YANGYANG YANG

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School of Information
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Human-Computer Interaction Design & Research for Embodied Learning, More-than-Human Design, Cultural Heritage, and Community Revitalization

EDUCATION

University of California, Berkeley | School of Information & Berkeley Center for New Media | 2021–Present
Ph.D., Information Science with Designated Emphasis in New Media
Dissertation: *Whispers of More-than-Human Kin: Designing Embodied Interactive Experiences with Indigenous Ways of Knowing* | Chair: Kimiko Ryokai | Committee: John Chuang, Dor Abrahamson

Massachusetts Institute of Technology | School of Engineering & Sloan School of Management | 2016–2018
M.S., Engineering and Management

Hong Kong Polytechnic University | School of Design | 2012–2016
BA (Hons) Product Design

Delft University of Technology | School of Industrial Design Engineering | Feb–Jul 2015
Exchange Student in Strategic Product Design

PUBLICATIONS & PRESENTATIONS

Activation Objects: Co-Designing for Indigenous World-Building Equity
Yangyang Yang, Ari Krakowski, Jedda Foreman, Sarah Olsen, Devin A. Cavero, Vincent Medina, Louis Trevino, Deirdre McDonald Greene, Kimiko Ryokai | 2027 | Proceedings of the 2025 ACM Conference on Human Factors in Computing Systems **(CHI'27)** [Under review, minor revisions]

Being The Creek: Mobile Augmented Reality Experience as an Invitation for Exploring More-Than-Human Perspectives
Yangyang Yang, Kimiko Ryokai | 2025 | Proceedings of the 2025 ACM Conference on Human Factors in Computing Systems **(CHI'25)**

Exploring Laughter Sound Visualizations for Self Reflection
Yangyang Yang & Kimiko Ryokai | 2022 | Proceedings of the 2022 ACM Designing Interactive Systems Conference **(DIS'22)**

tappenekšekma: Intergenerational Co-Design of Mixed Reality Exhibits to Foster Rightful Presence and Cultural Identity
Vincent Medina, Louis Trevino, Sarah Olsen, Devin A. Cavero, Christina Laudani, Stacie Hungerford, Andrew Galvan, Victoria Ruano, Camie VanKeuren, Isaac Bojorquez, Kimiko Ryokai, Yangyang Yang, Ari Krakowski, Jedda Foreman, Deirdre Greene | 2026 | Book Chapter in *Global Approaches to Indigenous STEM Education: Focus on Technology*. Springer. [Under review]

The Exploratory Study of Light in the Future of Caring Cities and Personalized Lighting Design in the Public Space
Yangyang Yang & Kamin Phakdurong | 2018 | Massachusetts Institute of Technology

To Walk or not to Walk: Crowdsourced Assessment of External Vehicle-to-pedestrian Displays
Lex Fridman, Bruce Mehler, Lei Xia, Yangyang Yang, Laura Y. Facusse, Bryan Reimer | 2017 | arXiv preprint

Promoting Rightful Presence through Co-Design of Indigenous Mixed Reality Science Experience
Yangyang Yang, Sarah Olsen | 2025 | Presentation at California Association of Museums Conference (CAM '25)

Youth as Participatory Designers of Indigenous Mixed Reality Science Exhibits
Devin A. Cavero & Yangyang Yang, Sarah Olsen, Vincent Medina, Louis Trevino, Jedda Foreman | 2024 | Presentation at MuseumNext '24 Museum Learning Summit Programme

Being The Creek @ IceBerk Lab
Yangyang Yang & IceBerk members | 2025 | Showcase at the Berkeley Climate & Energy Open House

Digital GRiD: Learning Geometry through Embodied Sensemaking
Ratih Ayu Apsari & Yangyang Yang | 2024 | Workshop at Embodied Design and Multimodal Learning Analytics (EDaMMLA) International Workshop

Breaking Functional Fixedness: Creative Divergent Thinking in Incongruous Contexts
Yangyang Yang, Dor Abrahamson | 2022 | Poster Presentation at UC Berkeley Graduate School of Education Research Day

EXHIBITIONS

yuutka: Interactive Indigenous Science Exhibit on Acorn Gathering | Berkeley, CA | May 2026 – Present
Lawrence Hall of Science, Lobby | Lead Designer & Community Co-design Workshops Designer

wallitka: Interactive Indigenous Science Exhibit on Tule Boat Journey | Berkeley, CA | Fall 2027 [Planned]
Lawrence Hall of Science, Future of Transportation | Lead Designer & Community Co-design Workshops Designer

šaawtak: Interactive Indigenous Science Exhibit on Ohlone Music Making | Berkeley, CA | [In Development]
Lawrence Hall of Science | Lead Designer & Community Co-design Workshops Designer

