

Qiu Lin

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Education

Ph.D. Northwestern University, USA	2005
B.S. Shanghai Jiao Tong University, China	1997

Professional Experiences

Associate Professor Nanyang Technological University, Singapore	2016 - present
Assistant Professor Nanyang Technological University, Singapore	2008 – 2016
Assistant Professor State University of New York at Oswego, USA	2004 – 2007

Research Grants and Awards

1. Can Perspective Taking in Virtual Worlds Reduce Negative Attitudes Towards the Elderly?
S\$50,000
PI, Ageing Research Institute for Society and Education (ARISE), 2017 – 2019
2. Social Computational Analytics for Trend Discovery and Social Media Marketing, S\$200,000
Co-PI, Singapore Ministry of Education AcRF Tier 1 Grant, 2015 – 2018
3. CollaMine: A Collaborative Framework for The Big Data Bank, S\$233,000
Collaborator, Singapore Ministry of Education Translational and Innovation Fund, 2014 – 2017
4. Understanding Personality Expression in Chinese Language, S\$5,000
PI, Nanyang Technological University CoHASS Incentive Scheme Grant, 2014 – 2016
5. Agent-based Modeling: Integration of Social, Psychological, and Computational Analyses,
S\$40,000
PI, Singapore Ministry of Education AcRF Tier 1 Grant, 2013 – 2016
6. Do Business Executives' Twitter and Weibo Accounts Contain Useful Information About Their Personalities That Can Help Predict Their Corporation Decisions? S\$90,000

- PI, Singapore Ministry of Education AcRF Tier 1 Grant, 2013 – 2016
7. Understanding Online Ethnic Communities through Psychological and Linguistic Analysis of Social Media, S\$98,400
PI, Singapore Ministry of Education AcRF Tier 1 Grant, 2013 – 2015
 8. Agent-based Modeling of Online Collective Action, S\$25,000
PI, Nanyang Technological University New Silk Road Grant, 2012 – 2015
 9. Computational Modeling of Societal Corruption, S\$5,000
PI, Nanyang Technological University CoHASS Incentive Scheme Grant, 2012 – 2014
 10. Understanding the Impact of Online and Virtual Activities on Social Behaviors, S\$40,000
PI, Nanyang Technological University Start-up Grant, 2009 – 2012
 11. Understanding the Effect of Collaborative Activities in the Virtual World on Human Collaboration in the Real World, S\$5,000
PI, Nanyang Technological University Research Grant, 2009 -2010
 12. Modeling the Impact of Culture and Emotion on Human Behavior for Virtual Training Environment, Ph.D. student scholarship
PI, The Institute for Media Innovation (IMI) Doctoral Program Awards, Nanyang Technological University, 2009
 13. Tablet PC-based Visualization for Teaching Concurrent Programming, US\$40,000
PI, Microsoft Research Tablet PC Technology Award (6% acceptance rate), 2006 – 2007
 14. SketchUML: The Design of a Sketch-based Tool for UML Class Diagrams, US\$58,000
PI, Hewlett-Packard Pen-centric Computing Technology Grant, 2006 – 2007
 15. Automatic Correction of Idiomatic Usage in English Using Web Search, US\$2200
PI, US National Science Foundation (NSF) Technology-Enabled Learning Award, 2007
 16. Developing Handheld Interactive Learning Environments, US\$4000
PI, SUNY Individual Research Grant, 2006 -2007
 17. Using Tablet PC Technology to Improve Teaching and Learning, US\$2000
PI, SUNY Student Faculty Collaborative Challenge Grant, 2005 – 2006
 18. Designing Authoring Tools for Learners, Instructors, and Authors, US\$3000
PI, SUNY Scholarly and Creative Activity Grant, 2005 – 2006

Publications

[†] Ph.D. student, ^{*} Corresponding author, GS (Google Scholar Citation Count = 757), h-index = 14

