

# Lanxi Xiao

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## EDUCATIONAL BACKGROUND

### PhD - Design

2023 - 2026

Academy of Arts & Design, Tsinghua University

- **Research Field:** Intelligent design method, Digital Human Interaction Design in Space, Complex data visualization, AI and Interactive Art; **Advisor:** Professor Wu Qiong

### Master's Degree - Information, Interaction, and Innovation Design

2020 - 2023

Academy of Arts & Design, Tsinghua University

**GPA:** 3.94/4.00, Top 5%

- **Research Field:** Intelligent design method, Complex data visualization; **Advisor:** Professor Wu Qiong
- **Courses:** Design Methodology; History and Theory of Design Research; Design Ethics; Aesthetics in Design; Design Value and Experience; Animation Art Language; Cinematic Creativity

### Bachelor's Degree - Art and Technology (Information Art and Design)

2016 - 2020

Academy of Arts & Design, Tsinghua University

**GPA:** 3.73/4.00, 1/17

- **Courses:** Interaction Design and Technology; Information Design; Interface Design; Exhibition Design; Design Psychology; Design Sociology; Usability Engineering; Creative Thinking; Audiovisual Language; Dynamic Expression; Digital Audio-Visual Design; Advertisement Short Film Creation; Infographic Design; Web Design; New Media Art; Interactive Media Design.

## ACADEMIC PART-TIME POSITION

**2024, Organizer**, Explainable AI for the Arts - XAIxArts 2024, The 2nd international workshop on eXplainable AI for the Arts at the ACM Creativity and Cognition Conference 2024.

## DESIGN PRACTICE PROJECTS

### Nature Medicine May 2024 Cover Design Project

2024, Published

- **Design Coordination:** As the **lead designer**, I led a team of five in conducting thematic research, conceptual creation, and artistic expression for the cover design. We successfully conveyed the theme of heatwave mortality

through the use of strong color contrasts and abstract representation.

- **Design Outcome:** The design was selected for the May 2024 issue of Nature Medicine and received high praise from the editorial team, enhancing reader awareness of climate change and public health issues.

## Intel Exhibition Hall Interactive Experience Design Project

2024, Completed

- **Design Leadership:** As the **lead for digital human interaction design**, I guided the team to complete the design of two digital human interactive experiences within the Intel exhibition hall space. This was achieved in collaboration with the Zhi Pu Hua Zhang digital human model technology team and the Yi Kai digital human image design team to implement the digital human interactive experience.
- **System Design:** To meet the design needs of conveying Intel's AI-enabled stories to major national department leaders and important corporate leaders from home and abroad through an intelligent space experience at Intel, the project devised a digital human interaction system that integrates interactive Q&A with text and video for multimodal interaction output. Through meticulous design of virtual space scenarios and digital human script actions, the digital humans engage in intelligent dialogue based on visitors' questions within visual elements of the Intelligent Core Ocean, Fast Forward, and Diverse Ecology. By combining this with the multimedia content output of "Hello AI," the system offers visitors in-depth sharing of Intel AI information and knowledge, showcasing Intel's technical strength in cloud computing and AI. It aims to enhance visitors' understanding and recognition of the value of Intel technology in practical applications, linking the internal space experience of the exhibition hall and fostering the connection between technology and people. The project is expected to launch in May 2024.

## Huawei Consistency Design Exploration Cooperation Project

2023, Completed

- **Design Research:** As a **member of the research team**, in the context of Huawei's need to enhance the consistency of the design language of the Web-based user interface to serve brand shaping, starting from the strategic, experiential, and visual layers, conducted an in-depth analysis of the development context, characteristics, perspectives, and cases of Apple's design consistency. In terms of animation design consistency, conducted in-depth analysis of the perspectives, methods, and paths of excellent design cases in the industry, such as Apple and IBM, and produced the "Design Consistency Research Report."
- **Design Recommendations:** Conducted a current analysis of the consistency of Huawei's Web design and proposed enhancement suggestions. The outcomes have been accepted and adopted by Huawei design team.

