# 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

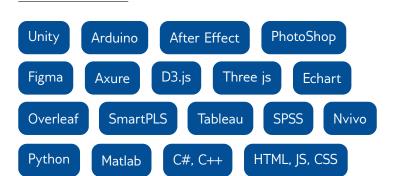
Rondan Meta Technology Co., Ltd [Part-time] 2019.5 - 2019.8

#### 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

2022 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