

Ines Ziyou Yin

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EDUCATION

The Hong Kong Polytechnic University (PolyU)

PhD (School of Design)

Hong Kong SAR

Jan. 2023 – Jan. 2027

University of the Arts London (UAL)

MA User Experience Design

- **Distinction**

London, the UK

Oct. 2020 – Feb. 2022

Beijing Normal – Hong Kong Baptist University (BNBU)

Bachelor of Communication (Honour) in Media, Arts and Design

- **First Class Honours**

- HKBU *Scholastic Awards for Class of 2020* for excellent academic performance in the bachelor's period

Zhuhai, China

Sept. 2016 – Jun. 2020

PUBLICATIONS

Journal Articles

- Agcal, B., **Yin, I. Z.**, Miller, M., & LC, R. (2025). Bricolage: Aligning with climate action through playful participatory design in speculative scenarios. *International Journal of Play*, 1–17. <https://doi.org/10.1080/21594937.2025.2464324>
- Miao, X., **Yin, I. Z.**, Zhang, H., & Siu, K. W. M. (2025). Participatory Research Methods and Tools for Promoting Children's Psychological Well-Being: A Systematic Review. *Applied Research in Quality of Life*. <https://doi.org/10.1007/s11482-025-10490-6>
- Villani, C., **Yin, I. Z.**, & Siu, K. W. M. (2025). Dancing on the asphalt: Extending the bodies and materialities of chromatic leisure in Hong Kong. *Leisure Studies*, 0(0), 1–17. <https://doi.org/10.1080/02614367.2025.2486089>
- Siu, K. W. M., Yang, Z., Zhao, X., **Yin, Z.**, Zou, J., & Jian, Y. (2024). Inclusive Design of Public Play Spaces: An Empirical Study from the Caregivers' Perspective. *Design Research*, 14(5), pp.1-5. doi: 10.3963/j.issn.2095-0705.2024.05.001
- Yin, I. Z.**, Jian, I. Y., & Siu, K. W. M. (2024). Methodological considerations of technology co-design with families and design implications on mediating family connectedness from empirical research. *Humanities and Social Sciences Communications*, 11(1), 1–14. <https://doi.org/10.1057/s41599-024-04043-9>
- Yin, I. Z.** (2022). CBreath: Co-Design a Collaborative Breathing Experience to Create Interpersonal Connectedness. *Sociology Mind*, 12(4), 175–204. <https://doi.org/10.4236/sm.2022.124012>

Conference Papers

- Yin, I. Z.**, Miao, X., Jiang, Y., Yin, Y., & Siu, K. W. M. (n.d.). Co-Creating Futures of Communication: Three-Phase Speculative Co-Design with Adults of the One-Child Generation. *IASDR 2025*. (accepted)
- Yin, I. Z.**, Miao, X., Yin, Y., Jiang, Y., Yuan, Y., Jian, I. Y., & Siu, K. W. M. (n.d.). "She can virtually accompany me when planting flowers": Human-AI Co-Design for Online Speculative Role-playing and Storytelling about Future Family Communication. *Cumulus SA 2025*. (accepted)
- Yin, I. Z.**, Zhao, Z., Van, V. K., Wang, H., & Siu, K. W. M. (n.d.). Feeling Breath Feeling You: Co-design a Cyborg-Mediated Somaesthetic Ritual for Social Connectedness. *Cumulus SA 2025*. (accepted)
- Yin, I. Z.**, Jian, I. Y., & Siu, K. W. M. (2025). Challenges in Participatory Design Research: Review of Empirical Co-design Studies for Intergenerational Connectedness in Family Context. In *Urban Futures—Cultural Pasts: Sustainable Cities, Cultures & Crafts: Vol. 40.1* (pp. 374–388). AMPS 2024.
- Yin, I. Z.**, Siu, K. W. M., Yuan, Y., & Han, B. (2025). Technology in Participatory Research for Arts and Design Co-creation. In A. G. Ho (Ed.), *Bridging Art and Design with Technology* (pp. 63–73). Springer Nature. https://doi.org/10.1007/978-981-96-4341-7_7
- Gong, Q., Shen, X., **Yin, Z.**, Li, Y., & LC, R. (2025). 'If I were in Space': Understanding and Adapting to Social Isolation through Designing Collaborative Storytelling. *Proceedings of the 2025 ACM Designing Interactive Systems Conference*, 1455–1482. <https://doi.org/10.1145/3715336.3735846>
- Agcal, B., LC, R., & **Yin, Z.** (2023). Land Enough. *Proceedings of the SIGGRAPH Asia 2022 Art Gallery*, 1. <https://doi.org/10.1145/3550470.3558453>

