

# Dennis Wang

(he/him/his)

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## Research Interest

Human-Computer Interaction (HCI), Social Computing, Personal Informatics

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## Education

<b>Ph.D. in Informatics</b> University of California, Irvine, CA	2020 - 2025 (Expected)
<b>M.S. in Computer Science</b> (specializing in HCI) University of Illinois at Urbana Champaign (UIUC), Champaign, IL	2017 - 2020
<b>B.S. in Computer Science</b> National Chengchi University (NCCU), Taipei, Taiwan	2011 - 2017

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## Academic Publications

### Conference & Journal Publications

- [C-2]. **Dennis Wang\***, Yi-Chieh Lee\*, & Wai-Tat Fu. "I love the feeling of being on stage, but I become greedy": Exploring the impact of monetary incentives on live streamers' social interactions and streaming content. CSCW 2019. (\* indicates equal contribution)
- [C-1]. Yi-Chieh Lee, Chi-Hsien Yen, **Dennis Wang**, & Wai-Tat Fu. Understanding how digital gifting influences social interaction on live streams. MobileHCI 2019.

### Posters, Demos, & Workshop Publications

- [P-2]. Yingyu Chen, **Dennis Wang**, Chia-Yu Chen, Daniela Rosner, & Alexis Hiniker. The stamp plate and the kicking chair: Data play for mealtime in preschools. TAICHI 2018 (Taiwanese Human Computer Interaction).
- [P-1]. I-Fang Wang, **Dennis Wang**, Chia-Yu Chen, & Jyun-Fong Jheng. PinchFun: A fine motor training game for preschool children with developmental delays. CHI EA 2016.

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## Research Experiences

- Exploring sharing of personal informatics data on ephemeral social media** 2020 - Current  
Supervisor: Prof. Daniel Epstein, UC Irvine
- Studying how the design of a system could support users to incorporate personal informatics data on Snapchat.

- Designing field study protocol, questionnaire, and interview protocol for field deployment study.

**Feasibility of chatbots as guides for peer evaluation (In Preparation of Submission [w-2])** 2018 - 2020

Supervisors: Profs. Yun Huang and Wai-Tat Fu, UIUC

- Studied how chatbots could guide students to grade and provide feedback on both peers' assignments and team performance in university design courses
- Conducted quantitative analysis on data to identify differences between different designs of chatbot

**The impact of digital gifting on live streaming (CSCW '19 [c-2], MobileHCI '19 [c-1])** 2018 - 2019

Supervisor: Prof. Wai-Tat Fu, UIUC

- Studied the effects of digital gift-giving on live streamers' social interactions and content creation
- Used qualitative coding methods to process data and identified major themes
- Designed interview protocols and conducted interviews with 13 active streamers to understand their motivations, perceptions, and challenges around live streaming on platforms with embedded gift-giving functions

**Mealtime technology for parent-child interaction (TAICHI '18 [p-2], In Preparation [w-1])** May - Dec 2018

Supervisor: Prof. Alexis Hiniker, University of Washington, Seattle, WA

- Created and tested family-mealtime technologies aimed at boosting three to six year olds' data literacy
- Collaborated remotely with research teams across three time zones to brainstorm and iteratively designed prototypes
- Iteratively designed and implemented an Android-based technological probe using Processing and sensing techniques through Arduino, as well as a weight sensor to be used during mealtimes
- Transcribed video recordings of the field studies, and conducted qualitative data analysis to surface themes of parent-child joint media engagement

**Parent-preschooler cooperative fine-motor skills training game (CHI EA '16 [p-1])** 2015 - 2018

Supervisor: Prof. Jones Neng-Hao Yu, NTUST, Taipei, Taiwan

- Created a game design that effectively engages parents and their preschoolers in fine motor skills training
- Revised the design based on preliminary field studies in a special-education institution
- Utilized the game as a probe for qualitative-data collection using Unity, Arduino, and Leap Motion
- Analyzed data using qualitative coding methods

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## Other Research Experiences

**Vocabulary for human-IoT systems communication** Sep - Dec 2016

Supervisor: Prof. Lin-lin Chen, Intel IoX Center, Taipei, Taiwan

- Designed a set of sounds to express smart objects' statuses as part of the vocabulary for self-explanatory IoT systems
- Implemented an interactive prototype using Arduino and Processing for lab study and evaluation, aimed at leveraging users' knowledge and opinions about the design

**A sketch-based prototyping tool to accelerate mobile-app design processes** 2015 - 2016

Supervisor: Prof. Jones Neng-Hao Yu, NTUST, Taipei, Taiwan

- Conducted observation studies and post-study interviews of both junior and professional designers, to capture their insights on user behaviors related to sketching during mobile-app UI design
- Implemented prototype functions for sketching low-fidelity UI prototypes on iOS using Swift

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## Teaching Assistant Experiences

### INF131: Introduction to Human Computer Interaction

Fall 2020

UC Irvine

Instructors: Prof. Elena Agapie

### CS105: Introduction to Programming (Non-tech)

Fall 2018; Spring & Fall 2019

UIUC

Instructors: Profs. Albert F. Harris III & Craig Zilles

### CS465: User Interface Design

Fall 2017

UIUC

Instructor: Prof. Brian P. Bailey

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## Services and Other Academic Experiences

### Assistant to Subcommittee Chair, CHI 2020

Sep. - Dec. 2019

- Performed various coordination and administrative tasks for the chair of the Understanding People subcommittee

### Steering Committee Member, OpenHCI, Taiwan

2016 - 2017

- Advised organizers of OpenHCI 2016 and 2017, the biggest student HCI workshops in Taiwan, in which more than 100 participants learned about human-centered design and gained experience of cross-disciplinary collaboration

### Organizer, OpenHCI, Taiwan

2015 - 2016

- Took the lead in organizing the 2015 OpenHCI workshop
  - Led a student committee comprising 23 students from seven schools
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## Awards and Honors

*Chair's Award (\$2500), UC Irvine Department of Informatics, 2020*

*1st Place, ACM SIGCHI 2016 Student Game Competition, "Game with a Purpose", 2016*

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## Skills

### Research Methods

Qualitative research method (Interview, field study & observation), Qualitative data analysis (Grounded theory, thematic analysis, qualitative coding), Quantitative data analysis, Mixed-method research, Literature review

### UX Methods

User research (Usability testing, contextual inquiry, shadowing), Design strategies (Design charrette, human-centered design, design thinking)

### Technologies

Software development (Python, Javascript, Java, HTML, CSS, Firebase, MySQL), Physical and hardware prototyping (Arduino, Processing, Unity, Leap Motion, low-fidelity prototyping, sketching)