

Kathryn (Cai-Ting) SU (蘇綵婷)

Curriculum Vitae

caitingsu0521@gmail.com

+886-905-963-262

Research Interests

visual communication, cultural design, cultural computing,
instructional design, educational design, project planning.

Education

2024.02 - present	M.Des., Dept. of Visual Communication Design, NYUST
2019.09 - 2023.06	B.F.A., Dept. of Visual Communication Design, KSU

Experiences

2026.09 - present	Teaching Assistant, Dept. of Visual Communication Design, NYUST Course: Interactive Interface Design (junior elective, 50 students) - Designed and delivered the full 16-week course independently, restructuring the syllabus around AI-assisted interface design workflows rather than single-tool training. - Taught weekly sessions combining lectures, live demonstrations, and hands-on prototyping labs. - Produced tutorial handouts and project briefs; led critique sessions and provided one-on-one guidance on students' interface prototypes. Course: Artificial Intelligence and Design Applications (freshman required, 50 students) - Independently planned the course outline and weekly learning objectives for a first-year cohort with no prior experience of AI tools. - Taught studio sessions on generative AI tools, guiding students to build their own workflows for working with AI. - Prepared step-by-step tool tutorials and troubleshooting guides; reviewed student outputs and
-------------------	---

	provided written feedback.
2026.02 – 2026.06	Teaching Assistant, Dept. of Visual Communication Design, NYUST Course: Information Visualization Design (40 students) - Independently planned and delivered the course, developing the weekly schedule and the assignment sequence. - Taught weekly sessions on data structuring, chart selection, and visual encoding. - Developed tutorial handouts and project briefs; led critiques of students' data-visualization projects and advised on data sourcing and cleaning.
2025.08 – 2026.07	Research Assistant, Dept. of Visual Communication Design, NYUST - Project: “Research on Multimodal Generative Interface of Artificial Intelligence for Children” - Funded by: National Science and Technology Council (NSTC), Taiwan. - Conducted literature reviews on Multimodal Generative AI and Child-Computer Interaction (CCI) to establish the research framework. - Collected and analyzed multimodal data (doodles, singing, and storytelling) from children aged 7–12 to support the development of AI models. - Assisted in drafting research reports and preparing manuscripts focused on AI interface design for young users.
2025.09 - 2026.01	Teaching Assistant, Dept. of Visual Communication Design, NYUST Course: Interactive Interface Design - Supported the instructor in weekly sessions and managed attendance and class logistics. - Provided in-class technical support during prototyping labs, resolving software and file-handoff problems for students. - Graded assignments and provided written feedback on students' interface prototypes.

Course: Artificial Intelligence and Design Applications

- Attended all sessions and assisted the instructor with lecture preparation, teaching materials, and attendance records.
- Served as the first point of contact for students' questions on AI tools and assignment requirements outside class hours.
- Graded assignments and exams, and compiled recurring student errors into feedback for the instructor.

2025.02 - 2025.06

Teaching Assistant, Dept. of Visual Communication Design, NYUST

Course: Web Page Design

- Assisted the instructor in weekly sessions and handled attendance and course administration.
- Provided in-class debugging support for students' HTML/CSS coursework.
- Graded assignments and provided written feedback on students' web page projects.

2024.09 - 2025.01

Teaching Assistant, Dept. of Visual Communication Design, NYUST

Course: Artificial Intelligence and Design Applications

- First teaching assistantship: attended all sessions and assisted with lecture preparation and attendance records.
- Answered students' questions on assignment requirements and tool usage.
- Graded assignments and exams, and maintained submission and progress records for the instructor.

Academic Services

2026.04

Lecturer, CAADRIA 2026 International Workshop (The Association for Computer-Aided Architectural Design Research in Asia)

- Workshop: *C02_Resonant Divine Realm: Emotion-Driven Taiwanese Wangye Temple Design*.
- Invited Instructor: Served as a key instructor for a

specialized workshop, guiding international participants in the integration of biometric emotion-sensing and parametric temple architecture.

- Curriculum Delivery: Facilitated hands-on modules focused on "Emotion-Driven" design, where roof curvatures and color intensities were modulated by real-time human emotional data.
- Collaborative Mentorship: Provided individual design critiques and technical support to a diverse group of architects and researchers from the Asia-Pacific region.

