") to inspire students' intrinsic motivation to learn AI.

- User research was conducted by planning quantitative and qualitative analysis, issued more than 800 questionnaires and interviewed parents of more than 50 children to have more reliability and validity in the research.
- Quantitative data was analyzed by using SPSS to find any correlation.
- Qualitative data was organized by using an affinity diagram to find the pattern.

Artificial Intelligence Knowledge Graph Data Visualisation Project

Sep.2020 – Sep.2021 | User Research | Interacting Design

Affiliation: Chinese Academy of Sciences and Communication University of China

The goal of the project is to help users better understand data by portraying it with AI machine learning.

- Created design prototypes and a structured expression of knowledge to assist users in presenting data results, making data information more accessible to readers.
- Discovered patterns behind data based on vertical cascading of AI knowledge to facilitate intelligent services.

Embodied and Multimodal Interaction to Support Preschool Children's Musical Understanding Research

Affiliation: Intelligent Media Lab. Communication University of China

Jan.2021 – Jun.2022 | User Research | UX Designer | Development

The experiment was designed by embodied interaction, which focuses on a group of preschool children and aims to explore the relationship between children's behaviour and cognition.

- This research includes body tracking and gesture recognition, as well as mapping based on three-dimensional space to two-dimensional images.
- Interaction of animated design spaces through Kinect and Unity, using Ableton to complete the technology of children's bodies changing in real time with music.

PUBLICATIONS

Visualizing the Intellectual Structure and Evolution of People with Visual Impairments in the Field of HCI Design

Universal Access in the Information Society (SCI)

/ In the process of delivery /

A Systematic Review of Multimodal Interaction in Artificial Intelligent System Supporting Children to Learn Music

The 24th International Conference on Human-Computer Interaction (HCI 2022)

https://link.springer.com/chapter/10.1007/978-3-031-05311-5_38

Research on the Experience of Interactive Art from the Perspective of Reception Aesthetics

The 6th International Conference on Arts, Design and Contemporary Education (ICADCE 2020)

<https://www.atlantis-press.com/proceedings/icadce-20/125950767>

WORK EXPERIENCES

Southern University of Science and Technology, Research Assistant

Senzhen, China | Oct.2022 – Current

Mainly assisting the professor with wearable, mixed reality and physical interaction related technologies and publications, assisting with the grant project writing.

Tsinghua University, The Future Lab Intern

Beijing, China | Jun.2022 – Sep.2022

Research intern in Research Center for Aging User Experience and Service System Design, Future Laboratory, Tsinghua University (AeX).

- Responsible for aging user experience research,
- literature collection and research, experimental design and partial technical development.

Bai Du , Product Intern

Beijing, China | Baidu search product | May.2021 – Dec.2021

Responsible for AI visual search in Multi-search of Baidu. Baidu search engine is the top search engine in China, it has more than 70 million users.

- Analysis of user data to improve the effectiveness and accuracy of intelligent search results for AI image recognition based visual search business.

Communication University of China , Intelligent Media Lab, Main member

Beijing, China | Sep.2019 – Jun.2022

The Intelligent Media Lab at CUC focuses on human-computer interaction, intelligent interaction, physical interaction and immersive multi-sensory interaction..

- Participated in 5 national, provincial and city-level vertical and horizontal research projects in the laboratory and acted as the main member of the design and development of the main interactive system.
- 1 software copyright application based on python and 1 patent application for a 3D holographic projection utility model.

COMPETITONS



2020.05–11	The 12th UXDA International User Experience Innovation Competition, National Second Prize	2021.04	The 6th “Think Youth” Competition, Second Prize and exhibition
2020.11	The 5th China VR/AR/MR Creation Competition Special Unit Award	2022.06	Outstanding graduate work VRchat online exhibition
2020.10	The Unity* Shang Tang Technology AR Application Creation Competition Outstanding Team Award	2019.11	International Interactive Workshop Exhibition
2020.06	The "Post-Epidemic Global Roaming Plan" Youth H5 Creative Competition	2018.06	Outstanding graduation work and exhibition

INTERNATIONAL WORKSHOPS



Workshop on International Student Interaction between China, Japan and Korea

Students from the Communication University of China, Tokyo University of the Arts and Korea University of the Arts have completed a 1-week creative computing study and collaborated on a practical output..

- Trained in pose by machine learning and PoseNet in ML5.js for the AR smart interaction piece 'None is none'.
- Collaborated with Korean students to complete "Fruity star!", a game based on Processing and Arduino to create an interactive fruit tangible interface.

MIT International Professors' Workshop – Ministry of Education Key Intelligence Project

- Discussed the idea of the project with the professor and proposed and practiced the project, mainly responsible for the planning of the project and the development of the software and hardware for the project "Cross the star".

SKILLS



Python Unity3D/C# 3Ds max Blender3D Javascript Arduino Processing Sketch Adobe Creative Suite Xcode Citespace
SPSS Usability Tests Usability Tests Qualitative research methods Quantitative research methods

AWARDS



Undergraduate

2014–2015	The First Prize Scholarship
2015–2016	The Second Prize Scholarship
2016–2017	Merit Student
Jul.2018	Outstanding Graduates

Postgraduates

2019–2020	The Third Prize Scholarship
2020–2021	The Second Prize Scholarship
	Merit Student
	Outstanding cadres of Student Association Merit Student