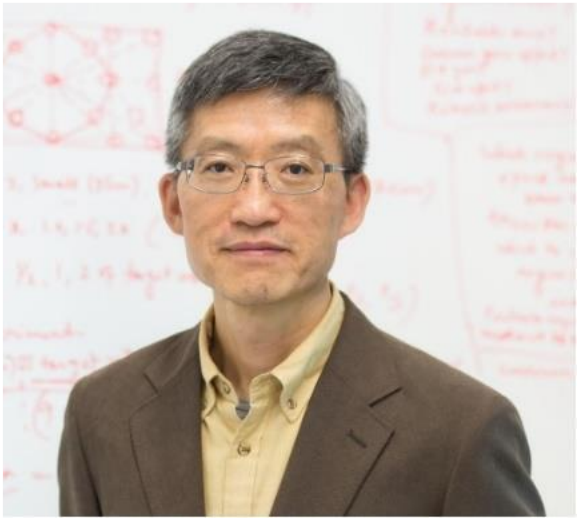
Curriculum Vitae



Xiangshi Ren

February 20, 2020

Xiangshi REN is a lifetime tenured professor in the School of Information and founding director of the Center for Human-Engaged Computing (CHEC) at Kochi University of Technology. He is founding president and honorary lifetime president of the International Chinese Association of Computer Human Interaction (ICACHI). He has been named as one of the Asian Human-Computer Interaction Heroes in ACM CHI 2015. He was a visiting professor at the University of Toronto, visiting faculty researcher at IBM Research (Almaden), and visiting/guest/chair professor at several universities in China. Currently he is adjunct professor of Beijing Normal University. He is Senior Member of the ACM, Senior Member of the IEEE, Senior Member of IPSJ, and Member (Fellow) of the Engineering Academy of Japan.

Prof. Ren has been working on fundamental studies in the field of human-computer Interaction (HCI) for around 30 years. His research interests include all aspects of human-computer interaction, particularly human performance models, pen-based interaction, multi-touch interaction, eye-based interaction, haptic interaction, gesture input, game interaction, mindfulness interaction, user interfaces for older users and for blind users. In recent years, he and his colleagues have established a new conceptual framework: Human-Engaged Computing (HEC) for rethinking the relationship between humans and computers which refers to the synergism of human capacities and technological capabilities. This framework (HEC) has been briefed in an IEEE article (*Computer*, August 2016) and in CCF Transactions (Jan 2019), and presented in an invited panel about the future relationship between humans and computers (AI) at ACM CHI 2017 as well as various keynote talks, which are highly recognized by HCI pioneers and researchers. He and his colleagues have established a unique research framework based on information technology, incorporating methodologies such as user studies, human performance modeling, the development of new algorithms and systematically applying HCI and HEC theories to technical design, development and applications for the augmentation of human capacities, wellbeing and enhancement.

He has received 30 grants (25 as principal investigator) from various institutions and 30 awards for various achievements including ACM ISS 2016 best paper award, ACM CHI 2017 best paper award, CHI 2019 honourable mention award, IEEE SmartComp 2017 best community paper award, and CCF Transactions best paper award 2019. He has credits in more than 300

published research papers including top-tier HCI journal papers, e.g. ACM TOCHI, Computer (IEEE) and IJHCS, and flagship conference papers such as ACM CHI, UIST, ISS, SIGGRAPH. Eighteen Ph.D. students have obtained their Ph.D. degrees and five postdoctoral fellowships have been supervised under Prof. Ren's direction.

Prof. Ren has presented talks at various institutions and international conferences. He often serves as a reviewer, associate editor, guest editor, conference/program chair or program/steering committee member. He co-founded the International Symposium on Interactive Technology and Ageing Populations 2016 (IxAP 2016) and the International Workshop on Human-Engaged Computing (IWHEC 2017, 2019, 2020, 2021), and was the general conference co-chair of two conferences. He has organized several workshops and Special Interesting Groups at ACM CHI and ACM ISS on interactive technologies for aging, engagement, and computational aesthetics (ACM CHI 2015, CHI 2016, CHI 2017, CHI 2018 and ISS 2018).

