ZHANMING CHEN

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EDUCATION

Ph.D. in Human Factors and Ergonomics   09/2023 – Present

College of Design, University of Minnesota, US

- Research areas: HCI4D, social computing, community-based design
- Advisor: Dr. Ji Youn Shin

Master of Journalism and Communication (Interaction Design)   09/2021 – 06/2023

The School of Journalism and Communication, Sun Yat-sen University, China

- Thesis: Research on Personalized Customization Design of Mobile News Applications
- Advisor: Dr. Huiyue Wu

Bachelor of Management (Marketing)   09/2015 – 06/2019

School of Business, Sun Yat-sen University, China

- Thesis: How do Likes and Comments Under the Advertisements in WeChat "Friend Circle" Influence Users' Advertising Involvement
- Advisor: Dr. Wenguo Shen

PEER-REVIEWED PUBLICATIONS

Journal Articles

- Huiyue Wu, **Zhanming Chen**, Yifan Huang, and Huawei Tu. 2024. Research on the uncanny valley effect in artificial intelligence news anchors. *Multimedia Tools and Applications* (January 2024). https://doi.org/10.1007/s11042-023-18073-z
- **Zhanming Chen**, Huawei Tu, and Huiyue Wu. 2023. User-Defined Foot Gestures for Eyes-Free Interaction in Smart Shower Rooms. *International Journal of Human–Computer Interaction* 39, 20 (December 2023), 4139–4161. https://doi.org/10.1080/10447318.2022.2109260

Conference Papers

- **Zhanming Chen**, Juan F. Maestre, May Hang, Alisha Ghaju, and Ji Youn Shin. 2025. "I Want My Chart to Be Just for Me": Community-Engaged Design to Support Outpatient Healthcare for Resettled Communities. Proc. ACM Hum.-Comput. Interact. 9, 7, Article CSCW355 (November 2025), 31 pages. https://doi.org/10.1145/3757536
- **Zhanming Chen**, Alisha Ghaju, May Hang, Juan Fernando Maestre, and Ji Youn Shin. 2025. Designing Health Technologies for Immigrant Communities: Exploring Healthcare Providers' Communication Strategies with Patients. In *CHI Conference on Human Factors in Computing Systems (CHI '25)*, April 26–May 01, 2025, Yokohama, Japan. ACM, New York, NY, USA, 19 pages. https://doi.org/10.1145/3706598.3713782
- Huiyue Wu, **Zhanming Chen**, Xinle Wang, and Xiaoying Huang. 2024. Sketch2APP: A scene-based

software interface design tool. In *2024 Guangdong Annual Academic Conference on Social Sciences*, December 19, 2024, Guangzhou, China. 12 pages. (Outstanding Research Paper Award, Grade 1)

Conference Posters

- **Zhanming Chen**, Minghe Lu, Minzhu Zhao, Gaoxiang Luo, Benjamin Withey, Seraphina Yong, and Ji Youn Shin. 2025. Empowering Farming Communities Through Information Tracking: A Design Approach to Crop Planning and Management. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25)*, April 26–May 01, 2025, Yokohama, Japan. ACM, New York, NY, USA, 8 pages. https://doi.org/10.1145/3706599.3719713

- Alisha Ghaju*, **Zhanming Chen***, May Hang, and Ji Youn Shin. 2024. Supporting Healthcare Providers' Motivations for Caring for Patients in Underserved Communities. In *Companion of the 2024 Computer-Supported Cooperative Work and Social Computing (CSCW Companion '24)*, November 9–13, 2024, San Jose, Costa Rica. ACM, New York, NY, USA, 6 pages. https://doi.org/10.1145/3678884.3681891

Conference Abstracts

- Hyunjoo Im, Terry Haekyung Kim, and **Zhanming Chen**. 2025. Humanizing Handmade Brands: How Handmade Brands Are Perceived Authentic. *International Textile and Apparel Association Annual Conference Proceedings* 81, 1. https://doi.org/10.31274/itaa.18690

