Jenny Xiyu Fu

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Research interests

AI-Mediated Storytelling, Narratives, Agency of Human-AI Writing

Education

2020 – Present	Cornell University – Ithaca, NY
	PhD in Information Science, minor in Organizational Behavior GPA: 4.0/4.0.

2016 – 2020 **Brown University** – Providence, RI B.Sc. in Cognitive Science with Honors *GPA: 3.7/4.0.*

Selected coursework

- Computing: Quantitative research method, LLM, NLP text analysis
- Design: Design research, Redesigning robot, Human-AI interaction design

Honors and scholarships

2024 - 2021	Graduate School Research Travel Award (Cornell University)

- 2022 Mixed Reality Retreat Travel Fund (Cornell University)
- 2022 Grace Hopper Celebration Award (Cornell University)
- 2021 CS Research Mentorship Program Recipient (Google)
- 2018 Linking Internship and Knowledge Award (Brown University)
- 2019 Karen T. Romer Teaching and Research Awards (Brown University)

Publications

2024	Large Language Model Use Impact Locus of Control
	Fu, X. J., Antone, B., Kadoma, K., Jung, M. F.
	Submitted to CHI 2025.

Behind-the-Scene: Reflections on the Ignored Data of Participatory Human-
Robot Interaction Research
Fu, X. J *., Hu, Y. H*., Zarrin, R.
In Submission Preparation.

- 2024 Towards Human-Friendly Robotic Touch Interactions: Understanding Touch Parameters through Participatory Behavior Design and Robot Interaction Hu, Y. H., Fu, X. J., Zarrin, R. Submitted to THRI.
- A Tool but Not a Peer: How Framing Affects People's Perceptions of AI Agents in Teams.
 Fu, X. J., Lipman, A., Lee, W., Jung, M. F.
 In Proceedings of the 2024 IEEE Robot and Human Communication.
- 2023 Negotiating Dyadic Interactions through the Lens of Augmented Reality Glasses.
 Fu, X. J*., Chung, J. W*., Deocadiz-Smith, Z., Jung, M. F., Huang, J.
 In Proceedings of the 2023 ACM Designing Interactive Systems Conference (pp. 493-508).
- 2023 The Role of Inclusion, Control, and Ownership in Workplace AI-Mediated Communication.

Kadoma, K., Quere, M. A. L., **Fu, J**., Munsch, C., Metaxa, D., Naaman, M. In Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (pp. 1-10).

2023 CORAE: A Tool for Intuitive and Continuous Retrospective Evaluation of Interactions. Sack, M. J., Parreira, M. T., Fu, X. J., Lipman, A., Javed, H., Jamali, N., Jung, M.

In International Conference on Affective Computing and Intelligent Interaction (pp. 1-8).

2022 Interaction Prototyping With Video: Bridging Video Interaction Analysis & Design.

Pelikan, H. R., Hou, Y. T. Y., **Fu, X. J**., Keevallik, L., Broth, M., Jung, M. F. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems Extended Abstracts (pp. 1-4).

 Speed Dating with Voice User Interfaces: Understanding How Families Interact and Perceive Voice User Interfaces in a Group Setting.
 Ostrowski, A. K., Fu, X. J., Zygouras, V., Park, H. W., Breazeal, C.
 Frontiers in Robotics and AI, 8.

Research experience

2024 – Present	Honda Research Institute- EU
	Multi modal Machine Learning for Social Interaction: Generating multi-modal data
	through flow matching; Evaluate the psychological and social impact of voice-based
	human-AI interaction.
2024 - 2024	Honda Research Institute- US
	Human Understanding in Physical Human-Robot Interaction: Design and conduct
	exploratory design sessions to examine human acceptance of robot initiate actions;
	Developed software to analyze qualitative and quantitative data.
2023	Social Technologies Research Group, Cornell Tech
	Advisor: Dr. Mor Naaman (PI)
	Workplace AI- Mediated Communication: Researched the social and psychological im-
	pact of AI system on identity in workplace setting.
2022	Human-Computer Interaction Lab, Brown University
	Advisor: Dr. Jeff Huang (PI)
	Building Consensual Human-AR Glasses Interaction: Researched self-presentation
	with AR glasses through participatory design and semi-structured interviews.
2021 – Present	Robots in Groups Lab, Cornell University
	Advisor: Dr. Malte Jung (PI)
	Responsible LLM for Social Interaction: Researched people's self-perception in com-
	municating emotions through text and visual algorithms.
	Redesigning Human-Robot Interaction: Collaborated with the Statler Hotel and the
	Gettys Group to design future hospitality robots, including leading interviews, user
	observation, benchmarking, sketching and storyboarding; Developed iterations of
	prototypes with 3 team members of different backgrounds, conducted contextual in-
	quiries with stakeholders including Hotel management team, chefs, and staffs.