More detailed information can be found at http://xiangshiren.com

Full resume can be downloaded at http://www.info.kochi-tech.ac.jp/ren/pdf/Xiangshi-REN-CV.pdf

The Center for Human-Engaged Computing (CHEC) at http://xrenlab.com/

任向実教授略歴（日本語）

任向実教授は、現在、高知工科大学情報学群教授、同大学 Human-Engaged Computing 研究センター(CHEC)の創設者でありセンター長。International Chinese Association of Computer Human Interaction (ICACHI)の創立者、初代会長および終身名誉会長。ヒューマン・コンピュータ・インタラクション（HCI）分野の最高峰の国際学会 ACM CHI 2015 において、アジアのヒューマン・コンピュータ・インタラクション・ヒーローズの一人に選ばれる。2001 年から 2010 年まで IBM アルマデン研究センターの客員研究員を務める。2006 年 ワシントン大学の客員教授、2007 年吉林大学の客員教授，2010 年 IBM 研究所（アルマデン）の客員研究員およびトロント大学 の客員教授を歴任。現在北京師範大学の客員教授、 ACM、IEEE、情報処理学会の、シニアメンバー、日本工学アカデミー客員会員 (Fellow)である。

任教授は、ヒューマン・コンピュータ・インタラクション（HCI）分野の基礎的研究を３０年に渡り行ってきた。その研究対象は、ヒューマン・パフォーマンス・モデル、ペンベース・インタラクション、マルチタッチ・インタラクション、アイベース・インタラクション、触覚インタラクション、ジェスチャ・インプット、ゲーム・インタラクション、マインドフルネスインタラクション、高齢者および障碍者のためのユーザインタフェースなどに渡っている。任教授と彼の共同研究者らはユーザ研究、ヒューマン・パフォーマンス・モデリング、新たなアルゴリズムの開発などの手法を組み入れ、HCI と Human-Engaged Computing (HEC)理論をアプリケーションへ体系的に適用し、情報技術に基づく独自の研究フレームワークを確立した。

近年、ヒトと技術(Computer, AI、ICT 技術)の未来の理想関係像についての新しいコンセプトである Human-Engaged Computing (HEC) を提唱し、IEEE Computer Society のフラッグシップ出版物である Computer 誌（“Rethinking the Relationship between

Humans and Computers. Computer, 49(8), 104-108, 2016）および CCF Transactions Jan 2019)に発表した。また、国内外での（招待・基調）講演を通じて、HEC のコンセプトを提唱している。これは、ヒトの本来の能力と技術力の相乗作用（シナジー）を利用して、特にヒトの高次レベルの能力を最大限に増強させ、現実世界の複雑な問題を解決しようとする考え方である。3000 名ほどが参加した HCI 分野最高峰の国際会議 CHI 2017 で、メリーランド大学の Shneiderman 教授、マサチューセッツ工科大学の Maes 教授とともに、パネルディスカッションに招聘され、次世代のヒューマン・コンピュータインタラクション (HCI)の在り方に関するディスカッションを行った。その際に HEC のコンセプトも提示した。

これまで様々な研究機関から 30 項目の研究助成金を受け、発表論文は 300 以上に及ぶ。様々な研究業績に対し 30 の賞を受賞しており、例えば、1999 年東京電機大学で、2005 年高知工科大学で、優秀教員賞を 2 回受賞している。近年では、ACM ISS 2016 論文賞、ACM CHI 2017 論文賞、IEEE Smart Comp 2017 論文賞、CHI 2019 honourable mention award、CCF Transactions best paper award 2019 などを受賞。ここ数年の 国際学会活動では、ACM CHI 2017, CHI 2015, CHI 2013 および ACM DIS 2016 の副プログラム委員長を務める。また、ヒューマンコンピュータインタラクションについての国際シンポジウム Chinese CHI 2013、高齢者のためのインタラクティブ技術に関する国際シンポジウム 2016（IxAP 2016）および Human-Engaged Computing (HEC)国際ワークショップ（IWHEC 2017）を創設し、それぞれの大会長を務めている。また、トップクラスの国際会議 (ACM CHI 2015, CHI 2016, CHI 2017, CHI 2018 and ISS 2018)では、分野の研究の方向性を示す高齢者のためのインタラクティブ技術、エンゲージメント、計算的美学に関するワークショップやスペシャルインタレストグループ（SIG） を主催している。