## 2022 Beijing Winter Olympics Figure Skating Gala Exhibition Video Projection Show Project

2020 – 2022, Completed

- As a **member of the main creative team**, I participated in the initial creative brainstorming, designing the concept for the camera script and the video creative graphics. My creative interpretation of the Intel 3DAT technology principle was adopted, becoming one of the conceptual sources for the projection show video.
- As a **member of the information visualization team**, I collaborated with the THUVIS research group from the School of Software at Tsinghua University to explore the possibilities of artificial intelligence technology and visual analysis algorithms in design. I was responsible for the interface design of the figure skating trajectory data visualization analysis system.

## 2022 Beijing Winter Olympics "Digital Snowflake" Interactive Project

2022, Completed

- As a **member of the design team**, participated in designing personalized snowflake schemes based on artificial intelligence. Worked on the logic and shape design of snowflake components corresponding to different genders, ages, and hobbies, based on existing interaction logic, snowflake structure logic, and snowflake style generation logic.

## Tsinghua University Anniversary Mobile Website Design

2021, Completed

- As a **member of the design team**, I coordinated and organized the team, drawing on our experience from the 109th anniversary's online blessings. We integrated popular features such as simple interactions, campus scenes, social sharing, and personal identification into the design concept of the Tsinghua University anniversary official website's blessing page for mobile devices. This was aimed at providing a platform for alumni, who were unable to return due to the COVID-19 pandemic, to send their wishes.

## Tsinghua University Student Data Dashboard Project

2021, Completed

- As the **lead designer for the initial phase of the wechat mini-program**, I led the design team through challenges that made the actual circumstances diverge significantly from the project goals. Utilizing the five levels of the user experience model, our focus was not only on the visual layer of the dashboard but also on its strategic, scope, structure, and framework layers. We emphasized the concept of "AI robots," allowing us to retain users from the first phase despite the project's goals clashing with reality.

## Tsinghua University - Queen Mary University of London Joint Creative AI Lab Official Website

2020 – 2021, Completed

- As the **design lead**, I coordinated the design team to complete the entire official website design and negotiated iterations with the development team. I was responsible for the information architecture, some of the interactions, interface, and visual design.

## National Natural Science Foundation of China Subject Visualization Design Project

2020 – 2021, Completed

- As the **design lead**, I addressed the challenge of presenting the chronological development and classification relationships of over 50 sub-disciplines within computer science on a static A3 size chart. This was done in collaboration with the THUVIS team from Tsinghua University's School of Software. The visualization design for computer science was standardized by algorithms and reused for automation and artificial intelligence disciplines, adopted by the National Natural Science Foundation of China.

## Siemens Corporate Technology China UX Design Internship

2019, Completed

- Participated in the system design project of Digital Twin Smart Factory, involving in the design of multiple functions including simulation, deployment, vision, errors, scanning, calibration, and visual programming, and produc

ed interaction prototypes and specifications.

- Contributed to the visual design of digital enterprise solutions, including Security Analytics Research, by crafting information visualizations and developing a reusable component library.
- Participated in the interaction experience design for human-machine intelligent collaboration production, sorting out design challenges in the process of human-machine intelligent collaboration production and designing user journey maps.

