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POSITIONS:

Georgia Institute of Technology, Atlanta, Georgia *Nov. 2016 - present*

- Assistant Professor, School of Industrial Design
- Immersive Experience Research Group

Hunan University, Changsha, China *Jan. 2013 - Jun. 2014 & Jun. 2015 - Nov. 2016*

- Assistant Professor, School of Design: Jan. 2016 - Oct. 2016
- Senior Researcher, Media Lab, Hunan- Rochester Institute of Technology (Shenzhen) Campus, Shenzhen: Jan. 2013 - Jun. 2014 & Jun. 2015 - Dec. 2015
- Deputy Director, Media Lab, Hunan- Rochester Institute of Technology (Shenzhen) Campus, Shenzhen: Jan. 2013 - Dec. 2015

Queen Mary University of London, London, UK *Jun. 2014-Jun. 2015*

- Visiting Scholar in Interactive and Digital Technologies, School of Electronic Engineering and Computer Science
- Program Coordinator, Hunan-Queen Mary 1+1 Master Program in Media Arts & Technologies (MAT)

Nokia Research Center, Beijing, Shenzhen, Espoo, Nairobi *Apr. 2008 – Nov. 2012*

- Team Leader, User Experience: Aug. 2010 – Nov. 2012
- Product Owner: Jan. 2010 – Dec. 2010
- Senior Designer, User Experience: Jun. 2009 – Jul. 2010
- Member of Research Staff, User Experience: Apr. 2008 – Jun. 2009

EDUCATION:

Ph.D. Design, Hunan University, Changsha, China *Sep. 2004 - Mar. 2008*

- Specialization in Computer Aided Industrial Design and System
- Ph.D. Dissertation: The description and application of domain knowledge in automotive styling

M.A. Industrial Design, Hunan University, Changsha, China *Sep. 2001 - Jun. 2004*

- Specialization in Ergonomics
- Master Thesis: The Implementation of ICAID System

B.Eng. Industrial Design, Hunan University, Changsha, China *Sep. 1997 - Jun. 2001*

- Minor in Computer Engineering *Sep. 1999 - Jun. 2001*

AWARDS:

Class of 1969 Teaching Fellowship, Georgia Institute of Technology 2018

- The interdisciplinary awards of Assistant Professors in the institution level for pedagogically focused support and professional development

Annual Engagement and Enterprise Awards, Queen Mary University of London 2015

- The Best Award for the Hunan-Queen Mary joint project using interactive drama and digital making to engage rural Chinese community in social design and HCI for Development

Excellent Graduation Advisor Award, Hunan University 2014

- Award for the excellent supervision of graduation project

Annual Achievement Awards, Nokia 2009

- Global Achievement Award for the successful product transfer of J-AMMS Studio in Nokia S40 series
- The ethnographic research and application design conducted in Nokia Research Center Beijing Lab and Nairobi Lab.

Michelin Challenge Design Award, Michelin 2004

- Global award for the sustainable and modularized vehicle concept ‘2C’
- The work exhibited in the 2005 North American International Auto Show, Detroit, MI

MEMBERSHIPS:

Member ACM SIGCHI

Member IDSA

MAIN RESEARCH OR TECHNOLOGY TOPICS:

- User Experience
- Interactive Technology and Design
- Smart Product and System

RECENT RELEVANT PUBLICATIONS/PATENTS (selected):

A. PUBLISHED BOOKS, BOOK CHAPTERS, AND EDITED VOLUMES

Tie Ji, Qiuyue Yang, Wei Wang. (2014). “Design networks and sustainable social innovation: Methods and practice based on networks and communities”. in Carlo Vezzoli, Cindy Kohtala and Amrit Srinivasan (eds.), *Product-Service System Design for Sustainability* (ISBN-13: 978-1-906093-67-9). Greenleaf Publishing Limited, Sheffield, UK. p 345 – 360

Wei Wang, Jie Wang, Xia Wang. (2010). “Exploring Information and Communication Experience of Rural Chinese User”. In Yanzu Li (eds.), *Design Research: Designing*

for the Nationhood and Livelihood (ISBN: 9787562453840, 7562453845).
Chongqing University Press, Chongqing, CN. p. 29-39 (in Chinese)