Peer-reviewed journal articles

1. Leung, A. K.-y., & **Qiu, L.** (2017). Thinking through Design is Creative and Inspiring: The Why and How. *She Ji: The Journal of Design, Economics, and Innovation*.
2. **Qiu, L.**^{*}, Lu, J.[†], Ramsay, J., Yang, S.[†], Qu, W., & Zhu, T. (2017). Personality Expression in Chinese Language Use. *International Journal of Psychology*. DOI: 10.1002/ijop.12259.
3. **Qiu, L.**^{*}, Lu, J.[†], Qu, W., & Zhu, T. (2015). What Does Your Selfie Say about You? *Computers in Human Behavior*, 52, 443–449. [5-Year Impact Factor: 3.624] (media attention: *New York Times*, *Washington Post*, *Huffington Post*, *UK Daily Mail*, *The New Zealand Herald*, *The News Teller*, *Focus News*, *Research Digest of The British Psychological Society*, *Channel News Asia*, *Russian TV channel Ren TV*)
4. Liu, P.[†], Tov, W., Kosinski, M., Stillwell, D. J., & **Qiu, L.**^{*} (2015). Do Facebook Status Updates Reflect Subjective Well-being? *Cyberpsychology, Behavior, and Social Networking*, 18(7), 373-379. [Impact Factor: 2.182, 7 out of 67 in the "Communication" category of the JCR Social Sciences Edition]
5. Gao, W., **Qiu, L.**, Chiu, C.-y., & Yang, Y. (2015). Diffusion of Opinions in a Complex Culture System: Implications for Emergence of Descriptive Norms. *Journal of Cross-Cultural Psychology*. [5-Year Impact Factor: 2.122]
6. Lin, H.[†], Tov, W., & **Qiu, L.**^{*} (2014). Emotional Disclosure on Social Networking Sites: The Role of Network Structure and Psychological Needs. *Computers in Human Behavior*, 41, 342-350. [5-Year Impact Factor: 3.624]
7. **Qiu, L.**^{*}, Lin, H.[†], Chiu, C.-y., & Liu, P.[†] (2014). Online Collective Behaviors in China: Dimensions and Motivations. *Analyses of Social Issues and Public Policy*, 14, 1-25. [5-Year Impact Factor: 1.641] [GS = 5] (media coverage: reported by CNPolitics.org, an independent website dedicated to academic studies on Chinese politics)
8. Chiu, C.-y., & **Qiu, L.** (2014). Communication and Culture: A Complexity Theory Approach. *Asian Journal of Social Psychology*, 17, 108–111. [GS = 3]
9. Leung, A. K.-y., Liou, S.⁺, **Qiu, L.**⁺, Kwan, L. Y.-Y., Chiu, C.-y., & Yong, J. C. (2014). The role of instrumental emotion regulation in the emotions—creativity link: How worries render individuals high in neuroticism more creative. *Emotion*, 14(5), 846-856. (⁺The authors contributed equally to this work). [Impact Factor: 3.269]
10. **Qiu, L.**^{*}, Lin, H.[†], & Leung, A. K.-y. (2013). Cultural differences and switching of in-group sharing behavior between an American (Facebook) and a Chinese (Renren) social networking site. *Journal of Cross-Cultural Psychology*, 44(1), 106-121. [5-Year Impact Factor: 2.122] [GS = 43]

