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Justine Cassell currently divides her time between Carnegie Mellon's Language Technologies Institute in Pittsburgh, and PRAIRIE - the Paris Institute on Interdisciplinary Research in AI - where she also holds the position of senior researcher at Inria Paris. At Carnegie Mellon, Cassell has served as the chair of the HCII, and as Associate Dean of Technology Strategy and Impact for the School of Computer Science. Previously, she was faculty at Northwestern University where she founded the Technology and Social Behavior Doctoral Program and Research Center, and before that she was a tenured professor at the MIT Media Lab. Cassell has received the MIT Edgerton Prize, Anita Borg Institute Women of Vision award, the AAMAS Test of Time paper award, and the National Academy of Sciences Henry and Bryna David Prize for Social Science applicable to policy. She is a fellow of the ACM, AAAS, and the Royal Academy of Scotland, and in 2022 was awarded an honorary doctorate from the University of Edinburgh. In France, Cassell was named a member of the 21 person French governmental commission, CNNUM (Conseil National du Numérique) - the council on the Future of Digital in France. Her research brings together her interdisciplinary background in literature, linguistics and psychology, to build AI systems that listen more than they talk, and that build rapport bonds as a way of improving human-AI collaboration. More information at www.justinecassell.com and http://articulab.hcii.cs.cmu.edu/.

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Dr Elizabeth Churchill is a senior director of UX at Google. With a background in psychology, artificial intelligence, and cognitive science, she draws on social, computer, engineering, and data sciences to create innovative end-user applications and services. She has built research teams at Google, eBay, Yahoo, PARC, and FujiXerox. Her current focus is on the design of effective developer tooling. She also co-chairs Google's UX Leadership Council (UXLC), and was a co-founder of Google's UXR Steering Committee which she co-chaired for two years before joining the UXLC. Churchill holds a Ph.D. from the University of Cambridge and honorary doctorates from the University of Sussex and the University of Stockholm. She is a member of the Association for Computer Machinery's (ACM) CHI Academy, is an ACM Fellow, distinguished scientist, and an ACM distinguished speaker. She served as the ACM's executive vice president for two years, from 2018-2020. Elizabeth has published over 200 articles in peer reviewed journals, in conferences, and in magazines. She has also co-edited five books on various topics and has co-authored two books (Foundations for Designing User Centered Systems, and Designing with Data). Aside from her day-job at Google which she loves, Churchill spends her spare time continuing to be an educator in UX and human computer interaction (HCI). She is a visiting professor at Imperial College's Dyson School of Design Engineering in London and is an advisory board member for the Pardee RAND Graduate School in Santa Monica, California and also for the Flickr Foundation (flickr.org). She recently took up a position as Co-Editor in Chief of ACM's Interactions magazine. In 2016, she received a Citris-Banatao Institute Award Athena Award for Women in Technology for her Executive Leadership. She has been named one of the top women leaders in UX over the last several years. In 2023, she received the ACM's Special Interest Group in Computer Human Interaction (SIGCHI) Lifetime Service Award.

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Chris Harrison is an associate professor in the School of Computer Science at Carnegie Mellon University, directing the Future Interfaces Group (www.figlab.com). Harrison investigates novel sensing and interactive technologies and has authored more than 100 peer-reviewed papers in the area, many award winning. For his contributions, Harrison has been named as a top 30 scientist by Forbes, a top 35 innovator by MIT Technology Review, and a World Economic Forum Young Scientist. Harrison has been awarded fellowships by the Packard Foundation, Sloan, Google, Qualcomm, and Microsoft Research. He is also the co-founder of Qeexo, a startup (acquired by TDK In 2023) working at the intersection of interactive technologies and artificial intelligence. The company's software has shipped on more than 400 million devices, empowering users with new interactive capabilities.
Chris's website is www.chrisharrison.net