B. REFEREED PUBLICATIONS AND SUBMITTED ARTICLES

Published and Accepted Journal Articles

- *Wang, W., Bryan-Kinns, N. Sheridan, J. “On the Role of In-situ Making and Evaluation in Designing Across Cultures”. *International Journal of CoCreation in Design and the Arts (CoDesign)*, accepted at December 21st, 2018
- *Wang, W., Zhou, F., Li, W., Budd, J. “User Experience Design in Service-based Autonomous Vehicles”. *IEEE IT Professional*. accepted at October 4th, 2018
- *Bryan-Kinns, N., Wang, W., & Ji, T. (2018). “Exploring Interactivity and Co-Creation in Rural China”. *Interacting with Computers (IwC)*. 30 (4). p 273 – 292. DOI: <https://doi.org/10.1093/iwc/iwy010>
- *Budd, J., Wang, W. (2017). “Industrial Design Education: Taming Technology to Enhance User Experience”. *Archives of Design Research (ADR)*. 30 (3). p 17 – 27. DOI: <http://doi.org/10.15187/adr.2017.08.30.3.17>
- Wang, W., Bryan-Kinns, N., & Ji, T. (2016). “Using Community Engagement to Drive Co-creation in Rural China”. *International Journal of Design (IJD)*. 10(1). p 37-52. <http://www.ijdesign.org/index.php/IJDesign/article/view/2458/726>
- Tan, H., Zhao, J., Zhao, D., Wang, W. (2009) “Construction and Application of the Quantitative Model of Automobile Form Features”. *Journal of Hunan University (Natural Sciences)*. 11(36), p 27-31
- Tan, H., Zhao, J., Wang, W., Zhang, J. (2006). “Model of Case-based Industrial Design Scenario and Its Application”. *Chinese Journal of Mechanical Engineering (Jixie Gongcheng Xuebao)*. (12), p 151-157 (in Chinese)

Conference Presentation with Proceedings (Refereed)

- *Bryan-Kinns, N., Wang, W., & Wu, Y. (2018). “Notating Engagement in Cross-Cultural Design Activities”. In Cumulus Conference 2018 Fall: Diffused Transition and Design Opportunities. Wuxi, China
- *Liu, Y., Wang, W., & Eick, S. (2018). “Gesture Driven Circuit T-Shirt Workshop” in IDSA/Eastman Innovation Lab Education Symposium, IDSA International Design Conference 2018. New Orleans, LA, US

- *Bryan-Kinns, N., Wang, W., & Wu, Y. (2018). "Thematic Analysis for Sonic Interaction Design". In From Data to Design Workshop at British Computer Society Human-Computer Interaction Conference 2018 (HCI 2018). Belfast, UK
- *Wu Y., Bryan-Kinns N., Wang W., Sheridan J.G., Xu X. (2017) "Designing a Cross-Cultural Interactive Music Box Through Meaning Construction". In: Rau PL. (eds) Cross-Cultural Design: Held as Part of HCI International 2017 (CCD 2017). Lecture Notes in Computer Science, vol 10281. Springer, Cham
- *J. Budd, H. Daniels, W. Wang, **O. Hitson**, **K. Tseng** (2017) "Sensor and Electronics Educational Database: Using Technology to Teach Technology". EDULEARN17 Proceedings, pp. 6716-6725. DOI: 10.21125/edulearn.2017.2532
- *Wei Wang, Nick Bryan-kinns, Jennifer G. Sheridan, Yi Shen, Tie Ji, Lucia Marengo, Alessia Milo, Tongtong Ning, Yongmeng Wu, Xiang Xu, Yating Zou. (2017) "Things and 物 in In-situ Making and Evaluating: A Case Study". In Workshop "The Things of Design Research" in The ACM Conference on Human Factors in Computing Systems (CHI 2017). Denver, CO, US
- Wei Wang, Nick Bryan-kinns, Qifeng Yan. (2015) "The design space and the shifting trigger in wearable product development". International Design Conference of KSDS and ADADA with Cumulus (IDC '15), 2015 [2 개 학회 공동개최], 2015.10, p 206-210
- Wei Wang, Tie Ji, Mohsen Jaadarnia. (2014) "Position designer in the process of local craft revival in the emerging markets: An empirical study on Chinese ethnic brocade industry". In: Erik Bohemia etc. (eds) Proceedings of the 19th Design Management Institute Academic Design Management Conference (DMI ADMC '14). London, UK. p 187-204
- Jie Wang, Wei Wang, Ying Liu, Xia Wang, Qihong Chen. (2009) "Ethnographic user study and concept design for Chinese migrant workers' social networks". In Proceedings of the 3d International Conference on Online Communities and Social Computing: Held as Part of HCI International 2009 (OCSC '09). Volume 12, LNCS_5621
- Huanglingzi Liu, Ying Liu, Wei Wang, Bin Wang. (2009) "Mobile social service design for large-scale exhibition". In Proceedings of the 3d International Conference on Online Communities and Social Computing: Held as Part of HCI International 2009 (OCSC '09). Volume 12, LNCS_5621
- Hao Tan, Jianghong Zhao, Zhengyu Tan, Fangzhen Zou, Wei Wang. (2009) "Build the user emotional genetic model to generate new form in automobile concept design". In Proceedings of the 17th World Congress on Ergonomics (IEA '09). 2009-8-1, p35-40

