International Conference on Human-Engaged Computing

ICHEC 2026

23—26 November 2026 | Wynn Macau, Macao SAR

Program Book

Contents

1. Welcome Message ..... - 3 -
2. Conference Organizers ..... - 4 -
3. Workshop ..... - 6 -
4. Conference themes ..... - 6 -
5. Keynote Speaker ..... - 7 -
6. Program Overview ..... - 9 -
7. Conference Venue Map - Ballroom (宴會廳) ..... - 12 -
8. Full Paper ..... - 13 -
9. Short Paper ..... - 22 -
10. Art Gallery ..... - 25 -
11. Art gallery - Alternative Short Paper ..... - 27 -
12. Panel Discussion ..... - 29 -
13. Conference Information ..... - 32 -
14. General Information ..... - 33 -
15. Conference Venue ..... - 34 -
16. Shuttle Bus Service ..... - 36 -
17. Local Public Bus ..... - 37 -

1. Welcome Message

Dear Conference Participants,

On behalf of the International Chinese Association of Computer Human Interaction (ICACHI), we are pleased to welcome you to the International Conference on Human-Engaged Computing (ICHEC 2026). Hosted by the City University of Macau, the conference will take place at Wynn Macau in Macau, China, from November 23 to 26, 2026. This year's theme is "Inclusivity, Experience, Innovation."

Since it began in 2012 as Chinese CHI, the conference has brought together researchers, practitioners, and industry professionals in human–computer interaction (HCI). Over the years, it has been held in Paris, Toronto, Seoul, Silicon Valley, Guangzhou, Montreal, Xiamen, Bali, Shenzhen, and Singapore. In 2025, the conference adopted the name ICHEC to reflect its increasingly international community and broader scope.

ICHEC 2026 will cover a wide range of topics, including:

- Human–AI collaboration, generative AI in HCI, intelligent interaction, and responsible technology
- Accessibility, aging, health, education, family, games, entertainment, and social computing
- Interaction techniques, devices, modalities, interactive systems engineering, tools, and data visualization
- Design, user experience, usability, digital heritage, interactive narrative, and visual storytelling
- Privacy, security, ethics, critical computing, cross-cultural interaction, and HCI theory, concepts, and methods

We look forward to hearing about your latest research and what you have learned in practice. We hope the conference gives you time to exchange ideas, find opportunities to work together, and discuss where HCI is headed.

We wish you a productive and enjoyable conference.



Program Chair
ICHEC 2026 Conference

2. Conference Organizers

General Chairs

Zhiyong Fu	Tsinghua University
Wanlei Zhou	City University of Macau

Program Chairs

Po-Hsun Wang	City University of Macau
Tianqing Zhu	City University of Macau

Local Chairs

Jing Liu	City University of Macau
Minghao Wang	City University of Macau

Full Paper Chairs

Honghong He	City University of Macau
Meng Li	Beijing University of Posts and Telecommunications
Yong Wang	Nanyang Technological University (NTU)
Jie Cai	Tsinghua University

Short Paper Chairs

Ni Kang	City University of Macau
Xin Chen	Shenzhen University
Weiwei Zhang	Beijing University of Posts and Telecommunications

Art Gallery Chairs

Yuan Xiong	City University of Macau
Qingchuan Li	Harbin Institute of Technology (Shenzhen)
Siqian He	University of Science and Technology Beijing

Workshop Chairs

Yongjie Gao	City University of Macau
Yun Wang	Beihang University

Publication Chairs

Shun An	City University of Macau
Hong Qu	City University of Macau
Robert Xiao	University of British Columbia

Panel Chairs

Zhenwei You	City University of Macau
Xuhan Zuo	City University of Macau
Chung-Ho Su	City University of Macau

Technical Chairs

Chang Guo	City University of Macau
Wenhao Ding	City University of Macau

Volunteer Chairs

Chaoxi Niu	City University of Macau
Yafeng Lai	City University of Macau

Finance Chairs

Haoyi Lin	City University of Macau
Yao Lu	City University of Macau

Publicity Chairs

Xinwen Fan	City University of Macau
Ruomei Wang	City University of Macau

Secretaries

Chenxi Li	City University of Macau
Kai Su	City University of Macau

3. Workshop

【W1】Designing XR from More-than-Human Perspectives

【W2】Unity of Heaven and Humanity & Human - Engaged Computing: An Indigenous Approach Towards Design as Healing and Renewal

【W3】BATICLOUD: Human - AI Co - Creation Workshop for Batik Intangible Cultural Heritage

【W4】Sandbox World - Building: Co - Creationg Healing Spaces through Immersive Narrative

4. Conference themes

【1】Multimodal Interaction & Immersive Experiences

【2】Immersive Narrative & Cultural Heritage

【3】Designing Interactive Experiences

【4】AI & Human-AI Relations

【5】Designing for Wellbeing & Social Engagement

【6】Visualizing Social and Collaborative Experiences

【7】Human–AI Interaction and Intelligent Interfaces

【8】Understanding and Evaluating User Experiences

【9】Multimodal and Embodied Interaction

5. Keynote Speaker

(Listed in order of presentation)



Prof. Marcus Foth

Professor of Urban Informatics, Queensland University of Technology (QUT)

Day2. Nov 24
09:30–10:30 @ Ballroom 1

Title: Designing Against Hostility: Human-Engaged Computing and the Worlds We Bring Into Being

Bio:
Marcus Foth is Professor of Urban Informatics in the School of Design at Queensland University of Technology. His research and academic leadership have helped establish urban informatics as a field connecting people, place, design, and technology. He was Founding Director of the QUT Design Lab and has held visiting academic appointments at the University of Oxford, Tsinghua University, Tongji University, Politecnico di Milano, Aarhus University, and the University of Oulu.



