

# Ningning Xu

Assistant Lecturer  
Zhejiang Wanli University

Research Interest: Augmented Reality (AR), Virtual Reality (VR) and Information Visualization.

Website: <https://axiosly.github.io>



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## TEACHING EXPERIENCE

### Co-Teacher

Zhejiang Wanli University

2023/2024 S1

- In Art and Technology major courses.

Ningbo

### Research Assistant

XrVis Lab, Xi'an Jiaotong-Liverpool University

2021.7 - 2022.1

- Research in the field of HCI.

Suzhou

### Teaching Assistant

Xi'an Jiaotong-Liverpool University

2020/2021 S1, 2020/2021 S2, 2021/2022 S2

- In CAN304 Computer Systems Security.
- In CPT208 Human-Centric Computing.
- In CPT411 Evaluation Methods and Statistics.

Suzhou

## WORK EXPERIENCE

### Fintech Assistant

China Merchants Bank Co., Ltd

2019.7 - 2019.8

[Internship]

Ningbo

### Web Development Engineer

Rondan Meta Technology Co., Ltd

2019.5 - 2019.8

[Part-time]

Wuxi

### Digital Media Director

Baba Education Technology Co., Ltd

2017.12 - 2019.5

[Part-time]

Wuxi

## SKILLS

Unity

Arduino

After Effect

PhotoShop

Figma

Axure

D3.js

Three.js

Echart

Overleaf

SmartPLS

Tableau

SPSS

Nvivo

Python

Matlab

C#, C++

HTML, JS, CSS

## EDUCATION

### Phd Candidate

University of Nottingham, Ningbo

2022.9 - Present

Ningbo

### M.sc. Applied Informatics

Xi'an Jiaotong-Liverpool University

2020.9 - 2022.3

Suzhou

- With distinction.

### BBA. Management Information System

Northwood University

- Sino-foreign cooperative education with Jiangnan University

2016.9 - 2020.6

Wuxi

- GPA: 3.4/4.

## PUBLICATIONS

Xu, N., Sun, X.\*, Wang, X., Zhou, H., Yao, C. (In Review). Metaverse in HCI: A Conceptual Framework based on Environment Construction, Interactive Intention and User Factors. Humanities And Social Sciences Communications. [SSCI Q1]

Xu, N., Li, Y.\*, Liang, J., Shuai, K., Li, Y., Yan, J. (In Review). Shuangta AR: Design and Evaluation of An Exploration Game for A Chinese Cultural Heritage Site. Journal on Computing and Cultural Heritage. [SCI Q3]

Xu, N., Liu, Y, Yu, L.\* (Accepted). TimeQuestAR: Unfolding Cultural Narratives in an AR Board Game. ISMAR 2023: IEEE International Symposium on Mixed and Augmented Reality. [EI, CCF B]

Xu, N.\*, Liang, J., Shuai, K., Li, Y., Yan, J. (2023). HeritageSite AR : An Exploration Game for Quality Education and Sustainable Cultural Heritage. Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). [EI,CCF A]

Xu, N., Li, Y.\*, Wei, X., Xie, L., Yu, L., Liang, H-N. (2023). CubeMuseum AR : A Tangible Augmented Reality Interface for Cultural Heritage Learning and Museum Gifting. International Journal of Human Computer Interaction (IJHCI). [SCI Q1,CCF B]

## PROJECTS

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### **DrivingTour AR** [Current Research]

This project aims to design an AR game to enhance the connection between non-driving tasks and the readiness to take over control in highly automated driving scenarios.

### **CompositionVR** [Current Research]

This project aims to design a VR musical game to support musical composition, game and performance.

### **TimeQuestAR**

This project aims to develop an AR board game, unfolding cultural narratives through situated visualization for cultural learning.

### **HeritageSite AR**

This project aims to develop an exploration game for quality education and sustainable cultural heritage.

### **BlueAlgae Pollution Vis**

This project integrating the 3D digital twin technology, aims to help users detect and analyze the pollution situation of the lake surface and unmanned ship track.

### **CUSMO**

This project proposes CUSMO, a customizable and modularized smart glasses for future mobile realities.

### **CubeMuseum AR**

This project presents a tangible AR interface for cultural heritage learning and museum gifting.

### **Air Pollution Vis**

This project aims to explore the distribution, relationship, possible temporal and spatial impacts of pollution.

### **AR Cryptography**

This project integrates classical cryptography into AR game to convey the knowledge for public.

### **Co-visit VR Museum**

This project presents the collaboration between HMD curators and no-HMD spectators to support museum study.

### **First-aid in Emergency**

This project aims to teach some first aid knowledge in cases via VR system.

### **DesktopShare for Djing**

This project aims to provide a visual track view on mobile screen to low the threshold of Djing.

### **Rondan.cn**

Website design and deploy for Rondan Meta Technology Co., Ltd.

### **Synchro**

This project is a smart meeting table to support multi-screens projection and control for multi-users.

Xu, N., Li, Y.\*, Lin, J., Yu, L., and Liang, H-N. (2022). User Retention of Mobile Augmented Reality for Cultural Heritage Learning. ISMAR 2022: IEEE International Symposium on Mixed and Augmented Reality. [EI,CCF B]

## EVENTS

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2023 ACM CHI Virtual Conference on Human Factors in Computing Systems  
CHI SDC Poster Presentation

2022 ACM MobileHCI International Conference on Human-Computer Interaction with Mobile Devices and Services  
MobileHCI SDC Oral Presentation

2021 XJTLU Postgraduate Research Symposium  
Poster Presentation and Oral Presentation

## AWARDS

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2023 China Visualization and Visual Analytics Conference, Data Visualization Competition, [TimeQuestAR]  
- [First Prize](#)

2023 ACM CHI Conference on Human Factors in Computing Systems, Student Design Competition, [HeritageSite AR]  
- [Finalist](#)

2023 ACM MobileHCI International Conference on Human-Computer Interaction with Mobile Devices and Services, Student Design Competition, [CUSMO]  
- [Finalist](#)

2022 China Visualization and Visual Analytics Conference, Data Visualization Competition, [BlueAlgae Pollution Vis]  
- [Second Prize](#)

2021 China Commercial Passwords Exhibition, Cryptography Popularization Competition, [AR Cryptography]  
- [Second Prize](#)

2021 International Conference on Virtual Reality and Visualization, China Competition Virtual Reality, [CubeMuseum]  
- [First Prize](#)

2021 China Visualization and Visual Analytics Conference, Data Visualization Competition, [Air Pollution Vis]  
- [Merit Prize](#)

## RESEARCH GRANTS

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### **PI, Li Dak Sum Innovation Fellowship**

Sponsored by University of Nottingham, 79,000 RMB.  
2023-10 to 2025-05

### **PhD Scholarship**

Sponsored by University of Nottingham and Zhejiang University (2205DTPZJUNB), Tuition fee waiver & 16,2000 RMB stipend.  
2022-09 to 2025-09