- Terry Haekyung Kim, Hyunjoo Im, and **Zhanming Chen**. 2025. Unraveling Morality: The Impact of Business Size and Family-Owned Businesses on Trust Formation. *International Textile and Apparel Association Annual Conference Proceedings* 81, 1. https://doi.org/10.31274/itaa.18624

- **Zhanming Chen**, Hyunjoo Im, and Terry Kim. 2024. Effect of Face Expression and Interactivity on Donation Intention: Mediated Roles of Playfulness, Social Presence, Sympathy, and Perceived Response Efficacy. In *Fashion And Play Symposium*, April 2024. MN, USA, 1. (Oral presentation)

INVITED PRESENTATIONS

- "I Want My Chart to Be Just for Me": Community-Engaged Design to Support Outpatient Healthcare for Resettled Communities.
  - September 26, 2025. 2025 Design Justice Symposium. Minneapolis, US. Conference presentation.
  - Oct 3, 2025. CSCW Northeast 2025 Meet Up. New Jersey, US. Panel Discussion.
  - October 10, 2025. The 28th ACM SIGCHI Conference on Computer-Supported Cooperative Work & Social Computing (CSCW). Bergen, Norway. Conference presentation (online).

- Community-Engaged Design to Support Outpatient Healthcare for Resettled Communities. September 14, 2025. Division of Industrial Design, National University of Singapore. Singapore. Guest lecture.

- Designing Health Technologies for Immigrant Communities: Exploring Healthcare Providers' Communication Strategies with Patients. April 28, 2025. CHI Conference on Human Factors in Computing Systems (CHI '25). Yokohama, Japan. Conference presentation.

- Participatory design workshops in healthcare settings. September 24, 2024. College of Design, University of Minnesota. Minneapolis, US. Guest lecture.

WORK EXPERIENCE

Research Assistant

College of Design, University of Minnesota   08/2023 – Present

- "Community-engaged design with Hmong farmers in Twin Cities" (08/2023 – Present, Supervisor: Dr. Ji Youn Shin): designed and conducted observations, interviews, co-design activities; wrote manuscripts.

- "Co-Design of Mobile Health Technologies for Mitigating Health Disparities" (08/2023 – Present, Supervisor: Dr. Ji Youn Shin): conducted online interviews; conducted participatory design workshops; coding and thematic analysis; wrote manuscripts.

- "Building customer loyalty for family-owned retail businesses in Minnesota" (02/2024 – 05/2024, Supervisor: Dr. Hyunjoo Im): participated in stimuli design and abstract articles writing.

- "An exploration of the potential of immersive physical space beyond entertainment" (09/2023 – 01/2024, Supervisors: Dr. Ji Youn Shin and Dr. May SunMin Hwang): conducted participatory design workshops; coding and thematic analysis; paper writing.

The School of Communication and Design, Sun Yat-sen University   07/2021 – 06/2023

- "ClockRay: A wrist-rotation based technique for occluded-target selection in virtual reality" (09/2022 – 10/2022, Supervisor: Dr. Huiyue Wu): conducted lab experiments to compare users' performances (published on TVCG).

- "Research on the Uncanny Valley Effect in Artificial Intelligence News Anchors" (03/2022 – 06/2023, Supervisor: Dr. Huiyue Wu): designed questionnaires, created stimuli and conducted lab experiments.

- "Pen-based No-code Development (NCD) Toolkit for Interface Design" (08/2021 – 06/2023, Supervisor: Dr. Huiyue Wu): conducted requirement analysis; developed a NCD toolkit using C language; conducted lab experiments to evaluate the performance of personalized mobile news apps created by the toolkit.

Graduate Instructor

College of Design, University of Minnesota   09/2024 – 12/2024

- "RM 4216: Retail Promotion" (Fall 2024, 24 students, 10 hours/week, Supervisor: Dr. Hyunjoo Im): designed the syllabus, assignments, and exams, provided in-person lectures, arranged guest lectures, graded assignments, and held office hours.