## PAPER AND PATENT

- Xiao L, Wu Q. (2024). **A Brief Discussion on the Design Concepts of Data-Driven and Intelligent Design Prototypes**. The 6th Art and Science International Exhibition and Symposium. (In press)
- Xiao L, Wang J, Dong Y, Wu Q. (2024). **Human' and ConversationN: Exploring Mirrored Human-AI Identities Through Dialogue Installations**. Leonardo. (In press)
- Chen J, Yang W, Jia Z, **Xiao L**, & Liu S. (2024) **Dynamic Color Assignment for Hierarchical Data**. arXiv preprint arXiv:2407.14742. (In press)
- Bryan-Kinns N, Ford C, Zheng S, Kennedy H, Chamberlain A, Lewis M, Hemment D, Li Z, Wu Q, **Xiao L**, et al. (2024). **Proceedings of the Second International Workshop on eXplainable AI for the Arts (XAIxArts)**. arXiv preprint arXiv:2406.14485 (In press)
- Lewis M, Sturdee M, Lengyel D, Toselli M, Miers J, Owen V, Davis J U, Gaudi S E, **Xiao L**, et al. (2024). **Traveling Arts x HCI Sketchbook: Exploring the Intersection Between Artistic Expression and Human-Computer Interaction**. Extended Abstracts of the CHI Conference on Human Factors in Computing Systems, 1-14. doi: <https://doi.org/10.1145/3613905.3644069>
- **Xiao L**, Wu Q. (2023). **From Auxiliary Design Tools to Intelligent Collaborative Partners: The Transformation of the Relationship Between Design and Computation**. HCI International 2023 – Late Breaking Posters. HCII 2023. Communications in Computer and Information Science, vol 1958. Springer, Cham. [https://doi.org/10.1007/978-3-031-49215-0\\_12](https://doi.org/10.1007/978-3-031-49215-0_12)
- **Xiao L**, Wu Q. (2023). **Ethical Reflection on Identity of AI Digital Avatars**. HCI International 2023 – Late Breaking Posters. HCII 2023. Communications in Computer and Information Science, vol 1958. Springer, Cham. [https://doi.org/10.1007/978-3-031-49215-0\\_11](https://doi.org/10.1007/978-3-031-49215-0_11)
- Yang W, Ye X, Zhang X, **Xiao L**, Xia J, Wang Z, Zhu J, Pfister H, & Liu S. (2022). **Diagnosing Ensemble Few-Shot Classifiers**. IEEE Transactions on Visualization and Computer Graphics, 28(9), 3292–3306. doi: 10.1109/TVCG.2022.3182488.
- **Patent: Visual Analysis System and Method for Generating Ensemble Classifiers for Few-Shot Learning Tasks**, 2021, Liu S, Yang W, Zhang X, **Xiao L**, Zhu J, CN113344038A[P]

## ACADEMIC ACTIVITIES

- **2024, Digital Humans Reconfigure Spatial Experiences, Speech**, AI Everywhere, Hilton Hotel Tongzhou, Bei

jing, China

- **2023, When Interactive Art Meets AI, Speech**, 2023 ThinkPad Black FUN Gift and AI Pioneer Party, IHG Hotels & Resorts, Beijing, China
- **2023, Why AI Fails: Parallax, Report**, ACM Creativity and Cognition Conference 2023, Explainable AI for the Arts, online
- **2023, Why AI Fails: Shortcut, Report**, ACM Creativity and Cognition Conference 2023, Explainable AI for the Arts, online
- **2023, Ethical Reflection on Identity of AI Digital Avatars, Poster**, HCI International 2023 (HCII 2023), the 25th International Conference on HumanComputer Interaction and affiliated Conferences, online
- **2023, From Auxiliary Design Tools to Intelligent Collaborative Partners: The Transformation of the Relationship Between Design and Computation, Poster**, HCI International 2023 (HCII 2023), the 25th International Conference on HumanComputer Interaction and affiliated Conferences, online

## PARTICIPATION IN PROJECTS

**2020 to present**, National Social Science Foundation Art Program: Research on Interaction Methods in the Context of Artificial Intelligence

**2020 to present**, Beijing Social Science Foundation Program: Research on Digital Experience of Traditional Culture

## PARTIAL AWARDS

- **2023**, Tsinghua University Wu Guanzhong Art & Science Innovation Prize
- **2023**, Tsinghua University Outstanding Member of the Communist Youth League
- **2023**, Tsinghua University Outstanding Graduate
- **2023**, Tsinghua University Outstanding Graduation Thesis
- **2023**, Tsinghua University Academy of Fine Arts Outstanding Graduation Design (College Collection)
- **2023**, HCII 2023 Student Design Competition Finalists
- **2023**, Alibaba U Design Week × NVIDIA Omniverse Metaverse Design Competition, Excellent Award
- **2022**, Tsinghua University Comprehensive Excellence Prize
- **2022**, Chinagraph 2022 Electronic Theater Excellent Visual Effects Award, Third Prize
- **2022**, Beijing College Students' Engineering Practice and Innovation Ability Competition, Special Prize
- **2022**, Tsinghua Craftsman Competition, Excellent Award in the Exploration and Innovation Track
- **2021**, Tsinghua University Comprehensive Excellence Prize
- **2020**, Beijing Design Expo "Laurel Award", Finalists

