

YUBO KOU

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RESEARCH INTERESTS

My research interests lie in the areas of human-computer interaction, computer-supported cooperative work, social computing, social media research, and game research. Fundamentally, I am interested in how citizens as both individuals and a collective negotiate, appropriate, and manage information and communication technologies for the betterment of community and society. My ultimate goal is to generate empirical and conceptual insights into technology use in civic participation, and provide implications for the design, implementation, and development of technologies that enhance people's agency and autonomy and improve society.

EDUCATION

March 2016

Ph.D. Information and Computer Sciences

Department of Informatics, University of California at Irvine, USA

Dissertation: Rethinking Civic Computing in China

Committee: Bonnie Nardi (chair), Gloria Mark, Yunan Chen

June 2010

M.S. Computer Science

Department of Computer Science, Renmin University of China, China

Thesis: Research on Graph Searching Techniques in Dataspace

Advisor: Xiaofeng Meng

June 2007

B.A. Computational and Applied Linguistics

Department of Chinese Language and Literature, Peking University, China

PROFESSIONAL EXPERIENCE

August 2018 – Present

Florida State University – Assistant Professor

August 2016 – July 2018

Purdue University - Postdoctoral Research Associate

Advisors: Colin Gray and Robin Adams

Updated on September 5, 2018

- Maintenance and development of user experience competence through online communities and social media

September 2011 – March 2016

University of California at Irvine - Graduate Student Researcher

Advisor: **Bonnie Nardi**

- Dissertation Project: Social Media and Civic Engagement in China
- Qualifying Exam Project: Governance in an Online Community
- NSF-sponsored Project: Remote Worker Socialization

July 2013 – September 2013

Keio-NUS CUTE Center - Research Intern

Supervisors: **Kelvin Cheng** and **Yong Ming Kow**

- Project “networked mailbox,” exploring how the Internet could enhance traditional mailboxes
- User-generated freehand gestures to control public large displays

April 2011 – July 2011

NEC Laboratories China – Research Intern

Supervisor: **Bo Liu**

- Enhance document retrieval with implicit semantics
- Wrote a survey titled “semantic web in healthcare”

September 2007 – March 2011

Lab of Web and Mobile Data Management - Graduate Student Researcher

Advisor: **Xiaofeng Meng**

- Sub-graph searching problem in graph database;
- Techniques on Model, Query and Index of Dataspace

AWARDS AND HONORS

- Two Special Recognitions in Review for CHI’2018
- Honorable Mention Award, CHI’2018
- Honorable Mention Award, CHI’2017
- Honorable Mention Award, CHI’2016
- Nomination for Best Paper, HICSS’2015
- Exemplary Paper, FDG’2014
- Best Paper, WISA’2009

PUBLICATIONS

Journal Articles (Peer Reviewed)

[J9] Yubo Kou and Xinning Gui. (2018). Entangled with Numbers: Quantified Self and Others in a Team-Based Online Game, PACMHCI, 2, CSCW, Article 93, (November 2018). (CSCW'2018 second cycle, **acceptance rate:** 25.6%)

[J8] Yubo Kou and Colin M. Gray. (2018). "What do you recommend a complete beginner like me to practice?": Professional Self-Disclosure in an Online Community, PACMHCI, 2, CSCW, Article 94, (November 2018). (CSCW'2018 second cycle, **acceptance rate:** 25.6%)

[J7] Yao Li, Yubo Kou, Je Seok Lee, and Alfred Kobsa. (2018). Tell Me Before You Stream Me: Managing Information Disclosure in Video Game Live Streaming, PACMHCI, 2, CSCW, Article 107, (November 2018). (CSCW'2018 second cycle, **acceptance rate:** 25.6%)

[J6] Yubo Kou and Colin M. Gray. (2017). Supporting Distributed Critique through Interpretation and Sense-making in an Online Creative Community, PACMHCI, 1, CSCW, Article 60, (November 2017). (CSCW'2018 online first, **acceptance rate:** 27.3%)

[J5] Yubo Kou, Xinning Gui, Yunan Chen, and Kathleen Pine. (2017). Conspiracy Talk on Social Media: Collective Sensemaking during a Public Health Crisis, PACMHCI, 1, CSCW, Article 61, (November 2017). (CSCW'2018 online first, **acceptance rate:** 27.3%)