Amy Ogan is an educational technologist focusing on ways to make learning experiences more engaging, effective, and enjoyable. Her training spans many disciplines, with undergraduate degrees in computer science and Spanish, and a Ph.D. in human-computer interaction, supported by a fellowship from the Institute of Education Sciences (IES). She has been named a Rising Star in EECS by MIT, a World Economic Forum Young Scientist, received the McCandless Chair and the Thomas and Lydia Moran Professorship in Learning Science, and has been awarded the Jacobs Early Career Fellowship to study the use of educational symptechnologies in emerging economies. Ogan has been a visiting researcher at USC's Institute for Creative Technologies and the Pontificia Universidad Católica de Chile, and has conducted field research on the deployment of educational technology across many international sites. Her research is supported by the National Science Foundation, Google, the McDonnell Foundation, the Jacobs Foundation, and the Mastercard Foundation.

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Elisabeth André is a full professor of computer science and founding chair of human-centered artificial intelligence with Augsburg University, Augsburg, Germany. Her work has won many awards including Gottfried Wilhelm Leibnitz Prize 2021. In 2010, she was elected a member of the Academy of Europe and the German Academy of Sciences Leopoldina. In 2017, she was elected to the CHI Academy, an honorary group of leaders in the field of human-computer interaction. To honor her achievements in bringing artificial intelligence techniques to human-computer interaction, she was awarded a EurAI fellowship, in 2013. From 2019–2022, she has been serving as the editor-in-chief of IEEE Transactions on Affective Computing.

Jeffrey P. Bigham is an associate professor in the Human-Computer Interaction and Language Technologies Institutes in the School of Computer Science at Carnegie Mellon University, and leads the Human-Centered Machine Intelligence (HCMI) Applied Research Group at Apple. Throughout his work on research and products, Bigham explores how machine learning can improve and reshape interaction through deep integration of computational capabilities into human interactions. Much of his work has been applied in accessibility because he sees the field as a window into the future, given that people with disabilities are often the earliest adopters of AI. Like everyone, Bigham is currently fascinated by Generative AI, and is especially intrigued by what it reveals about how much of what we see as core to human intelligence is quite probable and what capturing much of those probabilities into a technology means for interaction, agency, and creativity.

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Mark Billinghurst is a professor at the University of South Australia in Adelaide, Australia, and at the University of Auckland in New Zealand, directing the Empathic Computing Laboratory in both places. He is well known for his research in augmented reality, especially the use of AR for enhancing face to face and remote collaboration, and for AR interface design. In 2002, he graduated from the University of Washington with the first Ph.D. on collaborative AR systems. He also pioneered AR interface techniques that have significantly influenced the field, such as the Tangible AR interaction metaphor that combines tangible user interfaces for input and AR displays for visual output. Currently, he is working on empathic computing, which combines AR, VR and physiological sensing in systems that create shared understanding between people. In 2013, Billinghurst was elected as a Fellow of the Royal Society of New Zealand. In 2012, he was awarded the IEEE ISMAR Lasting Impact Award for the most influential ISMAR paper published in the previous 10 years. In 2013, he was awarded the IEEE VR/VGTC Technical Achievement Award, and in 2019, both the IEEE ISMAR Career Impact Award, and the IEEE VR/VGTC Career Award. In 2022, he was elected to ACM SIGCHI CHI Academy, and inducted into the inaugural class of the IEEE VGTC VR Academy. In 2023, he was elected as an IEEE Fellow.

