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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🎓 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**.

⭐ SKILLS

Unity	Arduino	After Effect	PhotoShop
Figma	D3.js, Echart	SmartPLS, SPSS	Nvivo
Python	Matlab	C#, C++	HTML, JS, CSS

📖 PUBLICATIONS

Xu, N., Sun, X.*, Yu, L, Chen, Y, Wang, X., Zhou, H., Yao, C. (Submitted). Metaverse in HCI: A Conceptual Framework based on Environment Construction, Interactive Intention and User Factors. Visual Informatics. **[SCI Q1]**

Li, K., Chen, S., Cai, Y., Chen, Y., & **Xu, N***. (Submitted). LivehouseVR: Creating an Immersive and Inclusive Social VR Experience for DJs and Audiences towards Gender Equality. Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems. **[EI, CCF A, SDC]**

Jin, C., Gao, Y., Yu, Z., & **Xu, N***. (Submitted). LociVR: Designing a Memory Training Application for Quality Education. Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems. **[CCF A, SDC]**

Li, J., Jiang, Z., Li, J., Chen, Y., Ren, Y., Jia, B., Sun, X., & **Xu, N***. (Submitted). ArtifactShow: Incorporating Generative

📦 TEACHING EXPERIENCE

Teacher
Zhejiang Wanli University
2024/2025 S1   *Ningbo*
- In N1L00196 Virtual Reality Design.
- In N1L00197 User Requirement Research and Analysis.

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
2020 S1 - 2022 S2   *Suzhou*
- 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   *Wuxi*

Digital Media Director   [Part-time]
Baba Education Technology Co., Ltd
2017.12 - 2019.5   *Wuxi*

🏆 AWARDS

[Supervisor] 2024 International Conference on Virtual Reality and Visualization, China Competition Virtual Reality - First Prize

[Supervisor] 2024 International Conference on Virtual Reality and Visualization, China Competition Virtual Reality - Second Prize

[Supervisor] 2024 China Visualization and Visual Analytics Conference, Data Visualization Competition -Second Prize

[Individual] 2024 UNNC 2nd DTP symposium, University of Nottingham Ningbo China -Best Oral Presentation

AI into Narrative Visualization for Interactive Cultural Experience. Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems. **[CCF A, LBK]**

Xu, N., Liu, Y., Chen, Y., Jiang, Z., Ren, Y., Zhang, Z., Jia, B., & Yu, L.*. (Submitted). ArtifactShow: Incorporating Generative AI into Narrative Visualization for Interactive Cultural Experience. Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems. **[CCF A, LBK]**

Xu, N., Ma, T., Mao, Q., Huang, X., Zhou, H., & Sun, X. (Minor Revision). LanternOperAR: Engaging Yue Opera Culture with Chinese Philosophy in Hybrid Gift through Interactive Experience. Journal on Computing and Cultural Heritage. **[SCI Q3]**

Xu, N., Li, Y.*, Liang, J., Shuai, K., Li, Y., Yan, J, Zhang, C., & Dong, Y. (2024). HeritageSite AR: Design and Evaluation of A Mobile Augmented Reality Exploration Game for a Chinese Heritage Site. Journal on Computing and Cultural Heritage. **[SCI Q3]**

Chen, Y., Ye, C., Jiang, Z., Li, J., Wang, Y., Ma, T., & **Xu, N.*** (2024). EmoVR: Guiding and Visualizing Emotions in Virtual Reality Therapy for Mental Health. 2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct). **[EI, CCF B, Workshop]**

Xu, N.*, Chen, Y., Ma, T., Mao, Q., Huang, X., Zhou, H., & Sun, X. (2024). LanternOperAR: Integrating Gamification and Visualization to Engage with Yue Opera in a Hybrid Gift. EUROGRAPHICS Workshop on Graphics and Cultural Heritage 2024.

Chen, Y., Mao, Q., Huang, X., & **Xu, N.***. (2024). LanternOperAR: A Hybrid Cultural Gift for Quality Education and Family. Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems. **[EI, CCF A, SDC]**

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

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. **[CCF A, SDC]**

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]**

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

[Supervisor] 2024 ACM CHI Conference on Human Factors in Computing Systems, Student Design Competition - Finalist

[Supervisor] 2024 Millan Design Week, China Collegiate Design Competition & Exhibition - Third Prize

[Leader] 2023 China Visualization and Visual Analytics Conference, Data Visualization Competition - First Prize

[Leader] 2023 ACM CHI Conference on Human Factors in Computing Systems, Student Design Competition - Finalist

[Leader] 2022 ACM MobileHCI International Conference on Human-Computer Interaction with Mobile Devices and Services, Student Design Competition - Finalist

[Member] 2022 China Visualization and Visual Analytics Conference, Data Visualization Competition - Second Prize

[Leader] 2021 China Commercial Passwords Exhibition, Cryptography Popularization Competition - Second Prize

[Leader] 2021 International Conference on Virtual Reality and Visualization, China Competition Virtual Reality - First Prize

[Member] 2021 China Visualization and Visual Analytics Conference, Data Visualization Competition - Merit Prize

🚩 RESEARCH GRANTS

PI, Li Dak Sum Innovation Fellowship
Sponsored by University of Nottingham, E01240100004, 78,799 RMB.
2023-11 to 2024-11

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

💡 PATENTS

Jiawen Li, **Ningning Xu**, Zheyuan Jiang, Bin Jia, Yuwei Ren, Yifei Chen.
Invention. A Virtual Reality-Based Musical interaction Method and System. Submitted Oct 2024.
Application No: 202411658261.2, Issue No.: 2024112001142160.

Yifei Chen, **Ningning Xu**, Kaiwen Li, Teng Ma.
Invention. A Virtual Reality-Based Emotional intervention Method and System. Submitted Oct 2024.
Application No: 202411433770.5, Issue No.: 2024101501389050.

Ningning Xu, Qinling Mao, Yifei Chen, Xinlie Huang.
Invention. An Augmented Reality-Based Cultural Interaction Method, Installation and Medium. Submitted Feb 2024.
Application No.: 02410166119.X, Issue No.: 202402060121852.