LEWIS CHUANG

Full Professor for Humans & Technology

CONTACT

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EDITORIAL

- Int. Journal of Human-Computer Studies
- Frontiers for Neuroergonomics
- Scientific Reports

IMPACT

- h-index: 31; i10-index: 65
- 79 peer-reviewed papers
- Keywords: adaptive interfaces; AR/VR; accessibility; attention; psychophysiology

TEACHING

- Media Communication (BA.)
- Computer & Comm. Science (BSc.)
- Human Factors (MSc.)
- Critical Media Design (Major/Minor; BA.)

PREVIOUS EMPLOYMENT

- Leibniz Institute for Work. Env. And Human Factors; *Researcher*
- LMU Munich (Informatics); *Lecturer*
- Max-Planck-Institute for Biological Cybernetics; *Research Group Leader*

PROFILE

My professorship comprises designers, psychologists, and computer scientists. Together, we seek to understand and design human interactions with digital technologies [Link], based on fundamental theories of human information processing. In 2018, I co-founded the section for Engineering Psychology (German Society of Psychologists) and organized the largest German conference for Usability and UX in 2025 [Link]. My taught courses include: Interaction Design; Information Visualization; Intelligent Media; Creative Coding; Accessibility.

NOTABLE ACHIEVEMENTS

2018; 2020: Honorable Mention (top 10%) at the CHI Conference on Human Factors in Computing Systems

2016: Wolfgang Heilmann prize for the humane use of IT in education

2016: Best paper award at the 9th ACM Conf. on Automotive UI & Vehicular Apps

2014: Best paper award at the 1st International Neuroergonomics Conference

SELECTED THIRD-PARTY FUNDED PROJECTS

ROLL-I: Adaptive Route Planning for Wheelchair Users [Link]

AuDiBaF: Automation and Digitalization of Train Systems [Link]

bitplush: Smart plush toys for supporting remote caregiving relationships [Link]

ARCHIVE: Augmented Reality for a Chemnitz Historical & Virtual Experience [Link]

IDeA: Integrated diagnostic and e-Assistance system for age-related AMD [Link]

SELECTED PUBLICATIONS

Human-AI Interaction

- *Nischwitz, Haupt, Weigelt, & Chuang, (2024).* Cute or Not: Validating Lorenz's Kindchenschema with Text-To-Image Generation. [Link]
- *Kosch, Welsch, Chuang, & Schmidt, (2023).* The placebo effect of artificial intelligence in human–computer interaction. [Link]

Automated Vehicles: Human Factors Testing

- *Figalová, Bieg, Reiser, Liu, Baumann, Chuang, & Pollatos, (2024).* From driver to supervisor: Comparing cognitive load & EEG-based attentional resource allocation across automation levels. [Link]
- *Sadeghian Borojeni, Boll, Heuten, Bülthoff, & Chuang, (2018). Real motion influences responses to take-over requests in highly automated vehicles.* [Link]

Learning with Digital Media and Mixed Reality

- *Draxler, Schmidt, & Chuang, (2023).* Language Learners' Experiences with AI-Generated Contextually Personalized Learning Material. [Link]
- *Draxler, Haller, Schmidt, & Chuang, (2022).* Auto-generating multimedia language learning material for children with off-the-shelf AI. [Link]
- *Draxler, Labrie, Schmidt, & Chuang, (2020).* Augmented reality to enable users in learning case grammar from their real-world interactions [Link]