Inside AI: AI Education Exhibition Featuring Six Exhibits | Berkeley, CA | Sep 2025 – Present
Lawrence Hall of Science, AI Lab | UI & UX Designer

Atolla Skincare Experience: Data-Driven Interactive Brand Activation Event | Brooklyn & Manhattan, NY | Oct 2019
Newlab & Showfields | UX & Exhibition Designer

The Epochs: Interactive Data-Driven Generative Art | Cambridge, MA | Oct 2019
DeSForM 2019 opening ceremony | Data Visualization Designer & Exhibition Curator

One Person Dialogue: Interactive New Media Art | Cambridge, MA | Sep 2019
W2K Art Space | Installation Designer & Developer

Surrounded by Digitized Faces and Bodies: Interactive New Media Art | Cambridge, MA | Jul–Sep 2019
MIT Wiesner Gallery | Installation Designer & Developer, Exhibition Curator

Funimal: Kinetic Educational Game Installation | Las Vegas, NV | Jan 2019
CES 2019 | Motion Designer, Developer & Exhibition Curator

Life is _____: Kinetic Game Installation | New York, NY | Sep 2018
World Maker Faire 2018 | Game Designer & Developer

Moon on the Water, Sun in the Sky: Interactive Art & Science Installation | Cambridge, MA | May–Sep 2018
MIT Museum Gallery under the MIT Great Dome | Experience Designer & Artist

RESEARCH & TEACHING EXPERIENCE

Graduate Student Researcher at The Lawrence Hall of Science | Summer 2023–Present
Indigenous Mixed Reality Science Experiences: Fostering Cultural and Science Identity Through Youth Participatory Design of Mixed Reality Experiences | Project Investigators: Ari Krakowski, Jedda Foreman, Kimiko Ryokai, Sarah Olsen, Vincent Medina

Graduate Student Researcher at The Lawrence Hall of Science | Spring & Summer 2025
AI Lab: Animals, Humans, and AI | Project Investigators: Ari Krakowski, Tim Hurt, Eric Greenwald

Graduate Student Instructor at UC Berkeley Jacobs Institute for Design Innovation | Spring 2023
DESINV211 Designing Emerging Technology I | Lecturers: Kuan-Ju Wu, Brian Hinch

Graduate Student Instructor at UC Berkeley School of Information | Fall 2022
INFO/NWMEDIA C262 Theory and Practice of Tangible User Interfaces | Lecturer: Christopher Myers

Research Assistant at UC Berkeley Social Interaction Laboratory & West Co. | Summer & Fall 2023
Culturally Responsive Time Visualization for Emotional and Spiritual Technologies | Advisors: Dacher Keltner, Evan Sharp

Research Assistant at MIT Design Lab | May 2017 – Feb 2018
PUMA Smart Coach UX Design, iSoftStone Smart Tourism UX Design, and Philips Lighting/Signify Caring City Research
Advisors: Federico Casalegno, Yihyun Lim

Collaborator at MIT Media Lab Tangible Media Group | Feb–Apr 2017
MEDIATE User Experience Research & Design | Mentor: Daniel Fitzgerald

Collaborator at MIT AgeLab Transportation Lab | Sep–Dec 2016
Automated Vehicle Communication Design for Pedestrians | Advisors: Bryan Reimer, Lex Fridman, Bruce Mehler

Undergraduate Student Assistant at PolyU Office of Service-Learning | Fall 2014
3D and 2D Design for Biology Learning Toolkit, PolyU Service-Learning Magazine, Posters, and Exhibition Booth
Advisors: Grace Ngai, Stephen Chan, Kenneth Lo

WORK EXPERIENCE

Look Alive Studio | Co-founder | Boston, MA | 2018–Present
Brand Activation and Interactive Installation Design & Development, Marketing Management

iLC Boston + Readboy | Course Designer & Instructor | Boston, MA | 2020–2021
K12 Creative Coding Online Education with Python and Scratch. 47K+ Registered Students by Nov 2020

Hong Kong University of Science and Technology Robotics Institute + Songshan Lake Xbot Park Incubator | Product Manager | Hong Kong | Jun–Jul 2016
Internship on Brand Identity and Social Media Design | Advisor: Zexiang Li

Dongdao Design | UI and Brand Designer | Beijing, China | Jul–Aug 2015
Internship on Online Educational Platform UI Design and Brand Design for Three Companies

DJI | Industrial Designer | Shenzhen, China | Jul–Aug 2014
Internship on Unmanned Aerial Vehicle Smart Camera Industrial Design