2017 – 2020 Social Cognitive Science Research Lab, Brown University

Advisors: Dr. Bertram Malle (PI), Dr. Xuan Zhao, Dr. Maartje de Graaf, Dr. Elizabeth Phillip

Empathy and Prosocial Behavior: Collected over 150 behavioral data; Curated data using Excel; Maintained the experiment device; Trained 2 assistants for data collection; Edited video clips.

Moral Reasoning: Coded behavioral explanations on collected data; Designed and coded a MATLAB model to simplify the F. Ex coding- a coding scheme for folk explanations of behavior.

Perspective Switching: Wrote up and managed the human subject pool application; Trained 3 assistants for data collection.

Robotic Appearance: Assisted with the design of the first iteration of the project; Categorized and analyzed over 250 images of robots.

2019 Personal Robots Group, MIT Media Lab

Advisors: Dr. Cynthia Breazeal (PI), Dr. Hae Won Park, Dr. Anastasia Ostrowski *Robotic Emotional Engagement:* Designed and built a rotating platform feature for the voice agent using Arduino (C/C++) and Solidworks; Collected, analyzed, and visualized behavioral data of 37 participants using Jupyter notebook (Python); Reviewed and edited a conference paper about trust, emotional engagement, and characteristic perceptions of social robots.

Older Adults Robotic Trust Design: Assisted with design sessions exploring older adults' perceptions of social robots; Transcribed audio interviews.

2018 Socio-Cognitive Processes Lab, Princeton University

Advisors: Dr. Alin Coman (PI), Dr. Janet Pauketat *Emotional Synchronization:* Transcribed and quantified linguistic data; Analyzed preliminary data using RStudio; Created visualizations to present the study results. *Blame Assignment:* Designed and wrote up a research proposal about blame assignment within various social contexts and developed stimuli.

2018 Virtual Environment Navigation Lab, Brown University

Advisor: Dr. William Warren (PI)

Motion Capture: Processed motion capture data and maintained data files; Updated existing programs written in MATLAB.

Industry experience

2022 – 2023 Honda Research Institute

Social Dynamics in Human-Human-Robot Interaction: Designed interaction model to measure interpersonal group dynamics through video and inform machine learning system design; Developed empirical study protocols to analyze multimodal emotional and behavioral data.

2022 Exponent

AR-Mediated Social Interaction: Conducted qualitative and quantitative user studies on users' acceptance and trust of smart glasses using A/B testing and semi-structured interviews.

Talks

August 2024	A Tool but Not a Peer: How Framing Affects People's Perceptions of AI Agents in Teams. RO-MAN '24, Full Paper
August 2024	Navigating Professional Identities: Exploring the Impact of AI-Mediated Writing on Locus of Control <i>RO-MAN '24, HRI for Wellbeing Workshop</i>
Oct 2023	Negotiating Dyadic Interactions through the Lens of Augmented Reality Glasses <i>Cornell XR Monthly</i>
July 2023	Negotiating Dyadic Interactions through the Lens of Augmented Reality Glasses ACM Designing Interactive Systems Conference '23
Nov 2022	Exploring Mediated Social Cognition in Augmented Reality <i>Psychology of Technology '22</i>
April 2022	A Tool but not a Peer: How Tool-Based Framing affects People's Perceptions of Robot Teammates <i>HRI '22, Robo-Identity 2 Workshop</i>
April 2022	Designing minimal sounds for maximum interaction IEEE International Conference on Robotics and Automation (ICRA), Sound for Robots 2022 Workshop

Community services

2024 – Present Session Chair IEEE RO-MAN

2021 – Present **Peer review** Computers in Human Behavior, Transactions on Human-Robot Interaction, CHI, HRI, DIS, Creativity and Cognition

2021 – Present **Volunteer** HRI, CHI, CSCW, RO-MAN

2021 – Present Mentorship New Visions Engineering, Admission Committee, First year mentoring

2016 – 2020 **Brown** Department student representative, Global engagement office ambassador, debate team social engagement chair

Technical skills

Data Science & Machine LearningProficient in: Python, R JEXFamiliar with: HTML, CSS, Git, JavaScript, Matlab

UX Research & Design

Methodologies: User Surveys, Conversational Analysis, User Interaction Design, Video Ethnography, Interviews, Focus Groups, Participatory Design Tools: Figma, Prolific, Qualtrics

Rapid Prototyping

Skills: Arduino Programming, 3D Printing, Laser Cutting

Language Proficiency English (Bilingual), Mandarin Chinese (Bilingual)

Other interests

Fencing, Photography, Video Editing