

李衔 LI Xian

(+86) 13208753105 | 12011010@mail.sustech.edu.cn
Shenzhen
lance-lee.com

EDUCATION

Southern University of Science and Technology

Sep 2020

B.Eng of Industrial Design

Shenzhen

Research Interests: | HCI | Human-AI Interaction | Social Computing | UX Design | Development |

Related courses: Design and Learning with Data (GPA: 3.88/4.0); UX and Interaction (GPA: 3.63/4.0); Making a Game (GPA: 3.77/4.0); Responsive Systems (GPA: 3.77/4.0), Social Research Methods (GPA: 4.0/4.5), etc.

RESEARCH EXPERIENCE

Exploring User-Generated AI Chatbots on an Online Platform

Oct 2023 - Present

Student Assistant | Social Computing Study

Shenzhen

In this study, we conducted an in-depth exploration of an online Gen-AI community, employing both qualitative and quantitative analysis methods. Our research focused on presenting preliminary findings related to different categories of AI chatbots.

Within the project, we conducted data crawling, open coding, content analysis, and paper writing collaboratively. Our work aims to provide insights for future Gen-AI communities, with a particular focus on ethical and moral issues within online communities.

Designing Bodily Interaction Gamification towards Anti-sedentary Online Meeting Environments

Jul 2022 - Sep 2023

Student Assistant | Research-through-Design (RtD) Study

Shenzhen

In this study, we employed a research-through-design method to understand and design gamified bodily interactions as anti-sedentary interventions for online meetings.

We organized co-design workshops and conducted over ten qualitative interviews to gain insights into participants' real needs. Using this understanding, we created multiple prototypes to test and validate our hypotheses. As a result, we collected a rich dataset and performed quantitative data analysis. (This work has been submitted to CSCW 2024 for review)

Remote Communication for Elderly Families in Digital Environments

Feb 2023 - Aug 2023

Student Assistant | Ethnographic Study

Shenzhen

In this study, we primarily employed qualitative analysis and ethnographic methods to establish connections with the elderly and their adult children. Through in-depth interviews with both parties, we aimed to understand their perceptions of various technologies for remote communication. This research provides insights into future asynchronous and synchronous remote communication between the elderly and their family members.

PROFESSIONAL EXPERIENCE

Tencent Music Entertainment Group

Apr 2023 - Jun 2023

College-Enterprise Collaboration Intern Student | UX Design

Shenzhen

During the college-enterprise collaboration project, I worked under the guidance of TME Mentor to propose interaction optimization solutions for an existing mobile app. Additionally, I independently developed innovative interaction concepts, which led to me being chosen as the Best Individual Award.

Hill Architecture

May 2021 - Sep 2021

Intern Student | Architecture

Shenzhen

The company I am employed with specializes in the construction of public buildings, architectural installations, and urban redevelopment projects. Specifically, I have contributed to the "Wild Workshop" project in Suzhou, while I have been responsible for developing the firm's material selection system, including organizing and archiving over 100 documents and coordinating with material suppliers.

MISCELLANEOUS

- **Skills:** Qualitative and Quantitative methods, Python, Figma, Unity, Java, Ps, Ai, JavaScript, Arduino, etc.
- **Languages:** IELTS (6.5), CET-6