Player-AI Interaction: What Human-Centered AI Can Learn from Games

**ABSTRACT**

Human-centered AI is an emergent research trend. It offers a promising direction to develop AI systems that benefit society by emphasizing user interactions, ethics, trust, and other important human factors. However, there are signs that human-centered AI relies on over-simplified notions of humans and interaction. In this talk, I will present some of our recent work on human-AI interaction in the contexts of computer games. Finally, I will reflect on current blind spots in human-centered AI and proposal new research directions.

**BIOGRAPHY**

Dr. Jichen Zhu is an Associate Professor of Digital Design at the IT University of Copenhagen, Denmark. She directs the Procedural eXpression Lab (PXL) group and leads the User eXperience (UX) Design Specialization, focusing on the UX of AI/ML. Her research interest lies at the intersection of human-computer interaction, interaction/game design, and artificial intelligence (AI). Her focus is designing and developing novel human-AI interactions, especially in personalized games for learning and health. She has co-authored over 100 peer-reviewed research publications and received several Best Paper Awards. Her research has been funded by the National Science Foundation (U.S.), the National Institute of Health (U.S.), and Novo Nordic Foundation (Denmark). She is a Co-Editor of the Software Studies Book Series at MIT Press and a Board Member of the Society for the Advancement of the Science of Digital Games (SASDG). Jichen received a Ph.D. in Digital Media from Georgia Tech. She also holds an MS in Computer Science from Georgia Tech, a Master of Entertainment Technology from Carnegie Mellon University, and a BS from McGill University.

All are welcome!

In case of questions, please contact Prof. ZHAO Shengdong at shengdong.zhao@cityu.edu.hk, or visit the CS Departmental Seminar Web at [https://www.cs.cityu.edu.hk/events/cs-seminars/recent-cs-colloquiums](https://www.cs.cityu.edu.hk/events/cs-seminars/recent-cs-colloquiums).