Prof. Kibum Kim

Professor, Hanyang University ERICA, South Korea

Day2. Nov 24
14:00-15:00 @ Ballroom 1

Title: Serious Games in VR/AR/MR and Human-Computer Interaction (HCI)

Bio:
Kibum Kim is a Full Professor in the Division of Media, Culture, and Design Technology at Hanyang University ERICA's College of Computing, South Korea. He earned his Ph.D. in Computer Science from Virginia Tech, his M.S. from the University of Illinois Urbana-Champaign, and his B.S. from Korea University. His research uses gamification in VR/AR/MR to encourage voluntary engagement and participation, with work published in leading HCI journals. He was named among the world's top 2% scientists in the 2023, 2024, and 2025 Stanford University–Elsevier citation rankings. Previously, he held academic posts in South Korea, Japan, and Canada, and worked on HCI at Motorola Labs in the United States.



Mr. Wang Luping

Director, Alibaba Cloud Intelligence Design Center

Day3. Nov 25
09:30–10:30 @ Ballroom 1

Title: Go Vibe Designing: Design Judgment in the AI Era

Bio:

Wang Luping is Director of the Alibaba Cloud Intelligence Design Center, Vice Chairman of the Design Standards Branch of the China Industrial Design Association, a standing committee member of the Art and Design Professional Committee of the China Association for Educational Technology, a Senior Industrial Designer of Zhejiang Province, and one of China's Top Ten Design Industry Promoters in 2024. He founded Alibaba Cloud's design center and leads a design team of nearly one hundred people working across AI product experience, industry AI transformation, new AI design paradigms, and AIGC design platforms. His work includes the one-stop AIGC design platform PAI ArtLab and industry–education collaboration supporting design transformation in the AI era.

6. Program Overview

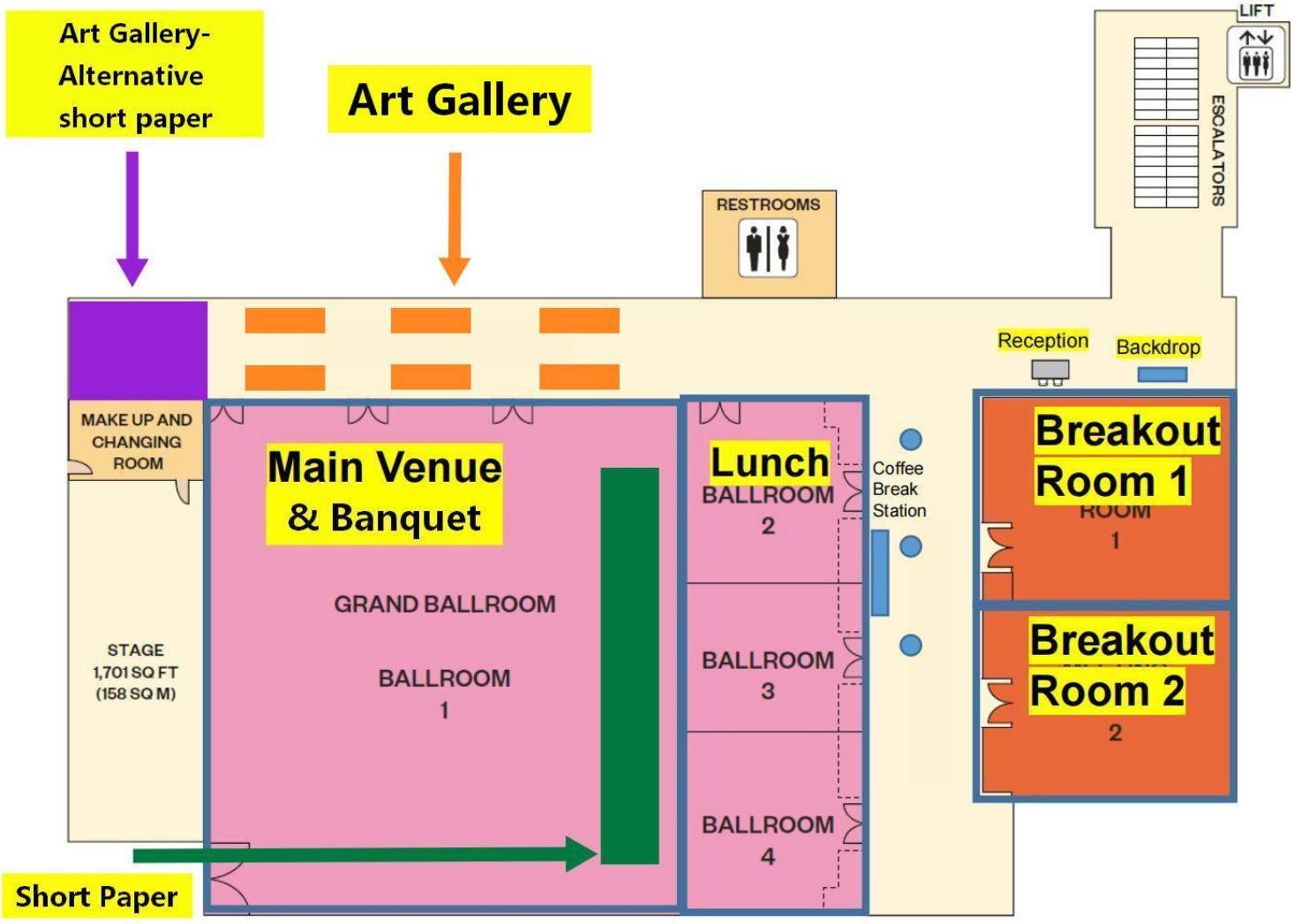
Day1, November23			
Time / Room	**Ballroom 1**	**Meeting Room 1**	**Meeting Room 2**
08:30 – 18:00	**Registration**		
09:00 – 12:00	-	【W1】Designing XR from More-than-Human Perspectives	【W2】Unity of Heaven and Humanity & Human - Engaged Computing: An Indigenous Approach Towards Design as Healing and Renewal
12:00 – 14:00	**Lunch @ Ballroom 2+3+4**		
14:00 - 17:00	-	【W3】BATICLOUD: Human - AI Co - Creation Workshop for Batik Intangible Cultural Heritage	【W4】Sandbox World - Building: Co - Creationg Healing Spaces through Immersive Narrative
17:30 - 19:30	**Welcome Reception**		

