

## **COMPUTER SCIENCE COLLOQUIUM**

# Player-Al Interaction: What Human-Centered Al Can Learn from Games

**SPEAKER Prof Jichen Zhu** 

Associate Professor of Digital Design

**DATE 25 Apr, 2024 (Thu)** TIME 10:30 AM - 11:30 AM

IT University of Copenhagen, Denmark VENUE Room M6050 (Screening room at 6th floor), Run Run Shaw Center of Creative Media, 18 Tat Hong Avenue, Kowloon Tong, Hong Kong (also available online:

Zoom link: https://nus-

sg.zoom.us/j/84951171705?pwd=VTFxRD N3QnBxU3qveW12bVczVIZYUT09)

## **A**BSTRACT

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.