

Daijin Yang

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Website: desallere.me

EMPLOYMENT

2023 - current	Ph.D. Researcher, Ghost Lab College of Art, Media, and Design at Northeastern University
2022 - 2023	Research Assistant, ReGame-XR Lab College of Art, Media, and Design, Bouv� College of Health Sciences at Northeastern University
2020 - 2021	Teaching Assistant, Sino-Global College Preparatory Arts Academy

EDUCATION

2023 - current	Ph.D. in Interdisciplinary Media and Design College of Art, Media, and Design at Northeastern University, Supervised by Dr. Casper Harteveld
2021 - 2023	M.S. in Game Science and Design College of Art, Media, and Design at Northeastern University
2016 - 2020	B.Eng in Electronic Science and Technology School of Electronic Science and Engineering at University of Electronic Science and Technology of China

AWARDS & GRANTS

2026	Greater Bay Area Pre-CHI 2026 Best Paper Presentation Award
2025	AIIDE-25 Doctoral Consortium Grant Award 1200 USD
2024	IEEE CIS Conference Participation Grant 1200 USD
2024	FDG 2024 Travel Award 500 USD

- 2022 **Second Prize of Tongji University 6th Tercet Competition** Tongji University (2/346)
- 2018 **Model Student of Academic Records**
University of Electronic Science and Technology of China (10%)

PUBLICATIONS

Journal Papers (3)

- 2025 **GPT for Games: An Updated Scoping Review (2020-2024)**
D Yang, E Kleinman, C Harteveld
IEEE Transactions on Games, Special Issue: Best of CoG
- 2023 **Neural image caption generator based on crossbar array design of memristor module**
Y Yu, **D Yang**, Q Tang, X Wang, N Yang, M Cheng, Y Zhong, K Adu, E Favour
Neurocomputing 560, 126766
- 2020 哼唱曲调识别与记谱的迭代改进算法 (**Improved Iterative Algorithm for Humming Tune Recognition and Notation**)
D Yang, Z Shuai, W Luo
Journal of University of Electronic Science and Technology of China, 2020

Conference Papers (7)

- 2026 **Bridging Pedagogy and Play: Introducing a Language Mapping Interface for Human-AI Co-Creation in Educational Game Design**
D Yang, E Kleinman, C Harteveld
Proceedings of the Extended Abstracts of the 2026 CHI Conference on Human Factors in Computing Systems (CHIEA '26)
- 2026 **"Not Human, Funnier": How Machine Identity Shapes Humor Perception in Online AI Stand-up Comedy**
X Huang, C Wang, Yi Hao, **D Yang**, R Lc
Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26)
- 2025 **Design as Language Co-Construction: Toward Responsible, Transparent, and Adaptive AI Support for Educational Game Design**
D Yang
The 21st AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE '25)

2025	Automated Item Neutralization for Non-Cognitive Scales: A Large Language Model Approach to Reducing Social-Desirability Bias S Wu, D Yang Artificial Intelligence in Measurement and Education Conference (AIME-Con)
2024	GPT for Games: A Scoping Review (2020 - 2023) D Yang , E Kleinman, C Harteveld 2024 IEEE Conference on Games (CoG '24), 1-8
2024	Snake Story: Exploring Game Mechanics for Mixed-Initiative Co-creative Storytelling Games D Yang , E Kleinman, GM Troiano, E Tochilnikova, C Harteveld Foundations of Digital Games 2024 conference (FDG '24)
2023	Measuring gaze behavior to characterize spatial awareness skill in Rocket League N Mohan, T Simmons, A Khedkar, D Yang , L Chukoskie 2023 IEEE Conference on Games (CoG '23), 1-8
2022	AI as an Active Writer: Interaction Strategies with Generated Text in Human-AI Collaborative Fiction Writing D Yang , Y Zhou, Z Zhang, TJJ Li, R LC Joint Proceedings of the ACM IUI Workshops 10, 1-11

EXTERNAL SERVICE

Peer Review

2026	UIST '26 DIS '26 Work in Progress Associate Chair CHI '26 Poster Associate Chair IEEE CoG '26 IEEE ToG Games: Research and Practice FDG '26
2025	IEEE COG '25 IEEE ToG CHIPLAY '25 CHI '26 AIIDE '25 Entertainment Computing
2024	GRSSR at FDG '24 IEEE COG '24 CHI '25

2023

CHI '24
IEEE COG '23

INVITED LECTURE/PRESENTATION

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| 2025 | GPT for Games: An Updated Scoping Review
University of Electronic Science and Technology of China |
| 2024 | GPT for Games: A Scoping Review
Sichuan Normal University |
| 2024 | StudyCrafter Onboarding
GSND 6320, Psychology of Play
GSND 5130, Mixed Research Methods for Games
GAME 2650, Intro to Game Research Methods
Northeastern University |
| 2023 | Designing Mixed-Initiative Video Games
GSND 6330, Player Experience
Northeastern University |

CREATIVE ACTIVITIES: GAMES

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| 2026 | Les Ecrivains
A GPT-4 driven card-based roguelike game with text elimination mechanics to research AI narrative distance in game. |
| 2024 | Card Generator
A GPT-3 and Dalle-2-driven generative roguelike card game with grammar-based generated cards. |
| 2023 | Snake Story
A GPT-3 driven co-creative storytelling game with “twitch” mechanics. |
| 2022 | Shimmer
An eye-tracking 2D platformer with novel mechanics. |
| 2022 | Lab Code: Xfinal
A 2D barrage game that seamlessly merges the concepts of Paidia and Ludus. |
| 2022 | Poem Bubbles
A GPT-2-driven poem co-writing game. |
| 2022 | Mean Flappy Bird
A Flappy Bird game with harder mechanics. |

- 2022 **Devilived**
A 2D game that merges the mechanics of Sokoban and One Stroke Drawing.
- 2021 **CityDream Shutter**
A 2D platformer game featuring camera-like mechanics for time-pausing interactions.
- 2019 **When Flowers Bloom**
A card game that allows players to customize the cards during battle.