- **2020**, Beijing Design Expo "Cutting-edge Designer", Finalists
- **2020**, Tsinghua University Outstanding Graduate
- **2020**, Tsinghua University Four-Star Volunteer
- **2019**, Tsinghua University Intelligence Design Plan Best Practice Award
- **2019**, Tsinghua University Comprehensive Excellence Award
- **2019**, China National Inspirational Scholarship
- **2019**, Tsinghua University 37th "Challenge Cup" Student Extracurricular Academic Science and Technology Competition, Third Prize
- **2019**, Tsinghua University Outstanding Student Association
- **2019**, **2018**, Tsinghua University Literary and Artistic Excellence Award
- **2018**, **2017**, Tsinghua University Academic Excellence Award
- **2018**, Tsinghua University Student Social Practice Silver Award

## **PARTIAL EXHIBITION**

### **Mirrorverse 镜像宇宙**

- **2024**, 6th Art and Science International Exhibition, National Communication Center for Science and Technology, CAST, Beijing, China
- **2024**, Intel AI Empowered Art Exhibition, Phoenix Center, Beijing, China
- **2024**, Bilibili World 2024, National Exhibition and Convention Center, Shanghai, China
- **2024**, JD Super Brand Alliance "618 Great Products" Theme Exhibition, The Bund, Shanghai, China
- **2024**, Inspur Partner Forum (IPF) 2024, Guoce International Conference and Exhibition Center, Beijing, China
- **2024**, HP Commercial AI Strategy and New AI PC Product Launch, NUO Hotel, Beijing, China

### **Human' II 身份镜像II**

- **2024**, Intel AI Empowered Art Exhibition, Phoenix Center, Beijing, China
- **2024**, ThinkPad AI Space Unveiling Ceremony, 798 Art District, Beijing, China
- **2023**, ThinkPad Black FUN Gift and AI Pioneer Party, IHG Hotels & Resorts, Beijing, China
- **2023**, Intel New Product Launch and AI Technology Innovation Party, National Indoor Stadium, Beijing, China

### **Human' 身份镜像**

- **2022**, "Design Wisdom·Scene Innovation" Exhibition, Visual Art Center, Academy of Arts & Design, Tsinghua University, Beijing, China

- **2021**, Sci-Ficene Art and Science Concept Exhibition, 27th Beijing Technology Week, Shougang Three Blast Furnace Museum, Beijing, China
- **2020**, Beijing Design Expo Special Exhibition, Wuxi Taihu International Expo Center, Jiangsu, Beijing
- **2020**, Undergraduate Graduation Design Exhibition, Academy of Arts & Design, Tsinghua University, Online

## AICHO Series

- **2024**, **AICHO II (同呼吸)**, 6th Art and Science International Exhibition, National Communication Center for Science and Technology, CAST, Beijing, China
- **2024**, **AICHO (生灵和鸣)**, Digital Art China, Art Museum of China Academy of Art, Hangzhou, China

## Why AI Fails Series

- **2023**, **Why AI Fails: Parallax**, ACM Creativity and Cognition Conference 2023, online
- **2023**, **Why AI Fails: Parallax**, Graduate Design Exhibition, Tsinghua University Art Museum, Beijing, China
- **2023**, **Why AI Fails: Shortcut**, ACM Creativity and Cognition Conference 2023, online

## Other Artworks

- **2019**, **Plastic, Please**, Human Cities Expo 2019, d.school Studio 1, Stanford University, United State
- **2021**, **Beijing Time Map (北京时间地图)**, Sci-Ficene Art and Science Concept Exhibition, 27th Beijing Technology Week, Shougang Three Blast Furnace Museum, Beijing, China
- **2020**, **Memory of Nationfounder Li (李建国的回忆)**, 2019-2020 Outstanding Coursework Exhibition, Visual Art Center, Academy of Arts & Design, Tsinghua University, Beijing, China
- **2018**, **Face the Fear (直面恐惧)**, Infinity - Visual, Auditory, and Tactile Interactive Art Exhibition, Visual Art Center, Academy of Arts & Design, Tsinghua University, Beijing, China

## TOOL AND SKILLS

- **Interaction Design:** Figma, Adobe XD, Sketch, iH5
- **Graphic Design:** Photoshop (Ps), Illustrator (Ai)
- **Audiovisual Effects:** After Effects (Ae), Premiere (Pr), Audition (Au)
- **3D Modeling:** C4D, Blender, RealFlow, Solidworks
- **Coding:** HTML, CSS, Processing, Arduino
- **AIGC:** Midjourney, Runway ML, Stable Audio, Music LM