11. Tov, W., Ng, K., Lin, H. [†], & **Qiu, L.** (2013). Detecting Well-Being via Computerized Content Analysis of Brief Diary Entries. *Journal of Personality Assessment*, 25(4), 1069-78. [5-Year Impact Factor: 2.355] [GS = 5]
12. **Qiu, L.** ^{*}, Lin, H. [†], Ramsay, J. [†], & Wang, F. [†] (2012). You Are What You Tweet: Personality Expression and Perception on Twitter. *Journal of Research in Personality*, 46(6), 710–718. [5-year Impact Factor: 2.723][GS = 47] (media coverage: Men's Health, Dec 2012)
13. **Qiu, L.** ^{*}, Lin, H. [†], Leung, A. K.-y., & Tov, W. (2012). Putting Their Best Foot Forward: Emotional Disclosure on Facebook. *Cyberpsychology, Behavior, and Social Networking*, 15(10), 569-572. [Impact Factor: 2.182, 7 out of 67 in the "Communication" category of the JCR Social Sciences Edition][GS = 33] (media coverage: Psychology Today, July, 2014)
14. Leung, A. K.-y., Kim, S., Polman, E., Ong, L., **Qiu, L.**, Goncola, J., & Sanchez-Burks, J. (2012). Embodied metaphors and creative “acts.” *Psychological Science*, 23(5), 502-509. [Impact Factor: 4.699] [GS = 37] (media coverage: Association for Psychological Science press release, Jan 2012; Full Frontal, Oct 2012; Scientific American, Nov 2013) [I conducted one of the four studies in the paper in 3D virtual world *Second Life*. It is a pioneer study in using virtual environments for social psychology research.]
15. Leung, A. K.-y., **Qiu, L.**, Ong, L., & Tam, K-p. (2011). Embodied Cultural Cognition: Situating the Study of Embodied Cognition in Socio-Cultural Contexts. *Social and Personality Psychology Compass*, 5, 591-608. [GS = 8]
16. **Qiu, L.** ^{*}, Leung, A. K.-Y., Ho, J. H. , Yeung, Q. M. , Francis, K. J. , & Chua, P. F. (2010). Understanding the psychological motives behind microblogging. *Studies in Health Technology and Informatics*, 154, 140-144. [GS = 11]
17. **Qiu, L.** ^{*}, & Riesbeck, C. K. (2008). Human-in-the-loop: A Use-driven Task-based Model for Authoring Knowledge-based Interactive Learning Environments, *Journal of Educational Computing Research*, 38(4), pp. 469-509, 2008.
18. **Qiu, L.** ^{*}, & Riesbeck, C. K. (2008). An Incremental Model for Developing Educational Critiquing Systems: Experiences with the Java Critiquer. *Journal of Interactive Learning Research*, 19 (1), pp. 119-145. [GS = 13]
19. Riesbeck, C. K., **Qiu, L.**, Weusijana, B. K., Walsh, J. T., Parsek, M. R. (2003). Learning Technologies to Foster Critical Reasoning. *IEEE Engineering in Medicine and Biology*, 22(4): 55-7, 117.

Peer-reviewed conference proceedings

20. Lin, H. [†], Yu, H., Miao, C., & **Qiu, L.** (2016). Towards Emotionally Intelligent Machines: Taking Social Contexts into Account. In G. Meiselwitz (Ed.) SCISM 2016, Lecture Notes in Computer Science (LNCS) 9742, pp. 12–24, 2016 [Best Paper Award of the 8th International Conference on Social Computing and Social Media]

21. Guntuku, S.C., **Qiu, L.**, Roy, S., Lin, W., & Jakhetiya, V. (2015). Do others perceive you as you want them to? Modeling personality based on selfies. In Proceedings of ACM Multimedia Conference 2015 Workshop on Affect and Sentiment in Multimedia (ASM).
22. Chaturvedi, I., Cambria, E., Zhu, F., **Qiu, L.**, Ng, W. K. (2015). Multilingual Subjectivity Detection Using Deep Multiple Kernel Learning. In Proceedings of 4th International Workshop on Issues of Sentiment Discovery and Opinion Mining (WISDOM'15).
23. **Qiu, L.**, Lu, J. [†], & Chiu, C.-y. (2014). Detecting the Needs for Happiness and Meaning in Life from Google Books. In Proceedings of IEEE 2014 International Conference on Orange Technologies (ICOT). doi: 10.1109/ICOT.2014.6956620.
24. Leung, A. K.-y., Liou, S., **Qiu, L.**, Kwan, L., Chiu, C.-y., & Yong, J. C. (2013). The role of instrumental emotion regulation in the emotions-creativity link: how worries render neurotic individuals more creative. In Proceedings of the 9th ACM Conference on Creativity & Cognition (C&C '13).
25. Lin, H. [†], & **Qiu, L.** ^{*} (2013). Two Sites, Two Voices: Linguistic Differences between Facebook Status Updates and Tweets. Lecture Notes in Computer Science: Cross-Cultural Design. Cultural Differences in Everyday Life, Volume 8024, 2013, pp. 432-440. [GS = 2]
26. Lin, H. [†], & **Qiu, L.** ^{*} (2012). Sharing Emotion on Facebook: Network Size, Density, and Individual Motivation. In Proceedings of the 2012 annual conference extended abstracts on human factors in computing systems (CHI 2012). [GS = 9]
27. **Qiu, L.**, Lin, H. [†], Leung, A. K-y. (2010). How does Facebook browsing affect self-awareness and social well-being: the Role of Narcissism. In Proceedings of the International Conference on Advances in Computer Entertainment Technology, Taiwan, 2010, 100-101. [GS = 2] (media coverage: The Telegraph, March 2013)
28. **Qiu, L.**, Tay, W. W., and Wu, J. (2009). The Impact of Virtual Teamwork on Real-world Collaboration. In Proceedings of ACM International Conference on Advances in Computer Entertainment Technology (ACE'09), pp. 44-51. [GS = 11]
29. **Qiu, L.** (2007). SketchUML: The Design of a Sketch-based Tool for UML Class Diagrams. In C. Montgomerie & J. Seale (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2007* (pp. 986-994). Chesapeake, VA: AACE. [GS = 8]
30. Qian, T., **Qiu, L.** (2007). Automatic Suggestion of Idiomatic Usage in English Using Web Search, In WI '07 Proceedings of the IEEE/WIC/ACM International Conference on Web Intelligence, IEEE Computer Society Press, pp. 283-286.
31. **Qiu, L.** (2006). Taking Student Affective States into Account: the Design and Evaluation of an Affective Strategy in a Critiquing System. In E. Pearson & P. Bohman (Eds.), *Proceedings of*