ACADEMIC RESEARCH PROJECTS

Weaving the Textures: Co-design to Speculate the Futures of Human Communication and Social Bonding

Co-Principle Investigator, PhD Research

Jan. 2023 – Dec. 2026

- To examine Adult Only-Children's communication patterns, parent-child attitudes, and local friendships
- To explore co-design methods for engaging Adult Only-Children's social circles in envisioning future communication
- To identify collectively desired communication futures among Adult Only-Children and their parents and friends
- **Research Outcomes:**

Yin, I. Z.*, Siu, K. W. M., Miao, X., Jiang, Q., & Jiang, Y. (n.d.). Stories – Metaphors – Social Fictions: Co-Designing Speculative Scenarios with Adult Single Children to Envision Communication *Technē. Design Studies*. (under first-round review)

Yin, I. Z.*, Miao, X., Jiang, Y., Yin, Y., & Siu, K. W. M. (n.d.). Co-Creating Futures of Communication: Three-Phase Speculative Co-Design with Adults of the One-Child Generation. *IASDR 2025*. (accepted)

Yin, I. Z., Miao, X., Yin, Y., Jiang, Y., Yuan, Y., Jian, I. Y., & Siu, K. W. M.* (n.d.). "She can virtually accompany me when planting flowers": Human-AI Co-Design for Online Speculative Role-playing and Storytelling about Future Family Communication. *Cumulus SA 2025*. (accepted)

Yin, I. Z., Jian, I. Y., & Siu, K. W. M.* (2025). Challenges in Participatory Design Research: Review of Empirical Co-design Studies for Intergenerational Connectedness in Family Context. In *Urban Futures—Cultural Pasts: Sustainable Cities, Cultures & Crafts: Vol. 40.1* (pp. 374–388). AMPS 2024.

Yin, I. Z.*, Siu, K. W. M., Yuan, Y., & Han, B. (2025). Technology in Participatory Research for Arts and Design Co-creation. In A. G. Ho (Ed.), *Bridging Art and Design with Technology* (pp. 63–73). Springer Nature. https://doi.org/10.1007/978-981-96-4341-7_7

- Received **Significant Research Contribution Award**, by the International Conference of Arts, Design, and Technology 2024 (25 July 2024).

Yin, I. Z., Jian, I. Y., & Siu, K. W. M.* (2024). Methodological considerations of technology co-design with families and design implications on mediating family connectedness from empirical research. *Humanities and Social Sciences Communications*, 11(1), 1–14. <https://doi.org/10.1057/s41599-024-04043-9>

Investigation of the Impacts of Human-AI Affective Communication on Human Interpersonal Relationships

Co-Investigator, Funded Research [Communication-Media Studies Funding Scheme of BNUJ]

Mar. 2025 – Sept. 2026

- To examine how AI-simulated emotional intelligence generates affective responses in humans
 - To analyze the development of intimate human-AI relationships using communication theories
 - To evaluate the effects of human-AI emotional interactions on human interpersonal relationships
 - **Research Outcomes:**
- Yin, I. Z.**, Yuan, Y.*, Jia, Z., Wang, J., Wang, W., Siu, K. W. M., & Ho, J. C. F. (n.d.). Human-AI Affective Relations: A Scoping Review on the State-of-the Arts Literature. *Media, Culture, and Society*. (undergoing)

Inclusive Public Play Spaces for Children and Caregivers

Investigator, Funded Research [Hong Kong General Research Fund (Ref. 15219021)]

Jan. 2023 – Dec. 2024

- To identify children's and caregivers' needs in public play spaces
 - To reconsider inclusivity in public play spaces from caregivers' perspectives
 - To revise inclusive design principles based on field research findings
 - **Research Outcomes:**
- Yin, I. Z.**, Jian, I. Y., Yang, Z., Zhao, X., Zou, J., & Siu, K. W. M.* (n.d.). Intentionality is a Trap: Considering Caregivers in the Inclusive Design of Public Play Spaces in Metropolitan Cities. *The Design Journal*. (under second-round review)
- Yang, Z., Zhou, R., Zhao, X., **Yin, Z.**, Zou, J., & Siu, K. W. M.* (n.d.). Enhancing Caregiver Engagement in Public Play Spaces: Inclusive Design Strategies for Intergenerational Play. *Humanities & Social Sciences Communications*. (under second-round review)
- Zhao, X., Yang, Z., Zou, J., **Yin, Z.**, Jian, Y., & Siu, K. W. M.* (n.d.). Exploring the Well-being of Caregivers in Public Playgrounds: Developing the Care Demands-Resources Model. *Applied Research in Quality of Life*. (accepted in principle)
- Zhao, X., Zou, J., Yang, Z., **Yin, Z.**, & Siu, K. W. M.* (n.d.). Experience design tools for public spaces: design considerations for inclusive children's playgrounds. *International journal of design*. (under first-round review)
- Siu, K. W. M.*, Yang, Z., Zhao, X., **Yin, Z.**, Zou, J., & Jian, Y. (2024). Inclusive Design of Public Play Spaces: an Empirical Study from the Caregivers' Perspective. *Design Research*, 14(5), pp.1-5. doi: 10.3963/j.issn.2095-0705.2024.05.001