任教授はこれまで、様々な国からのポスドク研究員５名（そのうちの１名 JSPS Postdoctoral Fellowships）、JASSO Research Fellowship（独立行政法人日本学生支援機構）２名を指導した。博士課程の大学院生 18 名を育て、全員が博士号を取得している。これらのポスドク研究員および学生は、現在、国内外の大学で教員またはポスドクを務め、HCI または HEC 関連の研究に従事している。

高知工科大学に着任して以来、自身の留学生としての経験、長年海外での研究教育の経験および理念に基づき、所在大学に積極的に提言し、大学の国際化の発展に寄与してきた。例えば、UC Berkeley と所在大学のコーディネーターとして、所在大学教職員 30 名を UC Berkeley に派遣し、大学の管理と国際化に関する海外研修会の実現に尽力してきた。また、北京理工大学，昆明理工大学，吉林大学，香港理工大学，北京科技大学，吉林大学珠海学院，インド IIT との協定の結び、さまざまな交流教育プログラムの実現に尽力してきた。これまで、海外からの短期訪問学生 50 名を受け入れた。国内外の著名研究者 85 名は任教授の研究センターを訪問された。

任向实教授简介（中文）

任向实现任日本高知工科大学 (Kochi University of Technology) 信息学院终身教授，博士生导师，高知工科大学人机共协计算研究所 (Center for Human-Engaged

Computing, CHEC)创所所长，曾任国际交流中心委员。日本工程院院士，世界华人华侨人机交互协会创会会长 (ICACHI)，终身名誉会长，中国科学技术协会首批海外“海智计划”专家，吉林省海外交流协会海外理事，教育部“春晖计划”专家和“长江学者奖励计划”海外评 审专家；日本信息处理学会、电子信息通信学会、人机交互学会会员、日本华人教授会议会员；ACM（国际计算机信息领域最大学会）高级会员，IEEE（国际电子信息通信领域最大学会）高级会员， 在 ACM CHI 2015 （人机交互领域顶级会议）入选 Asian Human-Computer Interaction Heroes，2016 年入选世界华人华侨协会人机交互领军人物。下一代人机交互 — 人机共协计算理论 (Human-Engaged Computing, HEC)的创立者。

任向实教授分别于 1991 年、1993 年及 1996 年在东京电机大学 (Tokyo Denki University) 工学部获得电气通信工程学士学位、信息通信工学硕士学位及工学博士学位，并于 1996 — 1999 年期间留校担任助理教授；2000 年至今先后担任日本高知工科大学信息系统工学系及该校研究生院信息系统专业助理教授、副教授、教授。此外，多年来先后担任 IBM Almaden 研究中心 (IBM Almaden Research Center) 客座研究员，美国华盛顿大学 (University of Washington) 客座教授和加拿大多伦多大学 (University of Toronto) 访问教授，吉林大学唐敖庆讲座教授。目前担任北京师范大学兼职教授。

任向实教授自 1990 年以来一直从事人机交互领域的基础和应用研究，2000 年在高知工科大学创立人机交互研究室，2012 年创立人机交互研究所，2015 年创立人机共协计算研究所，其研究兴趣涵盖整个人机交互 (Human-Computer Interaction, HCI)领域，主要研究内容包括用户界面设计 (User Interface Design)、人体行为模型 (Human Performance Models)、基于笔式、眼式、触觉、手势的交互 (Pen/eye/touch/gesture-based Interaction)、游戏交互（视频和 VR）、正念冥想交互、计算美学、软能力提升、老年人人机交互以及人机共协计算 (Human-Engaged Computing)理论和实践。目前已经获得各种研究资助 30 项（其中 25 项作为项目负责人、教育奖 2 项、研究论文奖等 12 项，近年如 ACM ISS 2016 最佳论文奖、ACM CHI 2017 最佳论文奖，IEEE SmartComp 2017 业界 (Community)最佳论文奖，ACM CHI 2019 荣誉论文奖，CCF Transactions on Pervasive Computing and Interaction 2019 年度最佳论文奖等。

