

# ZIANG XIAO

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## EDUCATION

### University of Illinois at Urbana-Champaign

Sept 2016-Present

Ph.D Candidate in Computer Science; GPA: 4.00

Co-Advised by Professor Hari Sundaram and Professor Wai-Tat Fu

### University of Illinois at Urbana-Champaign

2012-2016

Cum Laude

B.S. with Highest Distinction in Psychology

and High Distinction in Statistics & Computer Science

## RESEARCH INTEREST

My research interest lies at the intersection of human decision-making, social computing, and human intelligence augmentation. The direction of my current research is focused on how people interact with the conversational system and how such a system can persuade people with behaviors that benefit themselves and the larger group as a whole.

## PUBLICATION

- c1. **Xiao, Z.**, Zhou, M., Liao, V., Chi, C., Chen, W., and Yang, H. (Under Review). Tell Me About Yourself: Using an AI-Powered Chatbot to Conduct Conversational Surveys.
- c2. **Xiao, Z.**, Ho, P., Wang, X., and Sundaram, H. (Under Review). Should We Use an Abstract Comic Form to Persuade?
- c3. **Xiao, Z.**, Zhou, M., and Fu, W. (Under Review). Who Should Be My Teammates: Using A Conversational Agent to Understand Individual Difference and Help Teaming.
- c4. Zhou, M, Chen, W., **Xiao, Z.**, Yang, H., and Chi, C. (Under Review). Powering Conversational AI with Active Listening Skills: Coupling Deep Learning with Rules.
- c5. Zuo, S., Zhao, J., **Xiao, Z.**, and Fu, W. (Under Review). Block Builder: An Educational Mobile Game for Teaching Orthographic Projections.
- c6. **Xiao, Z.\***, Gao, M.\*, Karahalios, K. and Fu, W. 2018. *To Label or Not to Label: The Effect of Stance and Credibility Labels on Readers' Selection and Perception of News Articles*. Accepted by the 21st ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW '18).
- c7. **Xiao, Z.**, Wauck, H., Peng, Z., Ren, H., Zhang, L., Zuo, S., Yao, Y., and Fu, W. 2018. *Cubicle: An Adaptive Educational Gaming Platform for Training Spatial Visualization Skills*. In Proceedings of the 23rd International Conference on Intelligent User Interfaces (IUI '18).
- c8. Chiu, P., Wauck, H., **Xiao, Z.**, Yao, Y., and Fu, W. 2018. *Supporting Spatial Skills Learning with Gesture-based Embodied Design*. In Proceedings of the 23rd International Conference on Intelligent User Interfaces (IUI '18).
- c9. **Xiao, Z.**, Yao, Y., and Fu, W. 2018. *An Intelligent Educational Platform for Training Spatial Visualization Skills*. In Proceedings of the 23rd International Conference on Intelligent User Interfaces Companion (IUI '18 Companion).
- c10. **Xiao, Z.**, Yao, Y., Yen, C, Dey, S., Wauck, H., Leake, J., Woodard, B., Wolters, A., and Fu, W. 2017. *A Scalable Online Platform for Evaluating and Training Visuospatial Skills of Engineering Students*. In Proceedings of the 124th 2017 ASEE Annual Conference and Exposition (ASEE '17). Columbus, Ohio.
- c11. Wauck, H., **Xiao, Z.**, Chiu, P., and Fu, W. 2017. Untangling the Relationship Between Spatial Skills, Game Features, and Gender in a Video Game. In Proceedings of the 22nd International Conference on Intelligent User Interfaces (IUI

'17). ACM, New York, NY, USA, 125-136

- j1. Bub, K. **Xiao, Z.**, Hoff, B. (Under Review, submitted to Journal of Personality and Social Psychology). Longitudinal Associations between Self-Regulation and Mental Health across Early Childhood and Adolescence.
- t1. **Xiao, Z.** 2016. *Does Grammatically Gendered Language Have an Impact on Investors Behaviors? Companies with Grammatically Masculine Names Show More Stock Momentum Than Those with Grammatically Feminine Names.* Bachelor Thesis. University of Illinois, Champaign, United States.