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Stephen Brewster is a professor of human-computer interaction in the School of Computing Science at the University of Glasgow. He got his Ph.D. in auditory interface design at the University of York, UK. At Glasgow, he leads the Multimodal Interaction Group, which is very active and has a strong international reputation in HCI (http://mig.dcs.gla.ac.uk). His research focuses on multimodal HCI, or using multiple sensory modalities and control mechanisms (particularly audio, haptics and gesture) to create a rich, natural interaction between human and computer. His work has a strong experimental focus, applying perceptual research to practical situations. A long-term focus has been on mobile interaction and how we can design better user interfaces for users who are on the move. Other areas of interest include VR/AR, wearable devices and in-car interaction, an area where he currently holds an ERC Advanced Grant. He was a general chair of CHI 2019 in Glasgow, CHI papers chair in 2013 and 2014, and has previously chaired MobileHCI, EuroHaptics and TEI. He is a member of the ACM SIGCHI Academy, an ACM distinguished speaker and a fellow of the Royal Society of Edinburgh.

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Mutlu Cukurova is professor of learning and artificial intelligence at University College London. He investigates the potential of AI to understand and support human learning with a particular interest in “learning how to learn” and solving complex problems collaboratively. His work emphasises human-AI complementarity, aiming to address the pressing socio-educational challenge of preparing people for a future with AI systems that will require a great deal more than the routine cognitive skills currently prized by many education systems and traditional approaches to automation. Cukurova is the Director of the UCLAT team and works with UNESCO's Unit for Technology and AI in Education as an external expert. He contributed to numerous influential policymaking documents including UNESCO’s recent report on Guidance for generative AI in education and research. He is currently leading the report on UNESCO AI competency frameworks for teachers and students. He was the programme chair of the International Conference of AI in Education in 2020, and currently serves as the editor of the British Journal of Educational Technology and an associate editor of the International Journal of Child-Computer Interaction

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Before joining MBZUAI, **Dr. El Saddik** served as a distinguished university professor and university research chair in the School of Electrical Engineering and Computer Science at the University of Ottawa. He was the director of the Ottawa-Carleton Institute for Electrical and Computer Engineering (OCIECE) and the director of the Medical Devices Innovation Institute (MDII) and Director of the Information Technology Cluster, Ontario Research Network on Electronic Commerce (ORNEC). His research focus is on the establishment of digital twins to enhance the quality of life of citizens using artificial intelligence (AI), as well as multimedia computing and communications, and extended reality (XR) including haptics/AR/VR. During his career, he has supervised more than 150 researchers. El Saddik is a fellow of the Royal Society of Canada, IEEE, the Canadian Academy of Engineering, and the Engineering Institute of Canada. He is an ACM distinguished scientist and has received several awards, including the Friedrich Wilhelm Bessel Award from the German Humboldt Foundation, the IEEE Instrumentation and Measurement Society Technical Achievement Award.

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Takeo Igarashi is a professor at the Department of Creative Informatics, The University of Tokyo. His research interest is in user interfaces and interactive computer graphics. He has received the ACM SIGGRAPH 2006 Significant New Researcher Award, CHI 2019 Academy Award, and ACM UIST 2019 Lasting Impact Award. He served as a program co-chair for UIST 2013, general co-chair for UIST 2016, technical papers chair for SIGGRAPH ASIA 2018, technical program co-chair for ACM CHI 2021, and conference chair for SIGGRAPH ASIA 2024.

Juho Kim is an associaite professor in the School of Computing at KAIST, an affiliate faculty member in the Kim Jaechul Graduate School of AI at KAIST, and a director of KIXLAB (the KAIST Interaction Lab). His research in human-computer interaction and human-AI interaction focuses on building interactive and intelligent systems that support interaction at scale, aiming to improve the ways people learn, collaborate, discuss, make decisions, and take action online. He earned his Ph.D. from MIT, M.Sc. from Stanford University, and B.Sc. from Seoul National University. In 2015-2016, he was a Visiting Assistant Professor and a Brown Fellow at Stanford University. He is a recipient of a KIISE/IEEE-CS Young Computer Researcher Award, KAIST's Songam Distinguished Research Award, Grand Prize in Creative Teaching, Q-Day Creative Education Award, and Excellence in Teaching Award, as well as 14 paper awards from ACM CHI, ACM CSCW, ACM Learning at Scale, ACM IUI, ACM DIS, and AAAI HCOMP. He recently spent his sabbatical year as a chief scientist at Ringle Inc. to transfer his research on AI-powered analysis and diagnosis of English learners' proficiency into a commercial product. He gave a keynote at NeurIPS 2022 titled "Interaction-Centric AI".