Teaching Assistant

College of Design, University of Minnesota   08/2023 – 12/2023

- "DESI 2701: Creative Design Methods" (Fall 2025, 199 students, 10 hours/week, Supervisor: Dr. Carlye Lauff)

- "RM 2215: Introduction to Retail Merchandising" (Fall 2023, 64 students, 10 hours/week, Supervisor: Peggy Lord): held office hours and graded assignments.

The School of Communication and Design, Sun Yat-sen University   02/2023 – 06/2023

- "Digital Media Frontiers" (Spring 2023, 91 students, 10 hours/week, Supervisor: Dr. Huiyue Wu): created course slides; recorded and edited videos during classes for MOOC; and graded assignments.

Marketing specialist   07/2019 – 01/2020

Times China (Real Estate)

- Launched advertising (outdoor billboards); conducted competitor analysis; created weekly data reports.

Digital Marketing Intern   01/2018 – 08/2018

NetEase Games

- Operated social media accounts and CRM systems of three mobile games (MMORPG and Sport).

Game Design Intern   09/2017 – 12/2017

Tencent Interactive Entertainment Group (IEG)

- Designed the storyline and gameplay of an afterlife-themed mini-game, *"Ferryman"*.

OTHER DESIGN PROJECTS

Analysis on Amazon Consumer Review Data for Dominant Brands of VR Headsets   02/2024 - 05/2024

- Scraped and preprocessed Amazon consumer review data; Conducted word frequency analysis, topic modeling, semantic network analysis using Python, and provided design implications.

Project "A (Angel)": A Social Welfare Visualization Dashboard for the Disabled in China   02/2022 - 03/2022

- Developed a web-based prototype for data visualization using JavaScript.

Zen Space: An Augmented-reality-based Mindfulness System   10/2021 – 01/2022

- Developed an AR prototype using Unity and C#; Conducted preliminary lab experiments to evaluate the system's performance in anxiety reduction.

GRANTS

- **Zhanming Chen** (2025) "Designing Health Technologies for Immigrant Communities: Exploring Healthcare Providers' Communication Strategies with Patients", **COGS Conference Grant**, the Council of Graduate Students, University of Minnesota: $900.

- **Zhanming Chen** (2024) "Effect of Face Expression and Interactivity on Donation Intention", **HFE Micro-Grant**, University of Minnesota: $485.

HONORS & AWARDS

- **Outstanding Research Paper Award (Grade 1)** in 2024 Guangdong Annual Academic   2024
  Conference on Social Sciences (Top 16%)

- **Outstanding Graduate Scholarship** granted by Sun Yat-sen University (Top 5%)   2023

- **"Xiaoxin" Scholarship** granted by the State Council of the P.R.C. (Top 5%)   2023

- **"Litchi" Scholarship** granted by Guangzhou Lizhi Network Technology Co., Ltd. (Top 20%)   2023

- **Provost Fellowship Award** granted by University of Minnesota (Top 10%)   2023

- **National Scholarship** granted by the Ministry of Education of the P.R.C. (Top 1%)   2022

- **Outstanding Student Scholarship (Grade 1)** granted by Sun Yat-sen University (Top 20%)   2021 & 2022

SERVICES

Reviewers

- The 2025 International Conference on Human-Engaged Computing, Short Paper   2025
  track.

- ACM SIGCAS/SIGCHI Conference on Computing and Sustainable Societies (COMPASS), Late Breaking Work. 2025

Mentors

- Jiaxi Tang, "Designing an Agricultural Information Tracking Interface for Small-Scale Immigrant Farmers", Undergraduate Research Opportunities Program (UROP), University of Minnesota. 05/2025 – 01/2026

Volunteers

- Farmers Market Reclamation (Rescue) Volunteer. The Food Group, MN, US. 07/2025 – 08/2025
- Student Volunteer. The 10th International Symposium of Chinese CHI (Chinese CHI 2022), Guangzhou, China. 08/2022 – 10/2022
- Volunteer Geography Teacher at an Elementary School. The "Love League" (a student association) in Sun Yat-sen University. 07/2017 – 08/2017