任向实教授多年来担任国内外学术会议的程序（或组织）主席（或委员），多个国际学术期刊或国际会议的审稿人。曾担任 2012 年 8 月在日本召开的第十届环太平洋地区人机交互国际会议 APCHI 2012 (10th Asia Pacific Conference on Computer Human Interaction)大会程序委员会主席，人机交互领域顶会 ACM CHI 2013, CHI 2015, CHI 2017 大会程序委员会副主席，组织了首届华人华侨人机交互国际论坛 (Chinese CHI 2013)大会，担任大会主席及担任 Chinese CHI 2014, Chinese CHI 2015, Chinese CHI 2016 Steering Committee，Chinese CHI 2017 名誉主席。此外，创办了首届国际老年人人机交互 (IxAP 2016)会议和首届人机共协计算国际研讨会并担任大会主席 (IWHEC 2017)。近年来，他也在人机交互领域顶级国际会议(ACM CHI 2015, CHI 2016, CHI 2017, CHI 2018 and ISS 2018) 上组织有关老龄化, 用户沉浸(Engagement), 计算美学等新研究方向的研讨会和特别兴趣小组 (Special Interesting Groups).

任向实教授目前在海内外重要学术期刊及国际会议上发表研究论文 300 多篇，其中主要研究成果发表在人机交互领域的国际顶级或代表性期刊（如 IEEE 相关期刊，ACM TOCHI, IJHCS, BIT）、A+或 A 排名的国际会议。多年来，任向实教授培养了来自世界 8 个国家的博士 18 名，博士后 5 名，其学生在国内外大学和研究机构作为教员或博士后，积极从事人机交互或人机共协相关的研究。

2006 年 5 月，任向实教授在美国硅谷拜会人机交互开创者 Douglas Engelbart（鼠标，

互联网架构，图形界面等关键技术奠基人），并从 Engelbart 的题词中受到启发，开始思考人类和技术未来的关系，并于近年提出了“Human-Engaged Computing（人机共协计算）”的概念，发表在 IEEE Computer (August 2016) 以及 CCF Transactions (Jan 2019)，受到国内外同行的关注。在世界人机交互顶会 ACM CHI 2017 上做为 Panelist 之一，任向实教授和领域内著名学者 University of Maryland 的 Ben Shneiderman 教授，MIT 的 Pattie Maes 教授就下一世代的人机交互发展进行讨论，其观点倍受关注并引起广泛讨论。任向实教授预测人机共协计算 (Human-Engaged Computing)是继人工智能浪潮后的一大长期研究、教育和投资热点。

任向实教授自 1987 年留学日本以来，积极参加社会公益活动：1992—1993 年期间任东京地区中国留学生学友会生活部部长，1993—1994 年期间任副会长；1994—1995 年期间任全日本中国人学友会理事；1991—1993 年期间任留学生大学入学说明会实行委员会委员；1994 年任全日本留学生研讨会委员。作为全日本中国人博士协会发起人之一，1998-2017 年期间担任博士协会理事，2001-2017 年期间担任博士协会副会长。

担任日本教职以来，任向实教授基于常年对海外研究教育交流的国际经验和理念的思考，对所在大学管理积极建言，并推进其国际化的发展。经其个人联系，所在大学向美国加州大学 Berkeley 分校派遣了 30 名教职员进行大学管理和国际化经验的学习。此外，通过任向实教授的努力推动，所在大学分别和北京理工大学，昆明理工大学，吉林大学，香港理工大学，北京科技大学，吉林大学珠海学院，印度理工学院签署了校际协议，包括联合培养双博士、双硕士、本科生短期访问等项目。多年来，任向实教授领导的研究所业已接待了来自多个国家的近百名访问学者和短期访问学生。