Day2, November24			
Time / Room	**Ballroom 1**	**Meeting Room 1**	**Meeting Room 2**
08:30 – 18:00	**Registration**		
09:00 – 09:30	**Opening Ceremony @ Ballroom 1**		
09:30 – 10:30	**Keynote 1 @ Ballroom 1** **Marcus Foth, Queensland University of Technology**		
10:30 – 11:00	**Coffee Break**		
11:00 – 12:30	【1】Multimodal Interaction & Immersive Experiences	【2】Immersive Narrative & Cultural Heritage	【3】Designing Interactive Experiences
12:30 – 14:00	**Lunch @ Ballroom 2+3+4**		
14:00 – 15:00	**Keynote 2 @ Ballroom 1** **Kibum Kim, Hanyang University ERICA**		
15:00 – 16:00	**Coffee Break & Poster Session**		
16:00 – 17:30	【4】AI & Human-AI Relations	【5】Designing for Wellbeing & Social Engagement	【6】Visualizing Social and Collaborative Experiences
18:30 – 20:30	**Banquet @ Ballroom 1**		

Day3, November 25			
Time / Room	**Ballroom 1**	**Meeting Room 1**	**Meeting Room 2**
08:30 – 12:00	**Registration**		
09:00 – 10:00	**Keynote 3 @ Ballroom 1** **Wang Luping, Alibaba Cloud Intelligence Design Center**		
10:00 – 10:30	**Coffee Break**		
10:30 – 11:40	【7】Human–AI Interaction and Intelligent Interfaces	【8】Understanding and Evaluating User Experiences	【9】Multimodal and Embodied Interaction
11:40 – 12:40	**Panel Discussion @ Ballroom 1**		
12:40 – 13:00	**Closing Ceremony @ Ballroom 1**		
13:00 – 14:30	**Lunch @ Ballroom 2+3+4**		
14:30 – 18:00	**Technical Visit and Cultural Tour**		

Day4, November 26
Academic Exchange & Departure

7. Conference Venue Map - Ballroom (宴會廳)



8. Full Paper

Session【1】 Multimodal Interaction & Immersive Experiences

11:00-12:30, Day1 @ Ballroom 1 Session

Chair: Qing XIA, Lu Xun Academy of Fine Arts

1| A Multimodal Automotive Touchscreen Integrating Electrostatic, Ultrasonic, and Piezoelectric Haptic Feedback for Enhanced In-Vehicle

Tiande Mo、Qi Zhang、Kening Zhu、Yang Jiao、Xinyi Fu、Wen Chen、Yong Lyu

Hong Kong Productivity Council

2| Grasp-Related Muscle Activation Across Haptic-Only and Mixed-Reality Interaction with Shape-Memory-Alloy Surfaces

Pengfei Zhang、Yuanyuan Liu

Beihang University

3| Sustained Wearability in Head-Mounted Displays for Automotive Assembly Lines: A Counterbalanced Design and the HMD-PES Scale

Yehong Zhou、Wei Long Kho、Xing Yao、Yanhao Tan、Xiaoqing Yu、Haw Woei Sean Lam、Seung Ki Moon、Chun-Hsien Chen

*Hyundai-NTU- A*STAR Corporate Lab, Nanyang Technological University*

4| Emotional Design of In-Vehicle Infotainment Systems for Autonomous Taxis: Integrating Kansei Engineering with the Three Levels of Emotional Design

Jingwen Ke、Wu Song、Jiajing Lin、Bo Zhou

City University of Macau

5| A Context-Conditioned Opacity Policy for VR Panels: Balancing Reading and Environmental Monitoring across Local Visual Complexity 🏅 **Full Paper-Best Paper**

Yuchen Ding、Ke Zhu

South China University of Technology

Session【2】 Multimodal Interaction & Immersive Experiences

11:00-12:30, Day1 @ Meeting Room 1

Chair: Yun WANG, Beihang University

1| From Image to Journey: Reconstructing the Viewing Logic of Chinese Landscape Painting in VR

Mengying Wang、Juntao Chen、Lingyan Zhang、Peng Wang、Li Zhang

Guangdong university of technology

2| Beyond Geometry: Exploring Gaussian Splatting as a Narrative Medium for Immersive Spatial Experiences

Yang Xu、Junyi Xie

Central South University

3| Counter-Mapping-Inspired VR Scale Remapping: Virtual Reality Spatial Design and Mixed-Methods Evaluation for Understanding the Scale of the Solar System

Ruye Hong、Xiaolin Zhang

Fuzhou University

4| Si Shan: Spatial Narrative VR Display Design and Evaluation for Damaged Cultural Relics—A Case Study of the Four-Goat Square Zun