[J4] Yubo Kou, Xinning Gui, Shaozeng Zhang, and Bonnie Nardi. (2017). Managing Disruptive Behavior through Non-Hierarchical Governance: Crowdsourcing in League of Legends and Weibo, PACMHCI, 1, CSCW, Article 62, (November 2017). (CSCW'2018 online first, **acceptance rate:** 27.3%)

[J3] Xinning Gui, Yu Chen, Yubo Kou, Kathleen Pine, and Yunan Chen. (2017). Investigating Support Seeking from Peers for Pregnancy in Online Health Communities, PACMHCI, 1, CSCW, Article 50, (November 2017). (CSCW'2018 online first, **acceptance rate:** 27.3%)

[J2] Yubo Kou, Yong Ming Kow, Xinning Gui, Waikuen Cheng. (2017). One Social Movement, Two Social Media Sites: A Comparative Study of Public Discourses, Computer Supported Cooperative Work, 26, 4-6, 807-836. (ECSCW'2017, **acceptance rate:** 32.7%)

[J1] Yubo Kou and Bonnie Nardi. (2016). Rethinking Civic Computing in China, First Monday, 21(7).

Conference Papers (Peer Reviewed)

[C26] Yubo Kou and Colin M. Gray. (2018). Distinctions between the Communication of Experiential and Academic Design Knowledge: A Linguistic Analysis, Design Research Society (DRS), Limerick, Ireland.

[C25] Yubo Kou, Colin M. Gray, Austin Toombs, and Bonnie Nardi. (2018). The Politics of Titling: The Representation of Countries in CHI Papers, alt.chi 2018, Montréal, Canada. (**Acceptance rate:** 26.2%)

[C24] Yubo Kou and Bonnie Nardi. (2018). Complex Mediation in the Formation of Political Opinions, SIGCHI Conference on Human Factors in Computing Systems (CHI), Montréal, Canada. ***Honorable Mention Award*** (**Acceptance rate:** 25.7%, **Honorable Mention:** top 5%)

[C23] **Yubo Kou**, Yao Li, Xinning Gui, and Eli Suzuki-Gill. (2018). Playing with Streakiness in Online Games: How Players Perceive and React to Winning and Losing Streaks in League of Legends, SIGCHI Conference on Human Factors in Computing Systems (CHI), Montréal, Canada. (**Acceptance rate**: 25.7%)

[C22] Xinning Gui, **Yubo Kou**, Kathleen Pine, Elisa Ladaw, Harold Kim, Eli Suzuki-Gill, and Yunan Chen. (2018). Multidimensional Risk Communication: Public discourse on Risks during an Emerging Epidemic, SIGCHI Conference on Human Factors in Computing Systems (CHI), Montréal, Canada. (**Acceptance rate**: 25.7%)

[C21] Colin M. Gray, **Yubo Kou**, Bryan Battles, Joseph Hoggatt, and Austin Toombs. (2018). The Dark (Patterns) Side of UX Design, SIGCHI Conference on Human Factors in Computing Systems (CHI), Montréal, Canada. (**Acceptance rate**: 25.7%)

[C20] **Yubo Kou** and Colin M. Gray. (2018). Towards Professionalization in an Online Community of Emerging Occupation: Discourses among UX Practitioners, the ACM International Conference on Supporting Group Work (GROUP), FL, USA. (**Acceptance rate**: 23.4%)

[C19] **Yubo Kou**, Colin M. Gray, Austin Toombs, and Robin Adams. (2018). Knowledge Production and Social Roles in an Online Community of Emerging Occupation: A Study of User Experience Practitioners on Reddit, Hawaii International Conference on System Sciences (HICSS), HI, USA.

[C18] Xinning Gui, Yue Wang, **Yubo Kou**, Tera Leigh Reynolds, Yunan Chen, Qiaozhu Mei, and Kai Zheng. (2017). Understanding the Patterns of Health Information Dissemination on Social Media during the Zika Outbreak. American Medical Informatics Association Annual Symposium (AMIA), Washington, DC, USA.