心含促进世界和亚洲人机交互事业发展之情怀，任向实教授在 2012 年和来自世界各国家和地区的 27 名海外华人华侨学者们于美国奥斯丁 ACM CHI 2012 期间创建了世界华人华侨人机交互协会 （International Chinese Association of Computer Human Interaction，icachi.org)。协会大多数会员在海外取得博士或硕士学位，且在国外各大学或企业工作多年，为海外建业创业的科技和专业精英，部分会员已在中国大学任职或成功围绕人机交互技术创业。作为一个有效的平台，协会多年来在交流学习、资源及人才方面为国内有关部门和企业提供了高质量的支持和服务，受到工业界和学术界的广泛支持，在国际上已成为极有影响力和口碑的华人学术团体。其年会 Chinese CHI 已经成为华人华侨人机交互领域的世界级论坛。在任向实教授促成法国巴黎召开的首届华人华侨人机交互国际论坛(Chinese CHI2013)大会后，Chinese CHI 2014, Chinese CHI 2015, Chinese CHI 2016, Chinese CHI 2017, Chinese CHI 2018 分别在加拿大多伦多，韩国首尔、美国硅谷的圣何塞、中国广州和加拿大在蒙特利尔成功举办，这些学术活动有效推动了中国人机交互领域的教育和研究面向世界的进一步发展。

任向实教授学术之余，更关注人类社会问题，并为此开展了诸如针对老年人的人机交互研究等。而通过思考人类和技术的关系，其提出的人机共协计算思想将助力于提升人类个体与集体智慧。任向实教授志于把多年积累的人才培养、大学教育与管理和国际化经验充分发挥回馈社会。

1. Personal information

a. Last Name, First Name, Contact Information

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Email: xsren@acm.org

b. Educational Background

Institution	Degrees	Majors
Tokyo Denki University	Ph.D., March, 1996	Information and Communication Engineering
Tokyo Denki University	M.E., March, 1993	Information and Communication Engineering
Tokyo Denki University	B.E., March, 1991	Electrical and Communication Engineering

c. Employment background

Institution	Dates	Titles
Kochi University of Technology, Center for Human-Engaged Computing,	2015 –,	Director & Professor
Kochi University of Technology, Center for Human-Computer Interaction,	2012 –2014,	Director & Professor
Kochi University of Technology, School of Information,	2013 –,	Lifetime tenured professor
Kochi University of Technology, School of Information,	2010 –,	Professor
Kochi University of Technology, Department of Information Systems Engineering,	2008 –2009,	Professor
Kochi University of Technology, Department of Information Systems Engineering,	2005 – 2008,	Associate Professor
Kochi University of Technology, Department of Information Systems Engineering,	2000 – 2004,	Assistant Professor
Tokyo Denki University, Department of Information and Communication Engineering,	1996-99	Instructor

2. Teaching and advising

a. Courses taught

(i) Tokyo Denki University

College of Engineering I

Department of Information and Communication Engineering (Department C)

Year (student) Name of Course Year (taught)

2nd year, Fundamental Laboratory on Information and Communication Engineering, 96 - 2000

2nd year, Electromagnetism II and Seminar, Spring 2000

3rd year, Information and Communication Engineering Laboratory I, 96, 97

3rd year, Information and Communication Engineering Laboratory, 98 - 2000

4th year, Information and Communication Engineering Laboratory II, 96

4th year, Information and Communication Projects, 97 - 2000

College of Engineering II (Evening Division)

Department of Information and Communication Engineering (Department C)

Year (student) Name of Course Year (taught)

1st year, Introduction to Information and Communication Technology, 98

1st year, Fundamental Electrical Theory, 2000

2nd year, Electromagnetism and Seminar II, Spring 96 - 2000

2nd year, Electromagnetism and Seminar III, Fall 96 - 98

4th year, Information and Communication Engineering Laboratory II, 96

4th year, Information and Communication Projects, 97 - 2000

Junior College

Department of Electronics Engineering (Department E)

2nd year, Introduction to HCI (Human-Computer Interaction), 96 - 98

(ii) Kochi University of Technology

College of Engineering

Department of Information Systems Engineering

Year (student) Name of Course Year (taught)