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Per Ola Kristensson is a professor of interactive systems engineering in the Department of Engineering at the University of Cambridge and a Fellow of Trinity College, Cambridge. He is a co-founder and co-director of the Centre for Human-Inspired Artificial Intelligence at the University of Cambridge. He is interested in designing intelligent interactive systems that enable people to be more creative, expressive and satisfied in their daily lives. His Ph.D. thesis was on gesture keyboard technology, which he co-invented together with Dr. Shumin Zhai in 2001-2002, and in 2007 he co-founded ShapeWriter, Inc. to commercialize this technology. He was the director of engineering of this company until it was acquired by Nuance Communications in 2010. ShapeWriter was selected as the 8th best iPhone application by Time magazine in 2008 and won a Google Android ADC50 developer award in the same year. Today, gesture keyboard technology, sometimes called gesture typing, swyping or QuickPath, is a ubiquitous mobile text entry method available in most mobile phones and tablets and is currently making its way into emerging technologies, such as virtual and augmented reality headsets. He did his doctoral work at the Institute of Technology at Linköping University, Sweden and at IBM Almaden Research Center in San Jose, California, USA (Ph.D. Computer Science 2007). In 2008-2011 he was a junior research fellow at the University of Cambridge (Darwin College) and in 2011-2014, he was a lecturer at the University of St Andrews. He is an honorary associate professor (Docent) in Computer and Systems Science at Stockholm University, Sweden and was an honorary reader at the University of St Andrews (2014-2017). In 2013, he was recognised as an Innovator Under 35 (TR35) by MIT Technology Review and appointed a Member of the Royal Society of Edinburgh Young Academy of Scotland. In 2014, he won the ACM User Interface Software and Technology (UIST) Lasting Impact Award and the Royal Society of Edinburgh Early Career Prize in Physical Sciences, the Sir Thomas Makdougall Brisbane Medal. He is an associate editor of ACM Transactions on Computer-Human Interaction and ACM Transactions on Interactive Intelligent Systems and serves as a steering committee member for ACM CHI, the premier international conference on human-computer interaction.

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Hao Li is an associate professor at the Mohamed bin Zayed University of Artificial Intelligence (MBZUAI) as well as CEO and Co-Founder of Pinscreen, a startup that builds cutting edge AI-driven virtual avatar technologies. He was previously a Distinguished Fellow of the Computer Vision Group at UC Berkeley and associate professor of Computer Science at the University of Southern California, where he was also director of the USC Institute for Creative Technologies. Li's work in computer vision and graphics focuses on 3D digitization and neural synthesis for immersive technologies and content creation. His research involves the development of novel deep learning, data-driven, and geometry processing algorithms. He is known for his seminal work in avatar creation, facial animation, hair digitization, dynamic shape processing, as well as his recent efforts in AI media synthesis and deepfake detection. He was also a visiting professor at Weta Digital, a research lead at Industrial Light & Magic / Lucasfilm, and a postdoctoral fellow at Columbia and Princeton Universities. He was named top 35 innovator under 35 by MIT Technology Review in 2013 and was also awarded the Google Faculty Award, the Okawa Foundation Research Grant, as well as the Andrew and Erna Viterbi Early Career Chair. He won the Office of Naval Research (ONR) Young Investigator Award in 2018 and was named to the DARPA ISAT Study Group in 2019. In 2020, he won the ACM SIGGRAPH Real-Time Live! “Best in Show” award. Li was a speaker at the World Economic Forum in Davos in 2020 and exhibited at SXSW in 2022. His startup, Pinscreen, was recipient of the Epic Megagrants in 2021, and in 2022, he was featured in the first season of Amazon's documentary re:MARS Luminaries. Li obtained his Ph.D. at ETH Zurich and his M.Sc. at the University of Karlsruhe (TH).