Wei Wang, Jianghong Zhao. (2006) “Case-based reasoning in product innovation design”. IET International Technology and Innovation Conference 2006 (ITIC 2006), p. 267-272. DOI: 10.1049/cp:20060768

Wei Wang, Jianghong Zhao, Fangzhen Zou. (2006) “Sketching feature based vehicle design case retrieve in CBID system”. In Proceedings of the 7th International Conference on Computer-Aided Industrial Design and Conceptual Design (CAID& CD 2006). IEEE. p. 1-5. DOI: 10.1109/CAIDCD.2006.329376

Wei Wang, Jianghong Zhao. (2004) “DraftMaker: a design thinking generator in ICAID”. In Celestino Soddu (eds.) the Proceeding of the 7th Generative Art Conference (GA 2004). Milan: Polytechnic of Milan.

Wei Wang, Jianghong Zhao, Jun Zhang. (2003) “The Implementray Mechanisms of Internet-based Computer Aided Industrial Design”. Proceedings of 5th International Conference on Computer-Aided Industrial Design and Conceptual Design (CAID& CD 2003). Hangzhou: China Machine Press. p. 542-546

OTHER PUBLICATIONS AND CREATIVE PRODUCTS

Book Chapters

Wei Wang. (2010). “The Description and Application of Domain Knowledge in Automotive Styling”. in Jianghong Zhao et al. (eds.), *Automotive Styling Design: Theory, Research and Application* (ISBN 9787564032067). Beijing Institute of Technology Press, Beijing, CN.

Wei Wang. (2006). “Chapter 10: Physical Environmental Factors” and “Chapter 13: Interaction Design”. in Jianghong Zhao and Hao Tan (eds.), *Ergonomics* (ISBN: 9787040187120). Higher Education Press, Beijing, CN. (in Chinese, the Standard Higher Education Textbook of Chinese Ministry of Education)

Published Journal Articles

Wang, W., Yao, Y. (2016). “Research on Implicit Interaction of Wearable Devices”. *Art & Design (Zhuang Shi)*. 06. p. 106-107 (in Chinese)

Li, X., Ji, T. & Wang, W. (2015). “The Methods of Developing User Habits Based on Feedback Mechanism”. *Packaging Engineering (Bao Zhuang Gong Cheng)*. 24. p. 79-82 (in Chinese)

Wang, W. (2014). “The Evolution of Data-driven Design Paradigm”. *Art & Design (Zhuang Shi)*. 06. p. 31-35 (in Chinese)