World Conference on Educational Multimedia, Hypermedia and Telecommunications 2006 (pp. 2157-2164). Chesapeake, VA: AACE.

32. **Qiu, L.**, Riesbeck, C. K. (2005). The Design for Authoring and Deploying Web-based Interactive Learning Environments. In P. Kommers & G. Richards (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2005*, pp. 3485-3492.
33. **Qiu, L.**, Riesbeck, C.K. (2005). Designing Web-based Interactive Learning Environments for Problem-based Learning, in *Proceedings of the 5th IEEE International Conference on Advanced Learning Technologies (ICALT)*, pp. 333-337. [GS = 7]
34. **Qiu, L.**, Riesbeck, C.K. (2004). Making Critiquing Practical: Incremental Development of Educational Critiquing Systems, in *Proceedings of the 2004 International Conference on Intelligent User Interfaces (IUI)* (pp. 304-306), Portugal, 2004. [GS = 10]
35. **Qiu, L.**, Riesbeck, C.K. (2004). An Incremental Model for Developing Computer-based Interactive Learning Environments for Problem-based Learning, in *Proceedings of the 4th IEEE International Conference on Advanced Learning Technologies (ICALT)*, pp. 171-175. [GS = 13]
36. **Qiu, L.**, Riesbeck, C. K., Parsek, M. R. (2003). The Design and Implementation of an Engine and Authoring Tool for Web-based Learn-by-doing Environments. In *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2003*, pp. 549-556. [GS = 5]
37. **Qiu, L.**, Riesbeck, C.K. (2003). Facilitating critiquing in education: The design and implementation of the Java Critiquer. In *Proceedings of the International Conference on Computers in Education (ICCE)*. [GS = 5]
38. **Qiu, L.**, Riesbeck, C. K. (2002). Open Goal-Based Scenarios: An Architecture for Hybrid Learning Environments. In *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2002*, pp. 2063-2066.

Book chapters

39. Leung, A. K.-y., **Qiu, L.**, & Chiu, C-y. (2014). The psychological science of globalization. In Y-y. Hong & V. Benet-Martinez (Eds.), *Handbook of multicultural identity: Basic and applied perspectives*. Oxford University Press. [GS = 3]
40. **Qiu, L.** (2010). Computer Support in E-collaborative Learning-by-doing Environments. In B. Ertl (Eds.), *Technologies and Practices for Constructing Knowledge in Online Environments: Advancements in Learning* (pp. 1-24), Hershey, PA: IGI Global.
41. **Qiu, L.** (2007). Balancing Tradeoffs in Designing, Deploying, and Authoring Interactive Web-based Learn-by-doing Environments, *Advances in Computer-Supported Learning*, pp. 339-361, Information Science Publishing.

Invited Talks

Use Online Data to Study Personality and Subjective Well-being, Lingnan (University) College, Sun Yat-sen University, Guangzhou, China, Dec 30, 2014.

