

# Qin Wu

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## RESEARCH INTERESTS

### Keywords:

Human-Computer Interaction, User Experience Design

### Summary:

My research in Human-Computer Interaction focuses on tabletop interactive projection, intelligent hardware design and digital art. In particular, my work focuses on understanding user needs and limitations and creating new designs that make interactions between intelligent devices and humans easy and natural. I am also working on underrepresented groups such as low-functioning autism, poor hearing, and mobility-impaired people.

## EDUCATION

### **Tsinghua University, Beijing, China**

M.F.A. in Fine Arts  
Aug. 2013-Jun. 2016

### **Chengdu University of Information Technology, Chengdu, China**

B.A. in Arts  
Sept. 2008-Jun. 2012

## POSITIONS AND APPOINTMENTS HELD

- **Lecturer, Department of Computer Science, Chengdu University of Information Technology**  
Chengdu, China, Dec. 2018 -Present
- **Assistant Researcher, Department of Computer Science, Chengdu University of Information Technology**  
Chengdu, China, Jul. 2016- Dec. 2018
- **Lab Director, CUIT-Interactive Media Studio, China**  
Chengdu, China, Nov. 2016- Present  
Recent videos: <https://youtu.be/YOjGsFcHQzM>
- **Research Assistant, Human Machine Control Research Lab, Chinese Academy of Sciences (Shenzhen), China**  
Shenzhen, China, Jul. 2017- Present  
Advisors: Prof. Xiping Hu
- **Publicity Chair, ACM China**  
Oct. 2016- Present

Advisors: Prof. Yunhao Liu (Michigan State University)

- **UX Design Intern, User Experience Design Group, LinkedIn China**  
Beijing, China, Nov. 2015- Feb. 2016
- **Interaction Design Intern, Department of Service Design, Lenovo**  
Beijing, China, Jun. 2015- Sept. 2015

## TEACHING

- ***New media Interaction Technology***
  - Class of Digital Media and Technology (Autumn 2020)
- ***Intelligent Hardware Design***
  - Class of Digital Media and Technology (Spring 2020)
- ***Information Architecture and Visualization***
  - Class of Digital Media and Technology (Autumn 2019)
- ***User Experience Design***
  - School of Computer Science (Spring 2019)
- ***User Interface Design***
  - School of Computer Science (Autumn 2018, 2019)

## AWARDS

5. **"BEST DEMO-Honorable Mention Award"** ACM ISS 2018
4. **"SIC People's Choice Honorable Mention Award"** ACM UIST 2018
3. **"Honorable Mention Award-Demo"** ACM SUI 2018
2. **"Single Award for Interaction Design"** LIFE GEEK 2018
1. **"BEST DESIGN AWARD"** ACM TURC 2017

## PUBLICATIONS

10. **Wu, Qin**, Jiayuan Wang, Sirui Wang, Tong Su, and Chenmei Yu. "MagicPAPER: tabletop interactive projection device based on tangible interaction." In *ACM SIGGRAPH 2019 Posters*, p. 58. ACM, 2019 (SIGGRAPH '19).
9. Qin, Yuehao, Yu Luo, Sihan Zhou, Rui Xu, Shuping Tan, and **Qin Wu\***. "Table War: A Tabletop Projection Game for Attack-and-Defence Battle." In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion*, pp. 45-48. ACM, 2019 (DIS'19).
8. Chen, Yanjun, Chenmei Yu, Sirui Wang, and **Qin Wu\***. "Anmoji: A Novel Body-Controlled Massage Robot." In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion*, pp. 5-8. ACM, 2019 (DIS'19).
7. **Wu, Qin**, Sirui Wang, Jiashuo Cao, Bing He, Chenmei Yu, and Jianbo Zheng. "Object Recognition-Based Second Language Learning Educational Robot System for Chinese Preschool Children." *IEEE Access* 7 (2019): 7301-7312.
6. **Wu, Qin**, Sirui Wang, Jiayuan Wang, Zixiong Qin, and Tong Su. "MagicPAPER: Tabletop Interactive Projection Device Based on Kraft Paper." In *Proceedings of the 2018 ACM International Conference on*

*Interactive Surfaces and Spaces*, pp. 419-423. ACM, 2018 (ISS'18).

5. Sirui Wang, Jiayuan Wang, and **Qin Wu**\*. Magic PAPER: An Integrated Shadow-Art Hardware Device Enabling Touch Interaction on Kraft paper. *In Proceedings of the Symposium on Spatial User Interaction (SUI'18)*.
4. Zheng, Jianbo, Qieshi Zhang, Shihao Xu, Hong Peng, and **Qin Wu**. "Cognition-Based Context-Aware Cloud Computing for Intelligent Robotic Systems in Mobile Education." *IEEE Access* 6 (2018): 49103-49111.
3. **Qin Wu**, Sirui Wang, Jiayuan Wang, Jia-shuo Cao, Xing-Yuan Huang, and Rung-Huei Liang. MagicPAPER: An Integrated Shadow-Art Hardware Device Enabling Touch Interaction on Paper. *In Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems (DIS '18)*.
2. Yuwei Li, Chenmei Yu, Zhen Yang, Ziyue Guo, and **Qin Wu**\*. See Your Voice: An Interactive Device of Speech Visualisations for Users with Poor Hearing. *In Proceedings of the Sixth International Symposium of Chinese CHI (ChineseCHI '18)*.
1. **Qin Wu**, Fanglve Zhang, Sihan Zhou, Yuehao Qin, and Xi Wu. Table War: A Tower-Defense Game Device with Augmented Reality Projection. *In Proceedings of the Sixth International Symposium of ChineseCHI (ChineseCHI '18)*.

## VOLUNTEER EXPERIENCES

- Paper Reviewer for ChineseCHI 2019
- Demo Reviewer for DIS 2018
- Photography Volunteer for Boston Dragon Boat Festival 2019
- Volunteer Teacher for "Alma Anta" International Volunteers Team 2013

## SKILLS

### Software

Sketch, Hype3, Final Cut Pro, PS, AI, AE, Processing

### Design

Visual Design, UX Design, Video Production, Photography, Sketch

### Research Methods

Interviewing, Think Aloud Study Protocols, Studies with Children, Surveys

### User-Centered Design

Paper Prototyping, Rapid Iterative Prototyping, UI Wireframing, Storyboards, Playtesting