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Pedro Lopes is an associate professor in computer science at the University of Chicago. Lopes focuses on integrating interfaces with the human body—exploring the interface paradigm that supersedes wearables. These include: muscle stimulation wearables that allow users to manipulate tools they have never seen before or that accelerate reaction time, or a device that leverages the smell to create an illusion of temperature. All these examples leverage computers to augment the user's body, not just cognitively, but also physically (e.g., our wearable that accelerates one's reaction time made it to the Guinness Book of World Records). His work has received several academic awards, such as six CHI/UIST Best Papers, the Sloan Fellowship and the NSF CAREER award, and captured the interest of the public (e.g., New York Times, exhibited at Ars Electronica, etc.; more: https://lab.plopes.org).

Dr. Roberto Martinez-Maldonado is senior lecturer of learning analytics and human-computer interaction with the Faculty of Information Technology and Coordinator of the Centre for Learning Analytics with Monash University, Melbourne, VIC, Australia. He is a co-author of numerous research papers. He is the first Mexican-Australian to win the Swiss-based Jacobs Foundation Research Fellowship (2021–23) for his pioneering research in human-centred AI in education. His research focuses on advancing the understanding of socio-technical issues around the use of artificial intelligence in education; promoting the use of human-centred methodologies to create learning analytics interfaces with integrity; and enhancing authentic learning spaces with multimodal data-intensive computing capabilities. He has been program chair of the International Conference on Learning Analytics and Knowledge and the International Conference of Artificial Intelligence in Education and he is a regular associate chair of the Learning and Education subcommittee of the SIGCHI Conference on Human Factors in Computing Systems. He is associate editor of the International Journal of Artificial Intelligence in Education.

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Roderick Murray-Smith is a Professor of Computing Science at the University of Glasgow, leading the Inference, Dynamics and Interaction research group. He works in the overlap between machine learning, interaction design and control theory. His main current activity is the five-year ERC Advanced grant project, Designing Interaction Freedom via Active Inference (DIFAI). The project's objectives are to integrate active inference theory into the human-computer interaction loop, linking human behaviour via sensors and ML/inference embeddings with dynamic mediating mechanisms to create end-to-end mutually adaptive loops between humans and systems. We will use machine learning to give users freedom to express themselves individually: we can be robust to user heterogeneity, ensure fairness for diverse users and enable creative uses of novel technologies.

In recent years, his research has included machine learning in science, multimodal sensor-based interaction with mobile devices, mobile spatial interaction, AR/VR, brain-computer interaction and nonparametric machine learning. Prior to this, he held positions at the Hamilton Institute, NUIM, Technical University of Denmark, M.I.T. (Mike Jordan's lab), and Daimler-Benz Research, Berlin, and was the Director of SICSA, the Scottish Informatics and Computing Science Alliance. He works closely with the mobile phone industry, having worked together with Google, Nokia, Samsung, Moodagent, FT/Orange, Microsoft and Bang & Olufsen, bringing concepts to products with many of them. He was a member of Nokia's Scientific Advisory Board and a member of the Scientific Advisory Board for the Finnish Centre of Excellence in Computational Inference Research. He has co-authored three edited volumes, 52 journal papers, 21 book chapters, and over 100 conference papers.

https://www.dcs.gla.ac.uk/~rod/

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Jeffrey Nichols is a research scientist and manager in the Human-Centered Machine Intelligence team at Apple where he works in the areas of user interface understanding, accessibility and developer tools. Prior to that, he worked at Google on the Fuchsia open source operating system and IBM Research on end-user programming, social media analysis, and crowdsourcing. He received his Ph.D. in 2006 from the Human Computer Interaction Institute at Carnegie Mellon University under the supervision of Professor Brad A. Myers. He has published over 50 papers in major conferences and journals in the area of human-computer interaction, and serves as Editor-in-Chief of the Proceedings of the ACM on Human-Computer Interaction (PACMHCI).