Tuotuo Yang、Rui Zhang、Xiaona Ma

Beihang University

5| From Tactile Imagination to Ethical Empathy: A Participatory Interaction Framework for Digital Intangible Cultural Heritage

Xuege Jiang、Li Zhang

Tongji University

Session【3】 Designing Interactive Experiences

11:00-12:30, Day1 @ Meeting Room 2

Chair: Lin ZHU, Tsinghua University

1| Beyond the Museum Walls: A Scoping Review of Post-Visit Museum Experiences in HCI Research

Anqi Wang、Xiaran Song、Andrés Lucero

Aalto University

2| Posting as Conversational Curation: How Rednote Content Creators Reinterpret Museum Experience

Anqi Wang、Minjian Guo、Xiaran Song、Andrés Lucero

Aalto University

3| Putting Garden Experiences into Dialogue Across Time: Historical Texts and Contemporary Rednote Posts from the Lion Grove Garden

Anqi Wang、Haian Xue、Andrés Lucero

Aalto.fi

4| MindKick: Integrating Cognitive Conflict with Balance Training through a VR Shuttlecock Exergame for Older Adults

Tongtong He、Jiajie Che、Chichao An、Xuantong Wei、Hao Wu、Dingzhu Li、Aoyu Li

Taiyuan University of Technology

5| Letter from the Sky: Enhancing Nature Empathy Through Asymmetric Embodied Interaction

Yuxin Wang、Ling Zou

Beihang University

Session【4】 AI & Human-AI Relations

16:00-17:30, Day1 @ Ballroom 1

Chair: Ni KANG, City University of Macau

1| Style Markers Follow the Pool: Provenance and Relevance in Personalized LLM Writing

Zekun Ling、Tanja Sihvonen、Rebekah Rousi

University of Vaasa&RMIT University

2| Not Just More Social: How Visual and Behavioral Cues Acquire Relational Meaning in a Virtual Companion

Lingxin Chen、Sha Feng

Xiamen University

3| Building trust through interacting: Exploring the potential of UI elements in influencing users' trust in Gen-AI platforms

Zaiqiao Ye、Xinxin Liang、Peiyao Cheng

Harbin Institute of Technology, Shenzhen

4| Werewolf Persona: Exploring Personality-Driven Human-AI Collaboration in Social Deduction Game

Ruofei Ma、Junjie Xiong、Yu Zhao、Jinkai Zhang、Quan Li

ShanghaiTech University

5| Design of an Age-Friendly Health Monitoring Smartwatch Based on KANO-AHP Quantified Requirements and AIGC Prompt Translation

Zilong Chen、Shing Sheng Guan

City University of Macau

6| From Tool to Companion: Designing AI Assistants through Adaptive and Affective Capabilities

Ziyi Chen、Yujie Zhu、Kun-Pyo Lee、Stephen Jia Wang

The Hong Kong Polytechnic University

Session【5】 Designing for Wellbeing & Social Engagement

16:00-17:30, Day1 @ Meeting Room 1

Chair: Di ZHU, Tsinghua University

1| GestureMahjong: Supporting Social and Cognitive Engagement through Culturally Familiar Shared Activities in Social VR for Older Adults

Jiajie Che、Tongtong He、Chichao An、Xuantong Wei、Hao Wu、Dingzhu Li、Aoyu Li

Taiyuan University of Technology

2| Who Gets the Reward? Visibility, Responsibility, and Family Engagement in Home Sleep Monitoring

Qingyuan Lin、Biyong Zhang、Tianqin Lu、Jun Hu

Eindhoven University of Technology

3| After Nightfall: Embodied Multisensory Interaction Design for Children's Nighttime Fears

Jingya Kong、Jiayi Xue、Biwan Cai

Beijing Institute Of Fashion Technology

4| When Residents Report and Sensors Record: Preserving Older Adults' Evidence in Data-Enabled Neighbourhood Design

Dongqing Zhang、Zhuoyang Jiang、Qinglai Zhang、Yajun Wen、Yifan Yu

Tongji University

5| Invisible Repair Work in Live Lectures: Where AI Can Augment the Lecturer–Student Loop

Lai Wei、Sark Pangrui Xing、Kenny Chow

The Hong Kong Polytechnic University

Session【6】 Visualizing Social and Collaborative Experiences

16:00-17:30, Day1 @ Meeting Room 2

Chair: Shuang HE, Xiaomi Corporation

1| Making Group State Visible: Designing Ambient Visualization to Support Awareness in Team Meetings

Yufei Song、Tzu-Hui Wu、Jun Hu

Eindhoven University of Technology

2| Birdcage Diagram: Visualizing Reorganization in Evolving Hierarchical Grouping Structures

Liang Dong、Renjie Zhang、Luyao Wang、Yehong Zhou、Danni Chang、Junyu Yang、Chun-Hsien Chen

Nanyang Technological University

3| Social Cues for Stress Recovery in VR: Comparing Asynchronous Human Traces and Synchronous AI Companionship Full Paper-Honorable Mention

Kaicheng Ma、Yucheng Jin

Duke Kunshan University

4| When Does Virtual Rehearsal Feel Real? Comparing Audience Emotion Across Dynamic Elements in Virtual and Live Performances

Jiayi Wei、Tong Xue、Kexiang Huang

Beijing Film Academy

5| ResonDance: Designing Visual–Haptic Music Feedback for Independent Dance Practice by Deaf and Hard-of-Hearing Dancers