1st year, Computer literacy I, 1st quarter 2001

1st year, Guidance for professional education, 1st quarter, 2001-

1st year, Seminar I, 1st , 2nd quarter, 2001- 2002

3rd year, Seminar II, 1st , 2nd quarter, 2001

3rd year, Seminar III, 3rd , 4th quarter, 2001- 2002

1st year, Computer literacy III, 3rd quarter 2001

2nd year, Computer language II (Java), 4th quarter 2001

2nd year, Information Systems Laboratory II, 3rd , 4th quarter 2001-2003

3rd year, Information Systems Laboratory III, 3rd quarter 4/2002 – 3/2010

3rd year, Information Systems Laboratory IV, 3rd , 4th quarter 4/2002 -3/2010

3rd year, Database Systems, 4th quarter, 2001; 2nd quarter 2002 -2014

3rd year, Internship, 2nd quarter, 2001 – 2004

4th year, Introduction to Human Computer Interaction, 2007 –

4th year, Graduation Theses, 2001 –

Graduate School of Engineering

Course on Information Systems Engineering

Year (student) Name of Course Year (taught)

Science and technology, 3rd quarter and 4th quarter 2019 –

Advanced Human-Computer Interaction, 3rd quarter 2001, 4th quarter 2002 –

b. Advising: research direction

(i) Postdoc (5)	Date	Current
William Delamare	October 1, 2017 – August 31, 2019,	Assistant Professor, ESTIA Institute of Technology
Zhenxin Wang	June 2015 – March 2018,	Visiting Researcher, Kochi Univ. of Technology
Sayan Sarcar	Feb 2015 – Jan 2018,	Assistant Professor, Tsukuba University
Chaklam Silpasuwanchai	April 2015 – March 2017,	Assistant Professor, Asian Institute of Technology
Kibum Kim	Oct 2012 – Sept 2014,	Associate Professor, Hanyang University

(ii) Doctoral Students (17) Thesis Title Date

1. Chen Wang (expected September 2021)
2. Yang Li (expected March 2021)
3. Xinhui Jiang (expected March 2021)
4. Kavous Salehzadeh Niksirat (September 2018), An Empirical Investigation of Human-Engaged Computing through Mindfulness-based Mobile Applications (Postdoc, EPFL)
5. Mahmoud Mohamed Hussien (Jan 2017), Effectiveness of the Virtual Environment to Develop Skills of Producing Three-Dimension Learning Objects and Self -Regulation of Students in the Instructional Technology Department (Assistant Professor, South Valley University, Qena, Egypt)
6. Handtyo Aulia (September 2016), A Study of Air-Based Interaction: Input and Haptic Feedback (Assistant Professor, Keimyung University)
7. Nem Khan Dim (March 2016), Understanding and Designing Motion Gesture Interfaces for People with Visual Impairments (Assistant Professor, Yangon University)
8. Chaklam Silpasuwanchai, Enhancing HCI Design through Game Engagement Principles: Large-scale Investigation and Empirical Study (Assistant Professor, Asian Institute of Technology, Thailand)
9. Huawei Tu, Designing Touch-based Gesture Interactions, September 2012 (Assistant Professor, Latrobe University)
10. Minghui Sun, A Study of Haptic Input and Output Modalities in Pen-based User Interfaces: Vibration, Texture and Hand Posture, March 2011 (Associate Professor, College of Computer Science and Technology, Jilin University, China)
11. Feng Wang, Leveraging Finger Properties for Natural Interaction with Direct-Touch Surfaces, March 2011 (Professor, Guangzhou University, China)
12. Yizhong Xin, Pen pressure, tilt, and azimuth in pen-based interfaces: Human capability and utilization, March 2010 (Professor, School of Information Science & Engineering, Shenyang University of Technology, China)

13. Chuanyi Liu, Natural and Smooth Pen-based Interaction Utilizing Multiple Pen Input Channels, March 2010 (Associate Professor, School of Information Science & Engineering, Lanzhou University, China)
14. Xiaolei Zhou, Modeling Speed-Accuracy Tradeoff in Trajectory-based Tasks with Subjective Bias and Temporal Constraint for User Interface Design, September 2009 (Assistant Professor, School of Information, Capital University of Economics and Business, China)
15. Xinyong Zhang, Improving Usability of Eye-based Interaction, March 2008 (Associate Professor, School of Information, Renmin University of China, China)
16. Jibin Yin, Interaction Techniques Utilizing Pen Device Characteristics & Various Input Modalities for Pen Computing, August, 2007. (Associate Professor, Kunming University of Sci. and Tech., China)
17. Jing Kong, Considering Subjective Factors in Performance Models for Human-Computer Interface Design and Evaluation, March, 2006. (Research fellow, Nagoya University, Japan)