Analyzing Big Data to Understand Personality, Subjective Well-being, and Collective Behaviors, School of Communication and Design, Sun Yat-sen University, Guangzhou, China, Dec 29, 2014.

What do Your Tweets and Selfies Say about You? Using Social Media to Predict Personality, Hang Seng Management College, Hong Kong, Oct 2014.

Understanding Online Collective Behaviors, Joint NTU-UBC Research Centre of Excellence in Active Living for the Elderly (LILY), May 2014.

Leveraging Social Media for Social Science Research, Behavioral Sciences Institute (BSI), Singapore Management University, March 11, 2014.

Online Collective Behaviors in China: Dimensions and Motivations, New Silk Road Peak Of Excellence Workshop, Singapore, March 14, 2014.

Psychological Studies of Online Social Media, Hewlett-Packard Labs Singapore, Dec 6, 2013.

An Integrative Approach to Studying the Psychology of Cyberspace, Institute of Psychology at Chinese Academy of Sciences, Beijing, Dec 17, 2012.

Two Approaches to Modeling Electric Vehicles Charging Behavior, TUM CREATE Scientific Workshop, Singapore, Nov 14, 2012.

Agent-based Modeling: A Computational Approach to Social Psychological Research, Institute of Sociology at Chinese Academy of Social Sciences, Beijing, June 27, 2012.

Creativity, Innovation, Entrepreneurship, Institutes of Creative Industries Design (ICID), National Cheng Kung University, Taiwan, Feb 29, 2012.

Product Design for New Business Venture, Nanyang Technopreneurship Center (NTC), Singapore Feb 7, 2012.

The Psychology of New Technology, Singapore Management University, Jan 31, 2012.

Insight from the success of Facebook: a case study of technology innovation and entrepreneurship, Nanyang Technopreneurship Center (NTC), Singapore, Nov 15, 2011.

Cross-functional Team Creativity Workshop, Institutes of Creative Industries Design (ICID), National Cheng Kung University, Taiwan, Oct 5-7, 2011.

Understanding psychological motives underlying microblogging, paper presentation at the Workshop on Social Network Mining, School of Information Systems, Singapore Management University, Singapore, 2010.

Cognitive Engineering Systems, Defence Science and Technology Agency, Singapore, 2009.

Improving Web Usability: Principles, Methods, and Standards, Arab Organization for Internet Standards, Dubai, 2007.

International Standards of Web Usability, workshop presentation, Malaysian Institute of Microelectronic Systems, Malaysia, 2007.

Automatic Suggestion of Idiomatic Usage in English Using Web Search, IEEE/WIC/ACM International Conference on Web Intelligence (WI07), Silicon Valley, USA, 2007.

The Design of a Pen-centric Tool for Teaching Concurrent Programming, Microsoft Research Faculty Summit, July 2007.

Using Tablet PC Technology to Improve Teaching and Learning, Science Today presentation, State University of New York at Oswego, NY, March, 2007.

Technology in Teaching and Learning, Center for Excellence in Learning and Teaching, State University of New York at Oswego, NY, March, 2005.

Designing for Learners, Instructors, and Authors, CHIRoch and HFES-Western NY meeting, Rochester, NY, December 2004.

An Engine and Authoring Tool for Building Web-based Learning-by-doing Environments, Vanderbilt University, Nashville, TN, May 2002.

INDIE: A Software Tool for Building Investigate and Decide Learning Environments, MIT, Cambridge, MA, May 2001.

Conference Presentations

The Effect of Cultural Holidays in a Multicultural Society, 8th Culture Mixing Conference, Guangzhou, China, March 7-8, 2015.

Scale Translatability, Relational Impact, and Ease of Judge, 22nd International Congress for International Association for Cross-cultural Psychology, France, 15 - 19 July, 2014.

The Other-race Effect: Zero-acquaintance Personality Judgment Based on Profile Pictures, 22nd International Congress for International Association for Cross-cultural Psychology, France, 15 - 19 July, 2014.

Occupational differences in Language Style: A Study on Twitter, 28th International Congress of Applied Psychology, France, 8 - 13 July, 2014.