Xingyu Gao、Yihan Yan、Yun Wang

Beihang University

Session【7】 Human–AI Interaction and Intelligent Interfaces

10:30-11:40, Day2 @ Ballroom 1

Chair: Chen WANG, Shanghai University of Engineering Science

1| Layered Control for Recommender Interfaces: A Mismatch-Control Correspondence Framework and Randomized Prototype Study

Zhixin Ye、Honghong He

City University of Macau

2| Structuring Creative Intent for Human to AI Animation Creation: A Blinded Evaluation of Prompt Organization

Junxi Liu、Honghong He

City University of Macau

3| GestGPT: Investigating the Potential of Large Language Model for Gesture Elicitation

Tianpei Li、Qi Zhang、Taizhou Chen、Kening Zhu

City University of Hong Kong

4| Smart Home Agents as Relational Mediators: Task Orchestration, User Oversight, and Shared Governance

Shuang He、Qiannan Deng、Xu Zhang

Xiaomi Inc.

Session【8】 Understanding and Evaluating User Experiences

10:30-11:40, Day2 @ Meeting Room 1

Chair: Xin TANG, Guangzhou Academy of Fine Arts

1| A Systematic and Validated Translation of the Perceived Empathy of Technology Scale to Chinese

Matthias Schmidmaier、Jingyao Zheng、Jie Song、Lik-Hang Lee、Sven Mayer

TU Dortmund University

2| Fact-Checking in Short-Form Videos: Practices, Presentation, and Perceived Credibility

Minzhu Zhao、Zhicong Lu

University of Minnesota - Twin Cities

3| Programming Club in High Schools: Why Students are Motivated to Participate

Janice Jianing Si、Sophie Zhou、Sang-Yoon Chang、Kanye Ye Wang

University of Macau

4| Savoring the Exhibition: A Design Study for Bridging In-visit and Post-visit Experience at a Science Museum

Anqi Wang、Yichen Lu、Minjian Guo、Xiaran Song、Andrés Lucero

Aalto University

Session【9】 Multimodal and Embodied Interaction

10:30-11:40, Day2 @ Meeting Room 2

Chair: Yuan FENG, Northwestern Polytechnical University

1| AR Surge+: Designing Information Augmentations for Transurethral Resection Through Interviews with Urologists 🏅 Full Paper-Honorable Mention

Zengrui Li、Tianle Wang、Mingyang Sun、Wenjie Zhao、Yuzhen Hu、Jiaxin Wu、Lan Yuan、Nanyi Wang、Xipei Ren

University of Macau

2| Amazona: Scent-as-Query for Interactive Perfume Discovery

Xueyi Zhou、Qi Lu、Dong-Kyu Chae

Hanyang University

3| From Attention to Intent: Evaluating multimodal explicit triggers for intention signaling in glasses-free 3D interfaces

Yilin Jiang、Marisol Liao、Yihan Ran、Ke Ren、Leishan Zhou、Sen Zhang、Cen Yao、Danni Chang、Qianying Wang

Shanghai Jiao Tong University

4| From Attention to Intent: Evaluating multimodal explicit triggers for intention signaling in glasses-free 3D interfaces

Xingyu Xiang、Jun Hu

Eindhoven University of Technology

9. Short Paper

1-67| Before Showing the Map: Auditing Cross-Phase GeoAI Explanations for Urban Decision Support

Xie Hui、He Wei、Jiandong Hu、Jie Liang

PowerChina HuaDong Engineering Corporation Limited

2-80| FAKE NEWS: Panic Shelter — Making the Material Consequences of Misinformation Playable in a Crisis-Shelter Simulation

Xin Liu、Yuchen Yang

Independent

3-85| An Embodied Digital Translation Framework for Narrative Classical Chinese: A Case Study of Peach Blossom Spring

Ximing Li、Zimo Zeng、Zerui Su、Chen Chen

Guangdong University of Technology

4-87| Fog Away: An Exploratory Game Design for Mindful Breathing through Implicit Interaction

Qing Liu、Ziyi Chen、Siqi Wang、Shuhan Yang

Beijing Jiaotong University

5-97| From Dream Recording to Meaning Negotiation: An Exploratory Deployment of Three Negotiable Generative Stances in Dreamscape

Rui Liu、Ke Shuo Nian、Ying Zi Su、Hang Zhou、Qing Liu

Beijing Jiaotong University

6-115| Retrofitting Familiar Interface Conventions into Expert-Built Educational VR: An Exploratory Study in Molecular Biology

Yihan Luo、Tianxi Ren、Marientina Gotsis

University of Southern California

7-233| A User-Memory-Informed Approach to Proactive Services in Intelligent Cockpits for Frequent Commuting

Yi Lu、Ruijie Zhang、Xinyao Li、Xiangzi Luo、Wenmiao Yuan、Wanxu Xie、Fuze Yu、Wenzhuo Xing

Beijing University of Technology

8-251| From Isolated Sensory Cues to Audiovisual Integration in an Immersive Interaction Experiment on the Restorative Effects of Blue-Green Spaces

Xiaoze Li、Zhiyue Zheng、Weijing Wang、Jie Yin、Xinlei Hu、Ziwen Sun

Beijing University of Technology

9-261| Yijing-Gen: An Affective Computing-Driven Multi-Agent Framework for Culturally Grounded Architectural Imagery

Wenmiao Yuan、Yi Lu、Fuze Yu、Wanxu Xie、Jiacheng Wu、Yuyuan Yang、Ruijie Zhang、Xinyao Li、Xiangzi Luo

Beijing University of Technology

10-262| From Listening to Exploring: A Slow Technology Installation for Reconfiguring Attention to Nature through Wind-Generated Music

