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職稱: 助理教授

學院/部門: 人文藝術學院

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教研領域

未來交通、星際生活、 用戶體驗、創新創業

#### 學歷

香港理工大學 / 設計學院 / 博士學位

#### 教學經驗

澳門科技大學 / 人文藝術學院 / 助理教授香港理工大學 / 設計學院 / 副研究員香港理工大學 / 設計學院 / 訪問講師

#### 學術任職

2023年 國際人機交互大會 (HCII) 平行會議主席

2022 年 國際設計管理大會 (DMI) Track 副主席

2021年 國際設計研究學會協會大會 (IASDR) 會議組委會委員

2022年 教育部 "產品設計人才培養模式改革" 虛擬教研室專家庫成員

國際人機交互大會 (HCII) 審稿人

國際設計管理大會 (DMI) 審稿人

國際設計研究學會協會大會 (IASDR) 審稿人

Zhang, X. & **Zhang, M.T.** (2023). User Experience of The Portrait Mode of Smartphone - A Comparative Case Study. *Proceedings of International Conference on Human-Computer Interaction (HCII)*. Cham: Springer Nature Switzerland.

Zhao, S.X. & **Zhang, M.T.** (2023). i-Health - Designing a Smart Massage Product-Service System for the Sub-Health Status of Young People based on Traditional Chinese Tuina Therapy. *Proceedings of International Conference on Human-Computer Interaction (HCII)*. Cham: Springer Nature Switzerland.

Liu, J.W. & **Zhang, M.T.** (2023). Hypersphere - XR Design for Metaverse by Synthesizing Neuro Reality and Virtual Reality. *Proceedings of International Conference on Human-Computer Interaction (HCII)*. Cham: Springer Nature Switzerland.

Zhang, M. T., Shen, Y. & Salah Ali Mohamed, I. (2023). Visualizing Ocean Fragility: Glitch Art and Social Media in Marine Conservation. *Proceedings of International Conference on Human-Computer Interaction* (pp. 554-561). Cham: Springer Nature Switzerland.

**Zhang, M.T.** & Jia, W.Q. (2023). Blind Box Based on Augmented Reality – A Design Case of CHY. *Proceedings of International Conference on Human-Computer Interaction* (*HCII*). Cham: Springer Nature Switzerland.

Liu, X.H., **Zhang M.T**. & de Bont, C. (2022). The holistic frame of designing smart, connected products: A systematic literature review and expert interview, *The Design Journal*, DOI: 10.1080/14606925.2022.2058448. Taylor & Francis.

**Zhang, M.T.** & de Bont, C. (2022). The Interplay of Watching, Creation, Socialization, and Monetization on TikTok. *International Journal of Ubiquitous Computing (IJUC)*,

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**Zhang, M.T.** & Li, Y. (2022). Intangible Product Design Through INQUA Model: A Case Study of 1/11 Football APP. *Proceedings of Academic Design Management Conference* (ADMC) 2022. Cambridge: Design Management Institute. ISSN – 2640-4702.

**Zhang, M.T.** & Zheng, Y.T. (2022). Figure Design Based on Sichuan Opera and Chinese Literary Mythical Figures. *Proceedings of Academic Design Management*Conference (ADMC) 2022. Cambridge: Design Management Institute. ISSN – 2640-4702.

- **Zhang M.T.** (2020). Smart Aroma Diffusor. In *A' Design Award Product Winner Designs 2019-2020* (p.138). Milan: Designer Press. ISBN 978-88-97977-31-5
- **Zhang, M.T.** (2018). Towards A Comprehensive and Integrated Framework That Serves as A Basis to Describe, Stimulate and Analyze Innovation in Intelligent Products. Doctoral dissertation. The Hong Kong Polytechnic University.
- **Zhang, M.T.** & de Bont, C. (2015). Emotional Engagement for Human-computer Interaction in Exhibition Design. *Proceedings of 17th International Conference on Human-Computer Interaction* (pp. 542-549). New York: Springer.
- **Zhang, M.T.** (2014). Historic Review of Learning Curve of Innovation. In *DesignEd Asia Conference 2014*. Hong Kong: The Hong Kong Polytechnic University.
- **Zhang, M.T.** (2014). An Investigation of Interactive Environment Design Constraints. In *The Proceedings of Design Research Society Conference 2014: Design's Big Debate*. Umeå: Umeå Institute of Design, Amsterdam: Elsevier.
- **Zhang, M.T.** & de Bont, C. (2014). Constructing the Framework of Micro Innovation for Product Design. In *Asia Design Engineering Workshop 2014*. Taipei.
- Lau, N. & **Zhang, M. T.** (2011). Interaction Design and Construction of User Experience in Portable Learning Utility Solution. *Design Principles and Practice: An International Journal*, *5* (4), 453-466. US: Common Ground Research Networks.
- Lau, N. & **Zhang, M.T.** (2011). Learning Effectiveness in Design and Creativity through Multimedia Learning Framework Based on Online Virtual Environment. In *The CAl Conference Learning Futures: Education, Technology & Sustainability 2011*. UK: Elsevier.
- Lau, N. & **Zhang, M.T.** (2010). Design Education towards the Second Life Platform. *In The Slactions Research Conference 2010*. UK: The University of Manchester.

#### 專業獎項



IDEA Gold Award 2023 (International Design Excellence Awards, Gold Award), organized by Industrial Designers Society of America.



IDEA Award 2021 (International Design Excellence Awards), organized by Industrial Designers Society of America.



IDEA Award 2021 (International Design Excellence Awards), organized by Industrial Designers Society of America.



G-Mark Award 2023 (Good Design Award), organized by Japan Industrial Design Promotion Organization.



G-Mark Award 2020 (Good Design Award), organized by Japan Industrial Design Promotion Organization.



A-Design Silver Award 2020, organized by Mood - Museum of Design, AoD - Association of Design, Designer Press, Design PR Wire, FD Design Faculty, Design League, Salone del Designer, Advanced Design Conference.



FutureArc Green Leadership Award 2013, organized by BCI Asia.



Green Building Award 2012, organized by Hong Kong Green Building Council.

### 研究項目

中國製造 2025: 創新設計戰略 國務院 中國工程院

中國製造 2025: 香港設計產業的機遇與挑戰 香港政府政策創新與統籌辦事處

智能產品創新模型 澳門科技大學基金會

香港零碳天地 香港建造業議會

中國設計驅動創新 香港大學教育資助委員會

築巢中國 香港大學教育資助委員會

Mooco-Plus 在線教育平台 香港大學教育資助委員會

## 社會服務

澳門電視台澳廣視 訪談嘉賓

澳門電台生活朝點澳門設計欄目 訪談嘉賓

香港電台 Thought for Action 欄目 訪談嘉賓

國際創客大會 主持人

亞洲設計工程大會 主持人

大灣區品牌包裝設計比賽 頒獎嘉賓

香港城市大學 智能產品論壇 講者

香港設計教育亞洲論壇 講者