Sharing my vision: Looking in the same direction promotes interpersonal relationship, 28th International Congress of Applied Psychology, France, 8 - 13 July, 2014.

Personality Perception Based on Facebook Status Updates, American Psychological Association Annual Convention in Honolulu, USA, July 31 – August 4, 2013.

The Role of Instrumental Emotion Regulation in the Emotions-Creativity Link: How Worries Render Neurotic Individuals More Creative, Creativity and Cognition 2013 Conference, Sydney, 2013.

Self-disclosure on Facebook: The Influence of Network Properties and Personal Needs, 24th Association for Psychological Science Annual Convention in Chicago, USA, May 24 – 27, 2012.

Predicting Online Collective Behavior in China, paper presentation at 9th Biennial Conference of the Asian Association of Social Psychology, China, July, 2011.

Cultural differences and cultural switching on Social Networking Sites, poster presentation at Association for Psychological Science 23rd Annual Convention, USA, May, 2011.

Physically (and Psychologically) Enacting Metaphors for Creativity Promotes Creative Performance, poster presentation at Association for Psychological Science 23rd Annual Convention, USA, May, 2011.

How Does Facebook Browsing Affect Self-awareness and Social Well-being: the Role of Narcissism, poster presentation at International Conference on Advances in Computer Entertainment Technology, Taiwan, 2010.

Understanding the Social Consequences of Microblogging, poster presentation at the International Congress of Applied Psychology 2010 (ICAP 2010), Australia, 2010.

Understanding the Psychological Motives behind Microblogging, paper presentation at 15th Annual CyberTherapy & CyberPsychology Conference, Korea, 2010.

An Experimental Study on Twitter Usage, paper presentation at the 19th AMIC Annual Conference, Singapore, 2010.

The Impact of Virtual Teamwork on Real-world Collaboration, paper presentation at the International Conference on Advances in Computer Entertainment Technology (ACE'09), Greece, 2009.

Understanding and Supporting Human Critiquing: An Incremental Four-stage Model, Association for Psychological Science Annual Convention, USA, 2009.

SketchUML: The Design of a Sketch-based Tool for UML Class Diagrams, World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), June 2007.

Tabcon: A Tablet-based Tool for Teaching Concurrent Programming, Workshop on the Impact of Pen-based Technology in Education (WIPTE), June 2007.

Tablet PC-based visualization for teaching concurrent programming, Conversation between Art & Science on Information Visualization conference, State University of New York at Oswego, NY, March, 2007.

Taking Student Affective States into Account: the Design and Evaluation of an Affective Strategy in a Critiquing System, World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), 2006.

Automatic Correction of Idiomatic Usage in English Using Web Search, QUEST Symposium, State University of New York at Oswego, 2006.

Automatic Email Foldering using Email Header Fields, QUEST Symposium, State University of New York at Oswego, 2006.

The Design for Authoring and Deploying Web-based Interactive Learning Environments, World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), 2005.

Developing Handheld Interactive Learning Environments, QUEST Symposium, State University of New York at Oswego, 2005.

Integrating Email Communication with File Management, QUEST Symposium, State University of New York at Oswego, 2005.

Making Critiquing Practical: Incremental Development of Educational Critiquing Systems, in Proceedings of the 2004 International Conference on Intelligent User Interfaces (IUI), Portugal, January, 2004.

An Incremental Model for Developing Educational Critiquing Systems, World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), Hawaii, June 2004.

Building Web-based Interactive Learning Environments to Facilitate Delivering Problem-based Learning, Annual Conference of the American Educational Researchers Association (AERA), California, April 2004.

The Design and Implementation of an Engine and Authoring Tool for Web-based Learn-by-doing Environments, World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), Hawaii, June 2003.

Open Goal-Based Scenarios: An Architecture for Hybrid Learning Environments, World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education (E-Learn), Montreal, Canada, October 2002.

A Software Tool for Building Investigate and Decide Learning Environments, World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA) Poster Session, Denver, June 2002.

Teaching

Graduate level

HP7103 *Technology and Social Behavior*, 2010, 2011, 2013, 2017

Graduate seminar (20 - 30 students)

This seminar course discusses up-to-date interdisciplinary research on Technology and Social Behavior. It covers a number of topics including social interactions in massive multiplayer online games, cultural differences between online communities, psychology of virtual humans, intelligent agents with social skills, and social consequences of online social networking.