\*Indicates authors contribute equally to the work.

## WORKING EXPERIENCE

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### Summer Research Intern

Juji. Inc, Saratoga CA.

May 2018- Aug 2018

#### Advisor: Michelle X. Zhou & Huahai Yang

- Built text analytic tool with deep learning algorithm for analyzing short texts responses.
- Studied the effectiveness and limitation of using chatbot to conduct conversational survey.
- Analyzed multiple conversation datasets to discover the relationship between human individuality and behavior.

## RESEARCH EXPERIENCE

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### Research Assistant, Crowd Dynamics Lab

Computer Science Department, University of Illinois

June 2016-Present

#### Advisor: Hari Sundaram

- Investigating the persuasiveness of algorithmically synthesized comic-style messages in behavior adoption.
- Studying how the persuasive messages can build upon the effect of active social role in decision-making.
- Developing and evaluating a web/mobile research platform for conducting large scale field study.

### Research Assistant, Cascade Lab

Computer Science Department, University of Illinois

Aug 2015-Present

#### Advisor: Wai-Tat Fu

- Developing and evaluating a scalable online platform for training spatial visualization skills
- Studying the effect of personality composition in team dynamics under academic setting
- Creating and testing an educational game "Cubicle" for spatial visualization skill training

### Research Assistant & Statistic Consultant, Stanford Interventions Lab

Psychology Department, Stanford University

June 2015-May 2016, Aug 2018 - Present

#### Advisor: Omid Fotuhi & Geoffrey Cohen

- Cleaned and coded massive dataset from Massive Open Online Courses (MOOCs)
- Designed analysis plan to test the effect of self-affirmation intervention on MOOCs dataset
- Conducted ANOVA test, Factor analysis, and Moderation test on the effect of mindsets on adolescent diabetes.

### Research Assistant, Culture and Social Behavior Lab

Psychology Department, University of Illinois

Jan 2015-May 2016

#### Advisor: Dov Cohen

- Conduct research to investigate the impact of language on people's financial decisions
- Developed a stock market simulation program in R Language by adapting momentum trading strategy
- Designed experiments to test how grammatically gendered language affect peoples Designed experiments to test how grammatically gendered language affect people's financial decisions

## PRESENTATIONS & TALKS

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1. "A Scalable Online Platform for Evaluating and Training Visuospatial Skills of Engineering Students" at **Brown Bag Talk at College of Education**, University of Illinois at Urbana-Champaign Mar 2017
2. "Does Grammatically Gendered Language Have an Impact on Investors' Behaviors?" (Poster) at **Undergraduate Research Symposium**, University of Illinois at Urbana-Champaign Apr 2016
3. "*Longitudinal Associations between Self-Regulation and Mental Health across Early Childhood to Adolescence*" (Poster) at **16th Biennial Meeting of Society for Research on Adolescence** Baltimore, Md. Mar 2016
4. "Self-Regulation and Mental Health" (Poster) at **Undergraduate Research Symposium**, University of Illinois at Urbana-Champaign Apr 2015

## ACADEMIC HONORS

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Third Prize in China Collegiate Computing Contest Mobile Application Innovation Contest	Sept 2017
Harry Triandis Award	May 2016
James Scholar Preble Research Award	May 2016
James E. Spoor Scholarship	Aug 2015
James Scholar Preble Research Award	May 2015

## SERVICE

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ACM CHI PLAY 2018 WIP Reviewer	2018
ACM IUI 2018 Program Committee Member	2017
ACM SIGCHI Student Volunteer	May 2017
Teaching Assistant of Unser Interface Design	Fall 2016, Spring 2017, Spring 2018
Darkroom Technician at Urbana Museum of Photography	June 2015 - Present

## TECHNICAL AND RESEARCH SKILLS

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<b>Programing Language:</b>	Python; React & React Native; HTML; MySQL
<b>Statistics Tools:</b>	R; Python; MATLAB
<b>Research Methods:</b>	Lab/Field Experiment Design; Usability Evaluation; Text Analysis