

CURRICULUM VITAE

PROFILE

Dr. Tangming Yuan

Date of Birth: 03-04-1972
Nationality: Chinese
Current position: Lecturer
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Language skills: Chinese: native
English: fluent
Icelandic: basic



EDUCATION

2001-2004 Ph.D in Computer Science, Leeds Metropolitan University, UK.
Thesis: "*Human Computer Debate, a Computational Dialectics Approach*".
2000-2001 M.Sc in Software Engineering, Leeds Metropolitan University, UK.
1998-2000 International English, Leeds Metropolitan University Language Center,
UK.
1989-1993 B.Sc in Transport Engineering, South West Jiaotong University, China.

EMPLOYMENT

01/2005-present *Lecturer*, Computer Science Department, Faculty of Business
and Science, University of Akureyri, Iceland.
10/2001-09/2004 *Part-time Lecturer*, School of Computing, Leeds Metropolitan
University, UK. This post was parallel to my PhD study.
07/1997-08/1998 *Lecturer*, Technology School, Shougang University, Beijing,
China.
07/1993-06/1997 *Technology director and station manager*, Beijing Shougang
Ltd. China. The duty here was to develop and manage the
information systems within the department.

RESEARCH

I am interested in dialogue and argumentation in general and in applying informal logic dialogue games to computer based education and agents arguing competition in particular.

Publications

Journal Papers and Book Chapters

- 1) Yuan, T., Moore, D. and Grierson, A. (2008). A Human-Computer Dialogue System for Educational Debate, A Computational Dialectics Approach. *International Journal of Artificial Intelligence in Education* 18:3-26.
- 2) Yuan, T., Moore, D. and Grierson, A. (2007). A Human Computer Debating System and Its Dialogue Strategies. *International Journal of Intelligent Systems, Special Issue on Computational Models of Natural Argument*, 22 (1):133-156.
- 3) Yuan, T. Moore, D and Reed, C. (2007). Computational Use of Informal Logic Dialogue Games. In Óskarsson, H. (eds.) *20th Anniversary of the University of Akureyri 2007*, University of Akureyri, pp. 345-366.
- 4) Yuan, T., Moore, D. and Grierson, A. (2003). Computational Agents as a Test-Bed to Study Philosophical Model "DE", A Development of Mackenzie's "DC". *Journal of Informal Logic* vol. 23.3 pp. 263-284.

Conference Papers and Posters

- 5) Yuan, T. Schulze, Devereux and Reed (2008). Towards an Arguing Agents Competition: Building on Argumento. In *Proceedings of IJCAI'2008 Workshop on Computational Models of Natural Argument*, Patras, Greece.
- 6) Yuan, T. and Schulze, J (2008). Arg!Draw-An Argument Graphs Drawing Tool, *Second International Conference on Computational Models of Argument (Software Demos)*, Toulouse.
- 7) Yuan, T., Svansson, V., Moore, D. and Grierson, A. (2007). A Computer Game for Abstract Argumentation. In *Proceedings of IJCAI'2007 Workshop on Computational Models of Natural Argument*, pp.62-68, Hyderabad, India.
- 8) Yuan, T., Moore, D. and Grierson, A. (2005). Development and Evaluation of a System for Educational Debate. In *Proceedings of IJCAI'2005 Workshop on Computational Models of Natural Argument*, pp.12-17, Edinburgh UK.
- 9) Yuan, T., Moore, D. and Grierson, A. (2004). An Assessment of Dialogue Strategies for a Human Computer Debating System, via Computational Agents. In *Proceedings of ECAI'2004 Workshop on Computational Models of Natural Argument*, pp.17-24 Valencia Spain.
- 10) Human Computer Debate, a Computational Dialectics Approach (2004). Poster in *Leeds Metropolitan University Annual Research Students Conference*, July 2004.
- 11) Yuan, T., Moore, D. and Grierson, A. (2003). A Preliminary Evaluation of the Usability of a Human Computer Debate Dialogue Model. *HCI 2003, Design for Society*, pp. 21-24, Bath, UK.
- 12) Yuan, T., Moore, D. and Grierson, D. (2003). A Conversational Agents System as a Test-Bed to Study Philosophical Model "DC". In *Proceedings of IJCAI'2003 Workshop on Computational Models of Natural Argument*, pp. 45-50 Acapulco, Mexico.
- 13) Yuan, T., (2003). Evaluation of Philosophical Models in a Computational Environment. In *Proceedings of the Second Annual Faculty Research Student Conference (FRSC'03)*, Leeds Metropolitan University, UK, 25-26 July 2003.

