

TIAN MIN

Center for Information and Computer Science
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EDUCATION

- 2022 - 2024 M.S. in Information and Computer Science, Keio University
Advisor: Dr. Yuta Sugiura
- 2016 - 2020 B.S. in Computer Science, Chinese University of Hong Kong, Shenzhen
Advisor: Dr. Wei Cai

PUBLICATIONS

Journal Articles

- 2023 **Tian Min** (*), Chengshuo Xia (*). and Yuta Sugiura. (*: equal contribution) “AudioMove: Assisting the Multi-Directional Limb Motion Exercise with Spatial Audio and Interactive Feedback.” In Proceedings of the ACM on Interactive Mobile Wearable Ubiquitous Technology, UbiComp (2023). (In-review)
- 2022 Sizheng Fan, **Tian Min** and Wei Cai. “Towards Understanding Governance Tokens in Liquidity Mining: A Case Study of Decentralized Exchanges.” Springer World Wide Web (2022).
- 2022 **Tian Min** and Wei Cai. “Portrait of Decentralized Application Users: An Overview Based on Large-scale Ethereum Data.” CCF Transactions on Pervasive Computing and Interaction, 4, 124–141 (2022).

Conference Proceedings

- 2023 Sizheng Fan, **Tian Min**, Xiao Wu and Wei Cai. “Altruistic and Profit-oriented: Making Sense of Roles in Web3 Community from Airdrop Perspective.” In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI’23), Hamburg Germany, Apr. 2023.
- 2022 Yu Jiang, **Tian Min**, Sizheng Fan and Wei Cai. “Towards Understanding Player Behavior in Blockchain Games: A Case Study of Aavegotchi.” In Proceedings of the 17th International Conference on the Foundations of Digital Games (FDG’22), Athens Greece, Sep. 2022.
- 2019 **Tian Min**, Hanyi Wang, Yaoze Guo and Wei Cai. “Blockchain Games: A Survey.” IEEE Conference on Games 2019 (CoG’19) London, United Kingdom, Aug. 2019.
- 2019 **Tian Min** and Wei Cai. “A Security Case Study for Blockchain Games.” IEEE Games, Entertainment & Media Conference 2019 (GEM’19) New Haven, United States, Jun. 2019.

Posters, Workshops, and Demos

- 2022 Yu Chen, **Tian Min**, Juntao Zhao and Wei Cai. “Synchronization in Games Sound: An Audiovisual Study on Player Experience and Performance.” In Proceedings of the 13th ACM Multimedia Systems Conference (MMSys’22), Athlone Ireland, Jun. 2022.

ACADEMIC SERVICE

External Reviewer

- 2023 CHI’23 LBW.

2022 IEEE Transaction on Games.
IEEE Transactions on Computational Social Systems.
CSCW'22

TEACHING EXPERIENCE

2023.9 - 2024.3 **TA @ Keio University**, Real-World Interactive System.
2020.4 - 2020.6 **TA @ Chinese University of Hong Kong, Shenzhen**, Web Programming Bootcamp.

INTERNSHIP & EXTERNAL RESEARCH EXPERIENCE

2020.6 - 2022.6 **Researcher @ Human-Cloud Systems Laboratory, CUHK(SZ)**.
Analysis and social computing on blockchain networks.
2021.12 - 2022.3 **Policy Researcher @ Shenzhen Urban Public Safety and Technology Institute**.
NLP analysis on accident reports.
2018.9 - 2020.4 **Undergraduate RA @ Game and Interactive Multimedia Laboratory, CUHK(SZ)**.
Web and smart contract security analysis.
2019.6 - 2019.8 **UX Engineer @ Tencent Ltd.**
Design and development WeGame platform.

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