HP4211/7203 *Agent-based Computational Psychology*, 2012

Graduate seminar (10 - 20 students)

This course teaches students how to use agent-based modeling to study complex socio-psychological phenomena.

Undergraduate level

HP1000 *Introduction to Psychology*, 2010, 2011, 2014, 2015, 2016, 2017

Introductory-level undergraduate course (lectures and tutorials) (over 300 students)

This course gives students a broad overview of different topics in psychology.

HP3003/HP7208 *Engineering Psychology*, 2009, 2010, 2013, 2014, 2015, 2016, 2017

Co-listed as Undergraduate/Graduate course (40– 50 students)

This course teaches students the psychological concepts and engineering techniques critical for the design of user-friendly systems.

HP406B *Human Factors*, 2009, 2010

Upper-level undergraduate course (20 – 30 students)

This course teaches students practical use of psychological concepts, methodologies, and tools for designing and evaluating human-computer interfaces.

Human-Computer Interaction, 2004, 2005, 2006, 2007

Upper-level undergraduate course (20 – 30 students)

This course teaches HCI methodologies, principles, and techniques. Topics include human capabilities, task analysis, interaction design, and usability evaluation.

User Interface Design and Development, 2004, 2005, 2006, 2007

Upper-level undergraduate course (20 – 30 students)

This course introduces the basic design principles and evaluation techniques for interactive user interfaces. Topics include window systems, web-based systems, user interaction, interface specification, and the use of interface design tools.

Supervision of Graduate Students

Main supervisor

1. Han Lin (Ph.D. in Psychology, 2009 – 2014), now Research Scientist at Social and Cognitive Computing Group in Agency for Science, Technology and Research (A*STAR)
Thesis: *Sharing the positive or the negative? Understanding the context, motivation, and consequence of emotional disclosure on Facebook.*
2. Jiahui Lu (Ph.D. in Psychology, 2013 – present)
3. Chen Jiayu (Ph.D. in Psychology, 2016 – present)
4. Jessica Lim (M.S. in Psychology, 2013 – 2016)
5. Shanshan Yang (M.S. in Psychology, 2012 – 2014)

Thesis committee member

6. Phan Cong Minh (Ph.D. in Computer Engineering, 2016 - present)
7. Surendra Sedhai (Ph.D. in Computer Engineering, 2013 - present)
8. Xu Chang (Ph.D. in Computer Engineering, 2013 - present)
9. Hou Jinghua (Ph.D. in Interdisciplinary Graduate School, 2013 – present)
10. Phang Riyang (Ph.D. in Management, 2008 - 2015)
11. Liu Pan (Ph.D. in Psychology, 2009 – 2015)
12. Adam Oei (Ph.D. in Psychology, 2009 – 2015)
13. Alaka Rajan Skinner (Ph.D. in Management, 2009 - 2014)
14. Jonathan Ramsay (Ph.D. in Psychology, 2009 - 2014)
15. Liu Cong (Ph.D. in Psychology, 2008 – 2013)
16. Junwei Wu (M.S. in Psychology, 2009 – 2011)

Supervision of Undergraduate Students

Final Year Project (total: 35)

- 2015-2016:

Wong Pui Yee, Song Sheau Hui, Chong Wei Theng, Wong Yih Shin, Tan Yinying, Abdul Aleem Siddiq Bin Abdul Hadi, Nur Atiqah Bte Suhaimi, Lee Zheng Rui, Dorothea Leong, Germaine Tng, Chau Kerr Qi

- 2014-2015:
Premala D/O Mariappan, Tay Hui Fen Rachel, Chia Xin Yi Doris, Ang Yan Jie, Clement Sim Chuan Wei, Kueh Hui Teng, Juan WenQi Serene, Nur Azeemah Binte Kadir, Poh Shu Yun, Lee Yi Ming, Ho Ting Hui Matilda, Esther Cheng Hui Zhong, Chandramalar Mogana Chandran, Leong Jia Min, Huang Yanchao
- 2013-2014:
Tang Huan Shern, Lee Yee Ning, Natasha Laura Fong Rui Shan, Lee Lina
- 2012-2013:
Chek Shu Min Shermaine, Tan Jie Ying Rachel, Theng Li Yi, Yao Hui'En, Valerie Sera, Celestine Chua Yun Na

