Ningning Xu

Assistant Lecturer Zhejiang Wanli University

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

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TEACHING EXPERIENCE

Co-Teacher

Zhejiang Wanli University

2023/2024 51

Ningbo

- In Art and Technology major courses.

Research Assistant

XrVis Lab, Xi'an Jiaotong-Liverpool University 2021.7 - 2022.1

Suzhou

- Research in the field of HCl.

Teaching Assistant

Xi'an Jiaotong-Liverpool University

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

Suzhou

Wuxi

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

WORK EXPERIENCE

Fintech Assistant

China Merchants Bank Co., Ltd [Internship] 2019.7 - 2019.8 Ningbo

Web Development Engineer

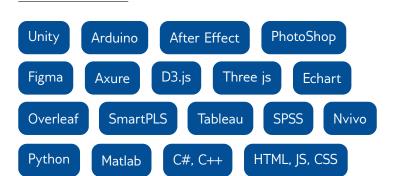
Rondan Meta Technology Co., Ltd [Part-time] 2019.5 - 2019.8

Digital Media Director [Part-time]

Baba Education Technology Co., Ltd

2017.12 - 2019.5 Wuxi





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

BBA. Management Information System

Northwood University

With distinction.

- 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]



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 mutiscreens projection and control for muti-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]**



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



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, [BuleAlgae 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

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