[C17] **Yubo Kou**, Magnus Johansson, and Harko Verhagen. (2017). Prosocial Behavior in an Online Game Community: an Ethnographic Study, Foundations of Digital Games (FDG), Hyannis, MA, USA. (**Acceptance rate**: 39%)

[C16] **Yubo Kou**. (2017). Exploring Offline Context and Consciousness in Social Media Use, International Conference on Human-Computer Interaction (HCI) – INTERACT, Mumbai, India. (short paper, **acceptance rate**: 29.1%)

[C15] **Yubo Kou**, Bryan Semaan, and Bonnie Nardi. (2017). A Confucian Look at Internet Censorship in China, International Conference on Human-Computer Interaction (HCI) – INTERACT, Mumbai, India. (full paper, **acceptance rate**: 30.7%)

[C14] Xinning Gui, **Yubo Kou**, Kathleen Pine, and Yunan Chen. (2017). Managing Uncertainty: Using Social Media for Risk Assessment during a Public Health Crisis, SIGCHI Conference on Human Factors in Computing Systems (CHI), Denver, CO, USA. ***Honorable Mention Award*** (**Acceptance rate**: 25%, **Honorable Mention**: top 5%)

[C13] **Yubo Kou** and Xinning Gui. (2017). When Code Governs Community, Hawaii International Conference on System Sciences (HICSS), HI, USA.

[C12] **Yubo Kou**, Yong Ming Kow, and Xinning Gui. (2017). Resisting the Censorship Infrastructure in China, Hawaii International Conference on System Sciences (HICSS), HI, USA.

[C11] **Yubo Kou**, Xinning Gui, and Yong Ming Kow. (2016). Ranking Practices and Distinction in League of Legends, ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY), Austin, TX, USA. (**Acceptance rate**: 29%)

[C10] Yong Ming Kow, **Yubo Kou**, Bryan Semaan, and Waikuen Cheng. (2016). Mediating the Undercurrents: Using Social Media to Sustain a Social Movement, SIGCHI Conference on Human Factors in Computing Systems (CHI), San Jose, CA, USA. ***Honorable Mention Award*** (**Acceptance rate**: 23%, **Honorable Mention**: top 5%)

[C9] **Yubo Kou**, Yong Ming Kow, and Kelvin Cheng. (2015). Developing Intuitive Gestures for Spatial Interaction with Large Public Displays, HCI International, Los Angeles, CA, USA.

[C8] Magnus Johansson, Harko Verhagen, and **Yubo Kou**. (2015). I Am Being Watched by The Tribunal-Trust and Control in Multiplayer Online Battle Arena Games, Foundations of Digital Games (FDG), Monterey, CA, USA.

[C7] Samantha Meyer, Casey Pierce, **Yubo Kou**, Paul Leonardi, Bonnie Nardi, and Diane Bailey. (2015). Offshoring Digital Work, But Not Physical Output: Differential Access to Task Objects and Coordination in Globally Distributed Automotive Engineering and Graphic Design Work, Hawaii International Conference on System Sciences (HICSS), Kauai, HI, USA. ***Nomination for Best Paper***

[C6] **Yubo Kou** and Xinning Gui. (2014). Playing with Strangers: Understanding Temporary Teams in league of legends, ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY), Toronto, Canada. (**Acceptance rate**: 29%)

[C5] **Yubo Kou** and Bonnie Nardi. (2014). Governance in League of Legends: A Hybrid System, Foundations of Digital Games (FDG), Fort Lauderdale, FL, USA. ***Exemplary Paper*** (**Acceptance rate**: 47.6%, **Exemplary Paper**: top 19.7%)

[C4] **Yubo Kou** and Bonnie Nardi. (2013). Regulating Anti-Social Behavior on the Internet: The Example of League of Legends, iConference, Fort Worth, TX, USA.

[C3] **Yubo Kou**, Yukun Li, and Xiaofeng Meng. (2010). DSI: A Method for Indexing Large Graphs Using Distance Set, International Conference on Web-Age Information Management (WAIM), Jiuzhaigou, China.

[C2] **Yubo Kou**, Yukun Li, Xiaofeng Meng, Xiangyu Zhang, and Jing Zhao. (2009). A Strategy for Task Mining in Personal Dataspace Management, National Database Conference (NDBC), Nanchang, China. (in Chinese)

[C1] Yukun Li, Xiaofeng Meng, and **Yubo Kou**. (2009). An Efficient Method for Constructing Personal DataSpace, Web Information Systems and Applications Conference (WISA), Xuzhou, China. ***Best Paper Award***

Posters (Peer Reviewed)

[P4] **Yubo Kou** and Colin M. Gray. (2018). Exploring the Knowledge Creation Practices of UX Designers on Stack Exchange, ACM Conference Companion on Designing Interactive Systems (DIS), Edinburgh, UK.