Keming Liu、Shuzi Yin、Jiewen Luo、Haipeng Mi **Short Paper-Best Paper**

Beijing University of Technology

11-286| A Socially Connected Smart Planter with AI-Assisted Plant Care for Older Adults Experiencing Loneliness

Hongye Wu

Southeast University

12-288| Mixed Reality Visualization of Plant Phyllosphere Microbiome Data: From 2D Charts to Immersive Interaction

Haorui Tian、Le Zhao、Christiane M. Herr

Southern University of Science and Technology

13-303| Examining Relational Challenges in Responsible AI Chatbot Design for Emotion Coping

Jiaying Liu、Nimra Ishfaq

Nanyang Technological University

14-308| Research on Landscape Character Assessment (LCA) and Annoted Sketch Generation Oriented to AI Optimization

Xiaomeng Wang、Xiaoping Li、Mo Han、Yang Liu、Yushun Zhou

Beijing University of Technology

15-317| AURA: A Wearable Sensory Substitution System Translating Imperceptible Odor Cues into Privacy- and Urgency-Aware Actionable Feedback

Jiayue Qi、Kaitianyu Hua、Yushi Yang

Wuhan University of Technology

10. Art Gallery

Day1, Nov 23 @ Meeting Foyer, Art Gallery Area

1-61| Living Canvas: Between Two Hands Art Gallery-Best Artwork

Xuanjun Chen、Andreas Muxel、Mathias Hradecsni、Zoe Finkenzeller、Daniel Kroul and Xiaomin Li

Shenzhen Technology University

2-200|花间白骨•秦腔剪语——库淑兰剪纸&秦腔创新设计

Yanqi Zhao、Lidan Hu、Lu Liu、Keyi Xiong、Minghui Li、Siyang Liu、Ruize Zhou

Dalian Art College

3-204| POWER · ENTROPY · TOWER : A Study Based on a Visual Entropy Model of Chinese and British Animal Patterns

Xiaqiu Lin、Xinyang Hu and Jennifer McHugh

University of Southampton

4-211|布韵十二肖——白族布扎信息可视化交互设计

Xinru Li、Kexin Huang、Xianggeng Dai、Siyang Liu、Minghui Li

Dalian Art College

5-221|本草浮影

Xianggeng Dai、Xinru Li、Kexin Huang、Yuanfei Chen、Siyang Liu

Dalian Art College

6-283|Forming: Reconstruct and Cycle

Qi Chen、Zhihao Yao and Haipeng Mi

Tsinghua university

Day2, Nov 24 @ Meeting Foyer, Art Gallery Area

1-335| When Books Start Talking: Reimagining Libraries through Socially Interactive Book Agents

Hongsen Chen and Yuhe Qin

Heilongjiang University

2-338| Macro in Micro – Landform Imagery Extended by Generative Models in an Immersive Interactive Installation

Qingtang Li

Guangzhou Academy of Fine Arts

3-340| Improvisation Studio: An Audience-Directed Laboratory of Human–AI Co-Performance

Wei Liu and Feibi Liu

深圳星渐文化科技有限公司

4-341| Digitally Empowering Intangible Cultural Heritage through Filigree Inlay Craft

Yixuan Fu、Weixing Dou and Zhengqi Xia

Jiangnan University

5-343| Voices from the Deep: Designing Marine Messengers for Emotional Expression and Companionship

Mingyang Liu and Jingya Li

Beijing Jiaotong University

6-344| A Small Boat in a Great Tide: An Interactive Data Story of One Man's Journey through China's Modernization

Zhengqi Xia、Ruyun Dai、Wenyue Huang、Zhijing Pan、Qingyang Liu、Xiangtian Ji、Xingyu Lan and Shaojie Li

Jiangnan University

11. Art gallery - Alternative Short Paper

1-81| Designing an AI-Enabled Companion Wellness Service for Older Adults Using Smart Wearables and a Desktop Robot

Zimo Zeng、Ximing Li、Qianyi Zhang、Bin Luo

Guangdong University of Technology

2-90| Misalignment among Perceived Feedback Enactment, Sense of Control, and Outcome Acceptance across Generative AI Intervention Pathways: A Retrospective Single-Case Study ofAnniversary Logo Ideation

Weiwei Jiang、Weifan Wang

Guangzhou Academy of Fine Arts (GAFA)

3-110| From Children's Drawings to Character Agents: Designing a Generative AI-Powered Interactive System for Sustained Co-Creation

Ziyi Zhang、Shenpeng Liu

Beijing University of Posts and Telecommunications

4-133| Research on Dynamic Lighting Interaction Design for Peripheral Visual Warning in Intelligent Cockpits

Ziyang Cao、Xiao Li

City University of Macau

5-228| Designing for Source Attribution in AI-Assisted Retellings of Chinese Folk Legends

Xinyi Chen、Kuo-Hsun Wen、Xinyuan Chen

Xiamen Institute of Technology

6-230| From Assistant to Rival: Exploring the Dialogue Styles of a Competitive AI Agent for Programming Learning

Sha Li、Liuping Wang、Wenhui Kang、Dong Yu

Beijing Language and Culture University

7-293| A Collapse-Aware Graph Layout Adjustment Method for Node-Reducing Interactions

Junqi Shao、Qianchao Zhou、Genghuai Bai、Lei Yang、Zhigang、Deng、Chongke Bi、Ying Zhao

Central South University & Tianjin University

8-310| Rural Landscape Perception Assessment Based on the Self-Developed PPGIS Software "Yutu":A Case Study of Chang'an District and Lantian County, Xi'an

