

Ningning Xu

Research Interests

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

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Axiosly

Phd student,
in Faculty of Science and Engineering,
University of Nottingham, Ningbo.

EXPERIENCE

Teaching Assistant

Xi'an Jiaotong-Liverpool University

2021/2022 S2, 2020/2021 S2

Suzhou

- In CPT208 Human-Centric Computing.

Research Assistant

XrVis Lab, Xi'an Jiaotong-Liverpool University

2021.7 - 2022.1

Suzhou

- Research in the field of HCI.

Teaching Assistant

Xi'an Jiaotong-Liverpool University

2021/ 2022 S1

Suzhou

- In CPT411 Evaluation Methods and Statistics.

Teaching Assistant

Xi'an Jiaotong-Liverpool University

2020/ 2021 S2

Suzhou

- In CAN304 Computer Systems Security.

PROJECTS

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 present the collaboration between HMD curators and no-HMD spectators to support museum learning.

First-aid in Emergency

This project aims to teach the first aid knowledge in VR.

DesktopShare for DJing

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

EDUCATION

M.sc. Applied Informatics

Xi'an Jiaotong-Liverpool University

2020.9 - 2022.3

Suzhou

- With distinction.

BBA. Management Information System

Northwood University

(Cooperate with Jiangnan University)

2016.9- 2020.6

Wuxi

- GPA: 3.4/4.

SKILLS

Unity 3D

Axure

After Effect

Photoshop

Blender

D3.js

MagicalVoxel

Arduino

Echart

Python

Tableau

SPSS

Nvivo

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. International Journal of Human Computer Interaction (IJHCI).

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).

Xu, N., Li, Y., Wei, X., Xie, L., Yu, L., Liang, H. (2023). Cube-Museum AR : A Tangible Augmented Reality Interface for Cultural Heritage Learning and Museum Gifting. International Journal of Human Computer Interaction (IJHCI).

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.