GRANTS, FELLOWSHIPS & AWARDS

Steven Weber Futures Fellowship: $5,000 | 2026
Berkeley Center for New Media Summer Research Fellowship: $2,000 | 2025, 2026
UC Berkeley Doctoral Completion Fellowship: $17,000 | 2026
UC Berkeley School of Information Summer Research Fellowship: $12,000 | 2022, 2026
Berkeley Center for New Media Undergraduate Mentorship Fellowship: $1,000 | 2025
UC Berkeley Institute of Cognitive and Brain Sciences Interdisciplinary Research Grant: $4,000 | 2025
UC Berkeley Graduate Division Conference Travel Grant: $1,500 | 2025
Berkeley Center for New Media Conference Grant: $500 | 2024
Jacobs Institute for Design Innovation Grant: $2,500 | 2022, 2024
The Timothy DeWolf & Cristina Campbell Ph.D. Fellowship & The Della Sisler Memorial Ph.D. Fellowship: $29,000 | 2021
Council for the Arts at MIT Grant: $1,000 | 2019
MIT Sandbox Innovation Funds: $7,000 | 2018, 2019
MIT IDM Exhibition Grants: $5,500 | 2018, 2019
MIT Media Lab City Robotics Design·a·Hack·a·thon: 10K Winning Team | 2018
MIT IDM Design Project Grant: $1,000 | 2017
J.C.DISI Social Innovation Certificate for Outstanding Achievements | 2016
HK PolyU Exchange Student Scholarship: HKD 15,000 (~$2,000) | 2015
Dongdao Designer Scholarship: CNY 3,000 (~$500) | 2015
HK PolyU Service-Learning Scholarship: The Best in the Team | HKD 8,000 (~$1,000) | 2014

GUEST LECTURES

Posthuman Design Workshop: Being Nonhuman
INFO/NWMEDIA C262 Theory and Practice of Tangible User Interfaces | Fall 2023, Fall 2026

Being The Creek: Mobile Augmented Reality Experience for More-Than-Human Perspectives
Berkeley Center for New Media Open House | Fall 2024
ART 30 001-SEM 001: Art, Water and California | Fall 2025

ACADEMIC SERVICE

Associate Chair, ACM Designing Interactive Systems Conference (DIS) | 2025–2027
Reviewer, ACM Conference on Human Factors in Computing Systems (CHI) | 2025–2027
Reviewer, ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI) | 2026–2027
Reviewer, ACM International Conference on Interaction Design and Children (IDC) | 2026
Member, UC Berkeley School of Information Faculty Search Committee | 2026
Member, UC Berkeley School of Information History Project Working Group | 2026
Co-organizer & founding member, IceBerk Lab, UC Berkeley School of Information | 2026
Member, Critical Museum Studies Community, UC Berkeley | 2022
Research Mentor to 10 Undergraduate Students | 2023–Present

LEADERSHIP & COMMUNITY PROJECTS

President, MIT Asian Club & Organizer, MIT Asian Career Fair 2018 | 2017–2018
Career Development Director, MIT Chinese Student & Scholar Association | 2017–2018
Promotion Director, Zonta Club of Kowloon PolyU Golden Z Club | 2013–2014
Workshop Design Lead, Indigenous Science Exhibits Co-Design Workshops with the Ohlone Community | 2023–2025
Product Design Lead, Hong Kong Yan Chai Hospital Care and Attention Home Renovation | Sep–Dec 2015
Design Lead, Educational Technology Service in Kigali & Muhanga, Rwanda, and Hong Kong | 2014

PRESS

Initiative Aims to Create a 'Rightful Presence' for the Ohlone Community at UC Berkeley | UC Berkeley News. Feb 27, 2025
Human-Computer Interaction Research De-Centers Humans to Give Nature a Voice | UC Berkeley School of Information News. Dec 13, 2023 & Berkeley School of Information Alumni Magazine. Winter 2023
The Lawrence to Co-Develop Mixed Reality Exhibits with Ohlone Youth | News at The Lawrence. Apr 19, 2023
Smart Lock Design | Hong Kong Economic Times. Jul 18, 2016
An Unforgettable Visit to Rwanda: Teaching Skills for a Technological Future | Hong Kong Wen Wei Daily. Jan 20, 2015

PATENT

Utility Model in P.R.C.: Easy Zip for Elderly

RESEARCH METHODS & TECHNICAL SKILLS

Research & Design: Qualitative and Quantitative HCI research, Research through Design, Exhibition Design
AR/MR, Interaction & Visual Design: Unity, TouchDesigner, Arduino, Figma, Adobe Creative Cloud
Programming & Creative Coding: Python, JavaScript, C/C++, p5.js, openFrameworks, HTML/CSS, Scratch
3D Modeling & Digital Fabrication: Rhino, Autodesk Fusion, Blender, 3D Printing, CNC Machining
Data Analysis & Visualization: MAXQDA, ATLAS.ti, Dedoose, R, D3.js