Amy Pavel is an assistant professor at the University of Texas at Austin in the Department of Computer Science. Pavel was previously a postdoctoral fellow at Carnegie Mellon University in the Human-Computer Interaction Institute (HCII) and a research scientist at Apple in AI/ML. She obtained her Ph.D. from UC Berkeley. Her research focuses on designing, building and evaluating new interactive systems driven by AI, and her systems have won awards at UIST and CHI. Her long-term research goal is to make communication more efficient and accessible.

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Yvonne Rogers is a professor of interaction design, the director of UCLIC and a deputy head of the Computer Science department at University College London. Her research interests are in the areas of human-computer interaction and human-centred AI. A central theme of her work is concerned with designing interactive technologies that augment humans. She develops humane applications of AI and smart technologies that benefit and disrupt society. She was awarded the ACM SIGCHI Lifetime Achievement Research Award in 2022. In the same year, she was elected as a fellow of the Royal Society and was awarded the Royal Society Robin Milner Medal for computer science. She was also awarded a chair of excellence from the University of Bremen (2020-2024).

Dr. Daniel M. Russell has been working in AI and human-computer interaction for nearly 40 years. He has worked at several of the top technology invention companies in Silicon Valley (Google, Apple, Xerox, IBM) and has been at the forefront of many of their innovations. He currently teaches in the Human-AI group at Stanford's Computer Science department, and was in the core search engineering team at Google for over 17 years. He has written over 200 technical articles for professional journals as well many articles for the popular press. His most recent book, The Joy of Search: A Google Insider's Guide to Going Beyond the Basics, is now out in paperback. He has taught over 1,000 classes in-person in venues ranging from fourth grade classes to professional classes for reference librarians at the Library of Congress. He has been on the faculty at Stanford, the University of Maryland, the University of Zürich and serves on multiple boards of information schools. His online classes have been watched by millions of students for an accumulated watch-time of > 450 years.

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Dr. David Ayman Shamma is a distinguished industry scientist researching people, artificial intelligence, and media experiences. His current research focuses on carbon neutrality at Toyota Research Institute's Human-Centered AI division. He has worked on Edge AI and future of work at FX Palo Alto Laboratory, AI sensors for wearable fashion at Centrum Wiskunde & Informatica (CWI), HCI + AI as a director of research at Yahoo Labs/Flickr, and UXR for remote knowledge sharing at NASA's Center for Mars Exploration. He is a distinguished member of the ACM, a senior member of IEEE, and holds over 30 patents. His research attracts international media attention, including Wired, The New York Times, and the Library of Congress. He was named a master inventor at Yahoo, won the Yahoo CEO Challenge, and his research at CWI received a European Design Award. He is active in the research community serving on the ACM CHI Steering Committee, previously the ACM SIGCHI Executive Committee, and has held TPC and GC roles at several ACM SIGCHI and ACM MM conferences. Shamma holds a Ph.D. in computer science from Northwestern University and completed his M.Sc./B. Sc. at the IHMC at UWF.

Jaime Teevan is chief scientist and technical fellow at Microsoft, where she is responsible for driving research-backed innovation in the company's core products. Jaime is world-renowned for her research into productivity and personalized search, and was recognized by TIME as one of the top 100 people to play an instrumental role in AI development and societal advancement. She led the creation of M365 Copilot by integrating AI into Microsoft products, invented the first personalized search algorithm used by Bing, and coordinated the company's hybrid work research during the pandemic. Previously, she was technical advisor to Microsoft CEO Satya Nadella. Jaime is an ACM fellow and a member of the SIGIR and CHI Academies. She holds a Ph.D. in AI from MIT and a B.Sc. from Yale, and is an affiliate professor at the University of Washington.