URECA (total: 7)

1. Zhang Dong: Understanding emotional disclosure through a large-scale analysis of Facebook status updates (2013-2014)
2. Pearlyn Kwang Kwai Foong: Facebook and social networking use in exchange students (2012-2013)
3. Zhang Dong: Weibo and Personality (2012-2013)
4. Ang Shun Ying Bryna: Facebook and Relational Mobility (2010-2011)
5. Phor Kok Leong, PATRICK: Virtual Anger Management (2010-2011)
6. Tan Ting Yuan Clement: Virtual Teamwork and Real-world Collaboration (2010-2011)
7. Tang Wei-ye Natalie: Why do people use twitter? (2009-2010)

Administrative Roles/Services

- URECA coordinator for HSS (2016 – present)
- Manager of the Research Participation System in Psychology (2011 – present)
- Member of the Research Committee in Psychology (2012 – present)
- Member of the Publicity Committee in Psychology (2009 – present)
- Chair of the Lab Space and Facility Committee in Psychology (2009 – 1012)
- Member of the Faculty Search Committee in Psychology (2009 - 2010)
- Representative of the Psychology division at NTU Open House (2009 – present)
- Supervisor in the Career Attachment and Global Immersion Program (2009)
- Supervisor in the Temasek Foundation-NTU LEARN Program (2009)
- Supervisor in the NTU Bridging Program (2009)

Memberships in Professional Organizations

- Member, American Psychological Association (APA)
- Member, Association for Psychological Science (APS)
- Member, International Association for Cross-Cultural Psychology (IACCP)
- Member, Association for Computing Machinery (ACM)

Professional Activities

- Editorial board member, Asian Journal of Social Psychology
- Review Editor in the Editorial Board of Cultural Psychology, Frontiers in Psychology
- External reviewer for Hong Kong Research Grants Council
- Ad Hoc Reviewer for Computers in Human Behavior
- Ad Hoc Reviewer for Journal of Computer-Mediated Communication
- Ad Hoc Reviewer for Cyberpsychology, Behavior, and Social Networking
- Ad Hoc Reviewer for Journal of Cross-Cultural Psychology
- Ad Hoc Reviewer for Journal of Personality and Social Psychology
- Ad Hoc Reviewer for Organizational Behavior and Human Decision Processes
- Workshop co-chair for 3rd International Conference on Social Informatics (SocInfo 2011), Singapore, 2011
- Judge for the annual design competition organized by the Singapore Usability Professionals' Association in 2010
- Program committee member for the ACM International Conference on Advances in Computer Entertainment Technology 2009 (ACE'09), Athens, Greece, 2009
- Reviewer for Conference on Human Factors in Computing Systems (CHI), 2004, 2005, 2006, 2007.
- Reviewer for the Human Factors and Ergonomics Society's Annual Meeting, 2004, 2005, 2006, 2007.
- Program committee member for the Information Resources Management Association International Conference, 2007.
- Program committee member of the IASTED International Conference on Computers and Advanced Technology in Education (CATE), 2006, 2007.
- Reviewer for Technical Symposium on Computer Science Education (SIGCSE), 2007.
- Reviewer for the 12th Annual Conference on Innovation and Technology in Computer Science Education, 2007.
- Reviewer for IADIS International Conference on Applied Computing, 2004.

Awards

- John Cheung Endowment Award for Best Use of Social Media in Learning and Teaching 2016
- Singapore Book of Records, for contribution to setting a new Singapore record – the first tribute mobile app using augmented reality in honor of Singapore's founding Prime Minister Lee Kuan Yew
- University Fellowship, Northwestern University, 1999, 2000
- University Graduate Student Travel Grant, Northwestern University, 2002, 2003
- Undergraduate Scholarship for Academic Excellence (top 5% of the class), Shanghai Jiao Tong University, 1995, 1996, 1997
- People Scholarship, Shanghai Jiao Tong University, 1995, 1996, 1997