# JINGCHAO FANG

jcfang@ucdavis.edu
(+1) 651 352 8795
Department of Computer Science
University of California, Davis
545 Bainer Hall Dr, Davis, CA 95616, USA

I'm a third-year Computer Science PhD student at University of California, Davis. My research interests lie at the intersection of Human-Computer Interaction, Computer-Supported Cooperative Work, and Educational Technology. I am a mixed-method researcher and I study how to build interactive systems to better support remote knowledge sharing, social virtual reality, and computer-mediated communication.

## EDUCATION

**Ph.D. in Computer Science** **2019-2024 (Expected)**
*University of California Davis, Department of Computer Science, College of Engineering, Davis, CA*
Advisor: Prof. Hao-Chuan Wang
GPA: 4.0/4.0

**B.S. in Computer Science and B.S. in Mathematics** **2016-2019**
*University of Minnesota, College of Science and Engineering, Minneapolis, MN*
GPA: 3.5/4.0
Honor: Dean's list, 2017

## RESEARCH EXPERIENCE

**Graduate Student Researcher, CSC Lab, Department of Computer Science, UC Davis** **2019-Present**
**Research Assistant, GroupLens Research, University of Minnesota** **2018-2019**

## TEACHING EXPERIENCE

**Teaching Assistant, Department of Computer Science, UC Davis** **2020-Present**
Responsibilities: Lead discussion sessions, grade homework and exams, hold office hours and answer students' questions.

Courses taught/teaching: Introduction to Programming, Machine Dependent Programming, Algorithm Design & Analysis, 164 Human-Computer Interaction, Evaluating User Interactions with Computing Artifacts, Introduction to Artificial Intelligence, etc.

## PUBLICATION

Google Scholar: https://scholar.google.com/citations?user=nBkwQFoAAAAJ&hl=en&oi=ao

Fu-Yin Cherng, **Jingchao Fang**, Yinhao Jiang, Xin Chen, Taejun Choi, Hao-Chuan Wang. (2022). Understanding Social Influence in Collective Product Ratings Using Behavioral and Cognitive Metrics. To appear in Proceedings of ACM Conference on Human Factors in Computing Systems (CHI 2022).

**Jingchao Fang**, Yanhao Wang, Chi-Lan Yang, Ching Liu, Hao-Chuan Wang. Understanding the Effects of Structured Note-taking Systems for Video-based Learners in Individual and Social Learning Contexts.

Proceedings of the ACM: Human-Computer Interaction (PACM HCI) (oral presentation to appear at GROUP 2022).

**Jingchao Fang**, Victoria Chang, Ge Gao, and Hao-Chuan Wang. Social Interactions in Virtual Reality: What Cues Do People Use Most and How. In Companion Publication of the 2021 Conference on Computer Supported Cooperative Work and Social Computing (CSCW '21 Companion).

**Jingchao Fang**, Yanhao Wang, Chi-Lan Yang, Hao-Chuan Wang. NoteCoStruct: Powering Online Learners with Socially Scaffolded Note Taking and Sharing. To appear in Late Breaking Work in the ACM Conference of Human Factors in Computing Systems (CHI LBW) 2021.

## Ongoing Projects

**Designing Participatory Educational Live Streaming**

In this project, we design interfaces for teachers and learners that allow transcript-based annotating and present summarizations of student activities and annotations to teachers. We aim to design participatory educational live streaming experience and provide teaching aid to teachers.

**Human-AI Collaborative Note-Taking**

Collaborative note-taking has been extensively studied, and it is believed to be beneficial for learning Yet, in online learning settings, collaborative note-taking is hard to plan and navigate. In this project, we propose to employ AI-powered text summarization as a potential solution to collaborate with human learners on the note-taking tasks. We are interested in investigating how do learners perceive and utilize machine-generated text summarizations for their learning purpose.

**Non-verbal Interaction Cues in Social Virtual Reality**

People use non-verbal cues such as hand-waving and facial expressions to facilitate communication with other in face-to-face interactions. Yet, in social virtual reality meetups, some of the cues are being used in a different way compared to interactions in real life. In this study, we design a survey and conduct semi-structure interviews with participants in social VR events to understand how do they use and perceive cues at various stages of interaction.

## Other Activities

ACM GROUP 2022 Doctoral Consortium. (2022)

CRA-WP Grad Cohort Workshop for Women. (2022)

## Invited Talk

ACM CSCW 2021 poster session. Title: Social Interactions in Virtual Reality: What Cues Do People Use Most and How.

CERD Seminar, UC Davis. Title: NoteCoStruct: Powering Online Learners with Socially Scaffolded Note Taking and Sharing.

ACM CHI 2021 poster session. Title: NoteCoStruct: Powering Online Learners with Socially Scaffolded Note Taking and Sharing.

## SERVICE

Reviewer:

CHI (2021, 2022)

CSCW (2021 **Special recognition for outstanding review **, 2022)

DIS (2022)

## SKILLS

Technical skills and keywords: Programming (Python, Java, C, C++, OCaml, SQL, MatLab, HTML/CSS, JavaScript), Qualitative methods (interview), Quantitative methods (survey, prototype, experiment design, statistical analysis), Machine Learning

Languages: Mandarin Chinese (Native), English (Proficient)