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Dr. Hannes Högni Vilhjálmsson is a professor of computer science at Reykjavik University where he leads the Socially Expressive Computing group at the Center for Analysis and Design of Intelligent Agents (CADIA), of which he was the director from 2013 to 2016. He has been doing research on the automatic generation of social and linguistic nonverbal behavior in autonomous agents and online avatars for nearly 30 years. His focus has been on making embodied communication in virtual environments both effective and intuitive, targeting primarily applications in training, education, healthcare and entertainment. Vilhjálmsson chaired the Reykjavik University's Research Council from 2016 to 2019, and is a member of a number of academic steering and organizing committees, as well as industrial advisory and directorial boards. Prior to joining Reykjavik University in 2006, Vilhjálmsson was the technical director on the Tactical Language and Culture Training project at University of Southern California, which used social AI and advanced language technology to teach foreign languages and culturally appropriate behavior, earning the project DARPA's Technical Achievement Award. Along with his academic career, Vilhjálmsson has co-founded several companies that take advantage of virtual experiences, including Alelo Inc, which builds serious games for immersive language learning, MindGames, which released the first BCI mind training games for the iPhone, and Envalys, which uses VR to assess the psychological impact of planned urban environments on prospective inhabitants before construction. He received his Ph.D. in Media Arts and Sciences from the MIT Media Lab in 2003.

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Lauren Wilcox, Ph.D. (she/her or they/them) is a senior director and distinguished applied scientist at eBay, leading their Office of Responsible AI. Dr. Wilcox has held both research and organizational leadership roles in both industry and academia. At Google Research, she was a senior staff research scientist and group manager of the Technology, AI, Society & Culture (TASC) team, advancing work to understand and shape the sociotechnical factors that underpin and surround machine learning development and the effects AI/ML has on impacted communities. She was also a research lead aligning health AI advancements with communities' needs and co-founding Google's Health Equity program to bring equity, safety, and transparency to the forefront of technology development and deployment. Wilcox held an associate faculty position at Georgia Tech's School of Interactive Computing, where she currently holds an adjunct position. She is an ACM distinguished member and was an inaugural member of the ACM Future of Computing Academy. Wilcox is an associate chair on the FAccT 2024 Technical Program Committee. She earned her Ph.D. in computer science from Columbia University.

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Dr Gus Xia is an assistant professor of machine learning at MBZUAI, as well as an affiliated faculty at NYU Shanghai, Tandon, CILVR at the Center for Data Science, and MARL at Steinhardt. He received his Ph.D. in the machine learning department at Carnegie Mellon University (CMU) in 2016, and he was a Neukom Fellow at Dartmouth from 2016 to 2017. Xia's research is very interdisciplinary and lies in the intersection of machine learning, HCI, robotics, and computer music. Some representative works include interactive composition via style transfer, human-computer interactive performances, autonomous dancing robots, and haptic guidance for flute tutoring. Xia is also a professional Di and Xiao (Chinese flute and vertical flute) player. He plays as a soloist in the NYU Shanghai Jazz Ensemble, Pitt Carpathian Ensemble, and Chinese Music Institute of Peking University. In 2022, Xia and his students held a Music AI concert in Dubai.

Shumin Zhai is currently Google principal scientist (of interaction methods) and engineering director (of Gboard - Google's multimodal keyboard with AI-assisted tap, gesture, voice, and expression input). From 1996 to 2010, he was a research staff member at the IBM Almaden Research Center. He was an ACM fellow (2010), member of CHI Academy (2014) and, from 2015 to 2009, he was the 4th editor-in-chief of ACM TOCHI. In 2010, he received a UIST Lasting Impact Award (with Per-Ola Kristensson) and, in 2020, he was awarded University of Toronto Engineering Alumni Hall of Distinction.