[P3] Jason Brier, Colin M. Gray, and **Yubo Kou**. (2017). In Search of UX Translators: Analyzing Researcher-Practitioner Interactions on Twitter, ACM Conference Companion on Designing Interactive Systems (DIS), Edinburgh, UK.

[P2] Colin M. Gray and **Yubo Kou**. (2017). UX Practitioners' Engagement with Intermediate-Level Knowledge (DIS), ACM Conference Companion on Designing Interactive Systems, Edinburgh, UK.

[P1] **Yubo Kou** and Xinning Gui. (2017). The Rise and Fall of Moral Labor in an Online Game Community, ACM Conference Companion on Computer Supported Cooperative Work & Social Computing, Portland, OR, USA.

INVITED TALKS

[T1] **Care of the Self in Human-Computer Interaction**. Purdue Polytechnic Institute, Purdue University, West Lafayette, IN. (May 2016)

PANEL DISCUSSION

Panelist and presenter for “League of Game Community and Company Governance,” the 67th Annual Conference of the International Communication Association, San Diego, CA. (May 2017)

SERVICE

Conference Committees

- CHI 2019 subcommittee of Understanding People: Theory, Concepts, Methods, associate chair
- iConference 2019 Papers, associate chair
- iConference 2019 Undergraduate Event, co-chair
- CHI PLAY 2018 Works-in-Progress
- ICWSM 2018 Paper and Poster, program committee member
- DIS 2018 Provocations and Works-in-Progress
- CHI 2017 Late-Breaking Work
- FDG 2017 Regular Paper

Election Committee

- International Chinese Association of Computer Human Interaction (ICACHI) 2016 Election

Student volunteer

- CSCW 2014
- CHI PLAY 2014

Conference reviewing

- CHI 2016-2018
- CSCW 2014-2018
- CHI PLAY 2015-2018
- DIS 2017-2018
- iConference 2014-2018
- HICSS 2018
- FDG 2017

Journal reviewing

- Mind, Culture, and Activity 2018
- Information Visualization 2017
- Interacting with Computers 2017

MENTORED STUDENTS

Ph.D. student at Purdue University

- Weiran Ma

M.S. students at Purdue University

- Yexin Wang
- Qingheng Zhou

M.S. students at Tianjin University of Technology

- Xun Zhang
- Jie Li
- Yuan Wang

Undergraduate students (Purdue Discovery Park Undergraduate Research Internship program)

- Abby Perez
- Ashvin Lohiya
- Jason Brier, co-authored [P3]
- Meghavin Bhatasana
- Xiaolu Bai
- Bryan Battles, co-authored [C21]
- Joseph Hoggatt, co-authored [C21]

Undergraduate student at University of California, Irvine

- Eli Suzuki-Gill, co-authored [C22, C23]

TEACHING

Instructor, Florida State University

- LIS3201 Research and Data Analysis in Information Technology (Fall 2018)

Teaching Assistant, University of California, Irvine

- ICS 60 Computer Games and Society (Fall 2012)
- INF 161 Social Analysis of Computing (Fall 2013)
- ICS 10 How Computer Works (Summer 2015)

Reader, University of California, Irvine

- ICS 4 Human Factors for the Web (Winter 2013)
- ICS 62 Game Technology and Interactive Media (Spring 2013)
- ICS 10 How Computer Works (Summer 2014)
- INF 131 Human Computer Interaction (Summer 2014)
- INF 131 Human Computer Interaction (Summer 2015)

Guest Lecturer

- Digital Ethnography. TECH69700 Qualitative Methods in Technology Studies, Purdue University. (March 2018)
- Observation in User Experience Design. CGT17208 Human-Centered Design And Development Studio, Purdue University. (February 2017)
- Governance in League of Legends: A Hybrid System. ICS 60, Computer Games and Society, University of California, Irvine. (September 2014)

LANGUAGE

- Mandarin: native language
- English: fluent

MEDIA REPORTS

- January 2018, The Globe Post, “Chinese Government to Tighten Internet Censorship Further in 2018.”