Bricolage: Motivating Public Climate Action by Participatory Design in Constrained Speculative Scenarios

Investigator

May 2022 – May 2024

- To explore collaborative role-playing and co-making for climate education and intervention
- To address the disconnection between climate actions and their consequences through bricolage
- **Research Outcomes:**

Agcal, B., **Yin, I. Z.**, Miller, M., & LC, R.* (2025). Bricolage: Aligning with climate action through playful participatory design in speculative scenarios. *International Journal of Play*, 1–17.

<https://doi.org/10.1080/21594937.2025.2464324>

Agcal, B., LC, R.*, & **Yin, Z.** (2023). Land Enough. *Proceedings of the SIGGRAPH Asia 2022 Art Gallery*, 1.

<https://doi.org/10.1145/3550470.3558453>

"If I were in Space": Adapting to Social Isolation through Designing Collaborative Storytelling

Investigator

Apr. 2022 – Dec. 2023

- Conducted online workshops of co-storytelling to intervene people in forced isolation
- Explored the role of immersive virtual space in fostering speculative storytelling
- **Research Outcome:**
Gong, Q., Shen, X., **Yin, Z.**, Li, Y., & LC, R.* (2025). 'If I were in Space': Understanding and Adapting to Social Isolation through Designing Collaborative Storytelling. *Proceedings of the 2025 ACM Designing Interactive Systems Conference*, 1455–1482. <https://doi.org/10.1145/3715336.3735846>

CBreath: Experience-oriented design of technology for creating connectedness

Lead Investigator, MA Research

Jun. – Nov. 2021

- To investigate somaesthetic co-design as a method for experience design
- To create an experience-focused technological artifact (cyborg) to enhance connectedness
- **Research Outcomes:**
Yin, I. Z.*, Zhao, Z., Van, V. K., Wang, H., & Siu, K. W. M. (n.d.). Feeling Breath Feeling You: Co-design a Cyborg-Mediated Somaesthetic Ritual for Social Connectedness. *Cumulus 2025*. (Abstract accepted)
Yin, I. Z.* (2022). CBreath: Co-Design a Collaborative Breathing Experience to Create Interpersonal Connectedness. *Sociology Mind*, 12(4), 175-204. <https://doi.org/10.4236/sm.2022.124012>

WORK EXPERIENCES

BNU-HKBU United International College (Zhuhai, China)

Jul. - Dec. 2022

Assistant Instructor I (FT), *Cinema and Television, Department of Film, Television and New Media*

- **Courses Assisted:**
 - ♦ COMM1023 Fundamental of Communication;
 - ♦ CTV2023 Scriptwriting;
 - ♦ CTV2033 Communication Research Methods;
 - ♦ CTV2083 Fundamentals of Acting;
 - ♦ CTV4053 Digital Animation;
 - ♦ TAP1003 Classic Dramatic Literature

This Ain't Rock'n'Roll Ltd (London, UK)

Apr. - Jun. 2021

UX Designer and Researcher (Collaborative)

- **Project:** Materializing the blockchain technology into experiences

Victoria and Albert Museum (London, UK)

Feb. - Mar. 2021

UX Designer and Researcher (Collaborative), *Digital Design Team*

- **Project:** Sensory, embodied experience design of the V&A's online collections

China Merchants Real Estate Co. Ltd Sea World Culture and Arts Centre (Shenzhen, China)

Jun. - Sept. 2020

Design and Curation Assistant (Intern), *Department of Exhibition and Learning*

- **Projects:**
 - ♦ *Design Thinking* public education series
 - ♦ *Magic Nature - Reimagining the Brothers Grimm* interactive arts exhibition
 - ♦ *Fashion From the Nature* short-term exhibition (part of V&A museum's exhibition tour)