2025.10

Program Chair, 2025 ICWVCD International Conference and Workshop of the Visual Communication Design, Taiwan Institute of Kansei, and Taiwan Society of Basic Design and Art Conference

- Directed the overall planning and execution of the conference, hosting over 100 attendees from academic and industry sectors.
- Coordinated across multiple committees, including programming, finance, and logistics, to ensure a seamless two-day event.
- Managed the call for papers (CFP) process and oversaw the peer-review system for 65 submitted manuscripts.
- Secured sponsorships and managed a budget, achieving all financial and operational goals.
- Liaised with keynote speakers and distinguished guests, managing travel, scheduling, and hospitality protocols.

2025.09

Lecturer, ITS Surabaya (Indonesia) & NYUST Workshop

- Lecture Topic: "Design Translation of Taiwanese Wangye Belief: From Folk Religion to Modern Visual Language."
- Delivered a series of international lectures to an audience of 200+ students, exploring the methodology of transforming traditional religious iconography into contemporary design assets.
- Facilitated a cross-cultural workshop titled "Creative

Wangye Cultural Fusion," guiding Indonesian students in integrating Taiwanese folk elements with local creative practices.

- Demonstrated advanced design strategies for "Design Translation," helping students bridge the gap between historical research and visual innovation.

Publications

Conference

1. Kathryn SU, Wingly SHIH. (2026). Building an Emotional Kansei Vocabulary from Children's Drawings: Interpretation Performance and the Limits of the Vocabulary Itself. Accepted for presentation at the 2026 Taiwan Kansei Society International Conference: From Generative AI to Kansei AI. Kaohsiung, Taiwan, November 21, 2026.
2. Cai-Ting SU, Wingly SHIH. (2026). Reading Emotion from Children's Character Drawings. Accepted for presentation at the 2026 International Conference and Workshop of the Visual Communication Design, Taiwan Institute of Kansei, and Taiwan Society of Basic Design and Art Conference. Yunlin, Taiwan. Oct 23- Oct 25, 2026.
3. Wingly SHIH, Kathryn SU. (2026). Creatura Era: Multimodal Generative AI and Tangible AR for Cross-Disciplinary Design Collaboration. In Proceedings of the 2026 IEEE 9th International Conference on Multimedia Information Processing and Retrieval (MIPR), Bangkok, Thailand, August 9-11, 2026. IEEE. <https://doi.org/10.1109/MIPR70517.2026.00070>
4. Cai-Ting SU, Wingly SHIH. (2026). Cross-Cultural Creation in Taiwanese Wangye Worship Using an Augmented Reality Interactive Deity Creation System. HCI International 2026. Montreal, Canada. July 26- July 31, 2026. (EI Compendex)
5. Kathryn SU, Wingly SHIH. (2026). The Deity as Design System: An AR-Based Interactive Coloring System for Cross-Cultural Reinterpretation of Taiwanese Daily Life through Ukiyo-e Aesthetics. 73rd Annual Conference of the Japanese Society for the Science of Design (JSSD), Chiba Institute of Technology, Narashino, Chiba, Japan. June 12 – June 14, 2026
6. Cai-Ting SU, Wingly SHIH. (2025). Temple Colors and Religious Meanings of Yancheng Wuchia Yu Sheng Temple in Tainan. 2025 International Conference and Workshop of the Visual Communication Design, Taiwan Institute of Kansei, and Taiwan Society of Basic Design and Art Conference. Yunlin, Taiwan. Oct 17- Oct 19, 2025.

Honors and Awards

2025.12 **First Place**, 2025 YunChuang Cup (雲創盃) AI × ESG
Innovation Competition, National Yunlin University of
Science and Technology

Exhibitions and Public Design

2024.11 – 2025.01 **Design and Execution Team**, 未來 · 新希望—勇氣之樹
(Future, New Hope — Tree of Courage), Tainan City
Christmas Tree

Entrepreneurship Activities

1. **Founder** | 黃鯉魚跨域設計有限公司
Yunlin, Taiwan | Jul. 2020–Present
UBN: 83064562
Focus: Interdisciplinary design practice, visual communication, cultural design,
interactive media, and related design projects.
2. **Founder** | 研型有限公司 (Company in Formation)
Taiwan | 2026–Present
Focus: software services, XR applications, interactive experience design, product
design, and interdisciplinary design consultancy.

References

Available upon request.