- 14) Yuan, T., Moore, D. and Grierson, D. (2002). Educational Human-Computer Debate, A Computational Dialectics Approach. In *Proceedings of ECAI'2002 Workshop on Computational Models of Natural Argument*, pp.19-22 Lyon, France.
- 15) Yuan, T., (2002). Dialogue Games in Education. In *Proceedings of the First Annual Faculty Research Student Conference (FRSC'02)*. Leeds Metropolitan University, UK, 20-21 March 2002.

Presentations and Lectures

- 1) A Computer Game for Abstract Argumentation. Presentation in *IJCAI'2007 Workshop on Computational Models of Natural Argument*, Hyderabad, India.
- 2) Research seminar in *Computational Dialectics* to the Computer Science Department of Haute Ecole de Bruxelles, 8:00-10:00am, 19 April 2007, Erasmus Programme.
- 3) Research seminar in *Abstract Argumentation Game* to the Computer Science Department of Haute Ecole de Bruxelles, :00-16:00pm, 19 April 2007, Erasmus Programme.
- 4) Development and Evaluation of a System for Educational Debate. Presentation in *IJCAI'2005 Workshop on Computational Models of Natural Argument*, Edinburgh UK.
- 5) An Assessment of Dialogue Strategies for a Human Computer Debating System, via Computational Agents. Presentation in *ECAI'2004 Workshop on Computational Models of Natural Argument*, pp.17-24 Valencia Spain.
- 6) Evaluation of Philosophical Models in a Computational Environment. Presentation in the *Second Annual Faculty Research Student Conference (FRSC'03)*, Leeds Metropolitan University, UK, July 2003.
- 7) A Conversational Agents System as a Test-Bed to Study Philosophical Model "DC". Presentation in *IJCAI'2003 Workshop on Computational Models of Natural Argument*, pp.45-50 Acapulco, Mexico.
- 8) A Preliminary Evaluation of the Usability of a Human Computer Debate Dialogue Model. Presentation in HCI 2003, Design for Society, Bath, UK.
- 9) Dialogue Games in Education. Presentation in the *First Annual Faculty Research Student Conference (FRSC'02)*. Leeds Metropolitan University, UK, March 2002.
- 10) Educational Human-Computer Debate, a Computational Dialectics Approach. Presentation in *ECAI'2002 Workshop on Computational Models of Natural Argument*. Lyon, France.

Research Projects Supervision

- 1) 09/2007- present. An online environment for argumentative agents competition. The major purpose of the project is to develop an environment which can be used to organise argumentative agents competition and enable users to play argument games with other users or argumentative agents.
- 2) 06/2007- present. An argumentation system drawing tool- "Arg!Draw".
- 3) 09/2005-06/2006. A computer game for abstract argumentation.
- 4) 09/2005-06/2006. A user-based evaluation of a human computer debating system.

Journal Reviewing

IEEE Intelligent Systems 2007. Special Issue on Argumentation Technology.

Grant

Erasmus grant for a week's teaching and research in the Computer Science Department of Haute Ecole de Bruxelles, April 2007.

TEACHING AND ADMINISTRATION

My teaching areas include agents, software engineering and algorithms.

In University of Akureyri

Spring 2008	Object-Oriented Methods
Fall 2007	Introduction to Programming in Java Algorithms and Data Structures
Spring 2007	Software Agents
Fall 2006	Practical Computing (with colleagues)
Spring 2006	Object-Oriented Methods
Fall 2005	Software Agents Algorithms and Data Structures
Spring 2005	Algorithms and Data Structures

As well as taught the modules above, I have been working as the departmental final year projects coordinator since 2005.

In Leeds Metropolitan University

2002-2003	Introduction to Programming in Java (lab instructor)
2001-2002	Introduction to Programming in C++ (lab instructor)

In Shougang University, China

Spring 1998	Large Steel Company Railway Transport Organisation
Fall 1997	Railway Transport Information Systems

As well as taught the two modules above, I was also working as the course director, and the duty was to develop and manage the new course of "railway transport".