- Wang, W. (2014). "Application of Field Study Methods in Rural Product Design". *Packaging Engineering (Bao Zhuang Gong Cheng)*. 6. p. 29-32 (in Chinese)
- Wang, W. Zhou, S. (2014). "Exploring Security Experience Design in Mobile Payment". *Art & Design (Zhuang Shi)*. 1. p. 95-96 (in Chinese)
- Tan, H., Zhang, W., Zhao, J., Wang, W. (2012). "Automobile User Interface Visual Information Display Design Research". *Art & Design (Zhuang Shi)*. 9. p. 106-108 (in Chinese)
- Hu, Y., Li, L., Wang, W. (2010). "Fast Concept Design First: An Improved Method in Interaction Design Education". *Art & Design (Zhuang Shi)*. 9. p. 98-100 (in Chinese)
- Wang, W.. (2008). "Exploring Mobile User Experience in Rural Chinese Context". *The Journal of Designing in China*. 1(3). p 34-37 (ISSN: 1815-3542)
- Zhan, H., Zhang, H., Zhao, J., Wang, W. (2007) "Study on the Relationship between the Whole and Parts of NC Machine Tools Shape Design and the Construction of the Key-parts Revision Module in CBID System". *Machine Tool & Hydraulics*. 35(3), p 21-24 (in Chinese)
- Wang, W., Zhao J. (2007). "Sematic Analysis of Scenario based Automotive Styling". *Art & Design (Zhuang Shi)*. 02. p. 107-108 (in Chinese)
- Zhan, H., Li, J., Zhao, J., Wang W. (2006). "Research on the Relationship between Structure and Form of NCMT and the Construction of CBID System". *Machine Tool & Hydraulics*. 34(7), p 31-34 (in Chinese)

Patents (selected)

- US9634903B2: Method and apparatus for distributing content to multiple devices. Qifeng Yan, Wei Wang, Ling Wang, Dhaval Jitendra Joshi. Nokia Technologies Oy
- US9235341B2: User input. Wei Wang, Kongqiao Wang, Xiaohui Xie, Yingfei Liu, Xia Wang, Huanglingzi Liu, Bin Wang, Zhen Liu, Yuezhong Tang. Nokia Technologies Oy
- US20150350335A1: Method and apparatus for performing multiple forms of communications in one session. Guohua Zhang, Jilei Tian, Xia Wang, Wei Wang, Feng Ding, Yuezhong Tang, Xinxing Yang, Ari Aarnio. Nokia Technologies Oy
- US20150160788A1: Apparatus and associated methods. Xiaowen Sun, Wei Wang, Yuezhong Tang, Bin Wang. Nokia Technologies Oy
- US20120317515A1: User interface. Wei Wang, Kongqiao Wang, Xiaohui Xie, Yingfei Liu, Xia Wang, Huanglingzi Liu, Bin Wang, Zhen Liu, Yuezhong Tang. Nokia Technologies Oy

D. PRESENTATIONS (SELECTED)

Conference presentations invited from submitted

“Gesture Driven Circuit T-Shirt Workshop” (with Yaling Liu) in IDSA/Eastman Innovation Lab Education Symposium, IDSA International Design Conference 2018, New Orleans, LA, US. September 2018

“Things and 物 in In-situ Making and Evaluating: A Case Study” in Workshop: The Things of Design Research, ACM CHI Conference on Human Factors in Computing Systems 2017, Denver, CO, US. May 2017

“Meeting new global challenges in media arts and design” in NSEAD iJADE: Collaborative Practices in Arts Education, Liverpool Tate Museum, Liverpool, UK October 2014

Invited seminars

Host the workshop “Wearable Design Cards” in UXPA User Friendly 2015, Shenzhen, China. November 2015

“What kind of practice can be an outcome for PhD practice-based research” in the 1st PhD by Design conference, Goldsmiths University of London, London, UK. November 2014

Scholarly presentations

“Connecting people and things” in College of Design Research Forum, Georgia Institute of Technology. Atlanta, GA. September 2018

“AI enabled Product Design” in Hunan University. Changsha, China. June 2018

“Interaction Design in the Age of Smart Product” in Jiangnan University. Wuxi, China. May 2018

“Interactive Product Design Education in Georgia Tech” in South China University of Technology. Guangzhou, China. June 2017

“Industrial Design Education: Enhancing User Experience and Taming Technology” (with Prof. Jim Budd) in Korea Advanced Institute of Science and Technology (KAIST). via video conference. April 2017