Yang Liu、Xiaoping Li、Mo Han、Chenxiao Liu、Xiaomeng Wang、Yushun Zhou

Beijing University of Posts and Telecommunications

9-321| Serious Game Design for Children in Museum Settings: A Case Study of Beijing Mentougou Glazed Tile-Making Craft

Guoran Yang、Meng Li、Ruochen Zhang、Yiping Ma、Congling Long、Ya Gao

Beijing University of Posts and Telecommunications

12. Panel Discussion

PANELISTS

(Listed in alphabetical order by surname)



Jun Hu

Associate Professor, Department of Industrial Design
Eindhoven University of Technology

Jun Hu is an Associate Professor in Design Research on Pervasive Health and Scientific Director of the Engineering Doctorate programme in Designing Human-System Interaction at Eindhoven University of Technology. His research uses pervasive technology to promote health, well-being, and social connectedness, spanning interactive systems, AI-enhanced tools, and ambient interfaces. He coordinates the TU/e DESIS Lab and chairs the Aesthetics and Empowerment working group of IFIP TC14. He serves as Editor-in-Chief of EAI Endorsed Transactions on Pervasive Health and Technology and as Associate Editor of Behaviour & Information Technology and Entertainment Computing. A Senior Member of ACM, he has served as President of ICACHI since 2026.



Xipei Ren

Associate Professor, Faculty of Design
University of Macau

Xipei Ren is an Associate Professor and Doctoral Supervisor at the Faculty of Design, University of Macau, and Principal Investigator of the Design Intelligence for Vitality Lab (DIV Lab). Previously, he was an Associate Professor and Head of the Intelligent Innovation Design Department at Beijing Institute of Technology, a Data Scientist at HumanTotalCare, and a postdoctoral researcher at Eindhoven University of Technology, where he earned his PhD in Industrial Design. His research spans human-computer interaction, data-enabled design, intelligent product design, and design for health and well-being. He has led more than ten funded research projects and published over 80 indexed papers. His work has received the iF Design Award. He is Programme Chair of PervasiveHealth 2026.

Chung-Ho Su



Professor, Faculty of Innovation and Design
City University of Macau

Chung-Ho Su is a Professor in the Faculty of Innovation and Design at City University of Macau. He holds PhDs in Design and Information Management from National Yunlin University of Science and Technology, Taiwan. Previously, he served as Vice President of Shu-Te University, Dean of its College of Design, and Director of its Graduate School of Design Innovation and Management. His research interests include immersive experience design, intelligent interaction, digital twins, technology-enabled art and exhibition design, educational technology, and data visualization. His publications address gamification, learning motivation, augmented reality, and rehabilitation systems. He has been named to the World's Top 2% Scientists list from 2021 to 2025.

Huatong Sun



Professor of Digital Media & Global Design
University of Washington Tacoma

Huatong Sun is Professor of Digital Media & Global Design at the University of Washington Tacoma. She is a board member of ICACHI Vice Chair of IFIP WG 13.8 Interaction Design for International Development, and serves on the ACM SIGCHI CARES Committee.

Shengdong Zhao



Professor, School of Creative Media
City University of Hong Kong

Shengdong Zhao is a Professor in the School of Creative Media at City University of Hong Kong. His research in human-computer interaction focuses on interaction techniques and intelligent systems for mobile, wearable, and heads-up computing, as well as human–AI collaboration. Before joining CityU in 2024, he was an Associate Professor in the School of Computing at the National University of Singapore. He has served as Papers Co-Chair for ACM CHI 2019 and 2020 and ACM UIST 2025.

MODERATOR

Zhenwei You



Professor, Faculty of Innovation and Design
City University of Macau

Zhenwei You is a Professor in the Faculty of Innovation and Design at City University of Macau. He earned his PhD from Chiba University, Japan, and a Diplom II from the University of Wuppertal, Germany. Previously, he was Head of the Design Department at Beijing University of Posts and Telecommunications and a researcher in the Design Psychology Research Laboratory at Chiba University. His teaching and research cover intelligent product design, interaction design, service design, design psychology, and user behavior. His publications examine human-machine interaction, intelligent vehicle cockpits, service systems, and healthcare applications. He serves as Editor-in-Chief of Art and Design Review, and his design work has received iF and Red Dot awards.

13. Conference Information

13.1 Presentation Durations

Invited Talk: 60 min (including Q&A)
Oral Presentation: 15 min (12 min presentation + 3 min Q&A)
Note: Exact timing is subject to the Session Chair's discretion.

13.2 Poster Specifications & Guidelines

- Size & Format: Must be A1 Size in Portrait (Vertical) mode ONLY.
- Header Layout: Place a title header running the full width at the top in large, clear type (The standardized poster header template has already been sent to the authors via email）.
- Required Info: Include your Name, Paper ID, and School/Affiliation on the poster.
- Legibility: Ensure text and visuals are easily readable from a distance of 1 – 1.5 meters.
- Mounting: Hanging materials will be provided at the venue.

13.3 Friendly Reminders

- In each session, the discussion order will be managed by the session chair.
- Presentation Preparation & Data Security: Speakers must copy their PDF/PPT files to the designated venue computer in advance.
- Conference photography will take place during the sessions. In case of non-consent, please inform the organisers.
- Assurance: All PPT files will be deleted immediately after the session, with no risk of data leakage.
- There is no fixed template for the conference PPT, just make it according to your own routine.

13.4 Punctuality & Seating

Speakers must arrive 15 minutes before the session and take their seats in the front row. If delayed, notify the session chair in advance.

14. General Information

14.1 Registration Desk

Venue: Meeting Foyer, Ballroom 1/F, Wynn Macau

Date and Time:

08:30 - 18:00 (GMT+8)， November 23

08:30 - 18:00 (GMT+8)， November 24

08:30 - 12:00 (GMT+8)， November 25

14.2 Lunch

Venue: Ballroom 2+3+4

Date & Time: 12:30 - 14:00, November 23 - 24

13:00 - 14:30, November 25

14.3 Banquet

Venue: Ballroom 1

Date and Time: 18:30 - 20:30, November 24

14.4 Technical Visit and Cultural Tour

Macau Cultural Tours: 14:30 - 18:00, November 25

Meeting Point: Registration Desk, Meeting Foyer

Route: Wynn Macau-> Lotus Square -> Return Gifts Exhibition Hall + Art Museum -> Ruins of St. Paul's + Mount Fortress -> Fountain -> Civic and Municipal Affairs Bureau -> A-Ma Temple -> Wynn Macau.

This is a tentative plan, and the specific itinerary will be adjusted according to the actual schedule on that day.

15. Conference Venue

Located in the heart of Macau, Wynn Macau offers 1,010 elegantly designed guest rooms and suites across two distinctive hotel towers, Wynn Tower and Encore Tower. The latter is comprised solely of suites for travelers seeking an elevated, private vacation experience. In addition, the resort is home to a dynamic collection of award-winning signature dining restaurants, popular casual-dining destinations, distinguished spa and salon experiences, and a shopping esplanade featuring famous international brands.

Address:Wynn Macau, Rua Cidade de Sintra, NAPE, Macau
Tel: (853)2888 9966





The conference venue is located in the **Ballroom (宴會廳)** on the 1st floor of Wynn Macau. Please follow the map or directional signage to get there.



16. Shuttle Bus Service

Wynn Macau extends its warmest welcome to you from the moment you step into the city. Wynn Macau provides complimentary return shuttle service at the following locations 7 days a week.

*The shuttle bus station at Wynn Macau is located at the North Entrance, outside the Wynn Esplanade. Wynn Macau looks forward to welcoming you there.

For more details, please click here to check: Wynn Macau Shuttle Bus Website

Route	Operation Hours	Frequency	Time to Destination
Wynn Palace *Starting June 13, special intermediate stops will be added to designated routes on Saturdays and Sundays. 1:30 pm departure – Iao Hon 3:30 pm departure – San Kio 4:30 pm departure – ZAPE and Leisure Area of Kun Iam Statue Waterfront 5:30 pm departure – Nam Van Lake Plaza and A-Ma Temple 5:30 pm departure – Patane Municipal Market and Hong Kung Night Market	09:30 am to 10:00 pm daily	Every 15-20 minutes daily	Approximately 25 minutes
Border Gate	09:00 am to 11:30 pm daily	Every 10-20 minutes daily	Approximately 30 minutes
Macau Ferry Terminal and Hong Kong–Zhuhai–Macao Bridge Connection Service Passengers travelling between Wynn Macau and HZMB may transfer between routes at the Macau Ferry Terminal. From 31 August to 15 December 2026, the HZMB Connection Route boarding point at Macau Ferry is temporarily relocated to the area in front of Jai Alai Oceanus.	10:20 am to 07:30 pm daily	Every 10-20 minutes daily	Approximately 20 minutes
Macau Ferry Terminal The bus operating on the route from Wynn Macau to Macau Ferry Terminal will run from 09:00 am to 08:45 pm. From 31 August 2026 to 15 December 2026, the Macau Ferry Terminal shuttle stop is temporarily relocated to Tv. do Reservatório, next to Jai Alai.	09:15 am to 09:00 pm daily	Every 15-30 minutes daily	Approximately 10 minutes
Wynn Macau → Macau Central District (Opposite AIA Tower) → Landmark → Wynn Macau	12:00 pm to 9:00 pm daily, from Thursday to Sunday	Every 30 minutes daily, from Thursday to Sunday	
Hengqin Port Passengers travelling between Wynn Macau and Hengqin Port may transfer between routes at Wynn Palace.			
Taipa Ferry Terminal Passengers travelling between Wynn Macau and Taipa Ferry Terminal may transfer between routes at Wynn Palace.			
Macau International Airport Passengers travelling between Wynn Macau and Macau International Airport may transfer between routes at Wynn Palace.			

17. Local Public Bus

You can download the following local APP to check Macau bus schedule. Here is the link and QR code: https://www.dsat.gov.mo/dsat/index.aspx



Taxi

If you need to call taxi, please download MaasPlus APP for local on-call taxi. Macau is a popular tourist destination, you are strongly recommended to reserve a taxi ahead of schedule. Here is the link for downloading the Taxi APP: https://www.maasplus.com/file-api/maasplus/comm/app/version/download.html

Entry Permit

Please ensure that you have a valid Exit-Entry Permit for Travelling to and from Hong Kong and Macao（港澳通行证）if you are a Chinese Citizen, or Passport if you are a foreign citizen, and the appropriate endorsements to attend the conference smoothly.Upon entry into Macau, travelers will be issued an entry declaration/permission to stay (as shown in the white slip below). Please keep it properly during your hotel check-in and stay in Macau.



Conference Website

Live Photo Gallery

共融·體驗·創新

23—26 November 2026 | Wynn Macau, Macao SAR



ICHEC 2026

International Conference on Human-Engaged Computing

共融·體驗·創新

23—26 November 2026 | Wynn Macau, Macao SAR