(iii) PhD committees served on as internal/external examiner

1. Subrata Tikadar, Indian Institute of Technology Guwahati
2. Ranjan Maity, Indian Institute of Technology Guwahati, November 2018
3. Mitra Tagizadeh, Kochi University of Technology, March 2018
4. Saifur Rahman Sabuj, Kochi University of Technology, September 2016
5. Kittipong Warasup, Kochi University of Technology, March 2016
6. Jingyun Wang, Kochi University of Technology, March 2014
7. Yingsong Li, Kochi University of Technology, March 2014
8. Dingyun Zhu, Natural Interaction for Camera Viewpoint Control in Teleoperation, December 2011, Research School of Computer Science, The Australian National University
9. Jie Ma, June 2011, JiLin University
10. Xin Ma, June 2011, JiLin University
11. Gang Wang, June 2011, JiLin University
12. Xiangli Xu, June 2011, JiLin University
13. Wei Du, June 2011, JiLin University
14. Yanwen Li, June 2011, JiLin University
15. Chen Zhang, June 2011, JiLin University
16. Jie Dong, June 2011, JiLin University
17. Junping Zhou, June 2011, JiLin University
18. Yu Jiang, June 2011, JiLin University
19. Jie Dong, June 2011, JiLin University
20. Yuanfang Dong, December 2011, JiLin University
21. Hui Zhao, December 2011, JiLin University
22. Wei Wei, December 2011, JiLin University
23. Michinari Yuyama, Building and use of advanced materials database for research and development, March 2009, Kochi University of Technology
24. Miao Song, A psychophysical investigation of recognition strategy and function modeling for the human face-responsive neural system, September 2009, Kochi University of Technology
25. Christopher Pilgrim, User Goals and Web Site Navigation – Implications for the Design of Sitemaps, 2007, Pro-Vice Chancellor, Swinburne University of Technology

(iv) Master's students Thesis Title Date

1. Takaaki Kubo (expected March 2023)
2. Junlin Sun (expected Sept 2022)
3. Xiaofei Zhu (expected Sept 2022)
4. Chunyuan Lan (expected Sept 2021)
5. Yilin Zheng (expected March 2021)
6. Fitra Rahma Muliani, Sept 2020
7. Ayumu Ono, March 2020
8. Jingxin Liu, March 2020
9. Zhengyi Han, March 2019
10. Fang Qi, Sept 2017
11. Masaki Obata, March 2017
12. Toshiaki Shiraki, March 2017
13. Naoteru Jinjo, March 2016
14. Kousuke Kume, March 2016
15. Ryo Mizobata, March 2015
16. Masashi Okamoto, March 2015
17. Taiga Machida, March 2015
18. Ohara Yoshitaka, March 2014
19. Masatoshi Kusuba, March 2013
20. Yusuke Hayashi, March 2013
21. Tomoki Ooya, Multimodal feedbacks for steering and hovering tasks in pen input systems, March 2009
22. Fumiya Fukutoku, A study of stroke interface in trajectory-based tasks, March 2009
23. Tomoaki Tsuchida, Pen Tilt and Azimuth Characteristics, March, 2008
24. Taishi Kato, The Optimal Size of Pen-Input Character Boxes and Development of the Handwriting Character Input Interface, March 2005
25. Masafumi Ogasawara, The Physical Design of Handheld Devices and Development of the System for Measuring Human Performance Indices, March 2005
26. Kinya Tamura, The Influence of Conversion candidate Display Styles in Japanese and Chinese on Input Efficiency, March 2005
27. Ryusuke Ueta, Designing a Pen-based Application for Note-Taking and Informal Presentations, March 2005

(v) Visiting PhD/Master/Bachelor students (52)

1. Xiaoxuan Li, BNU (2019.11-2020.8)
2. Yanyin Zhou, Kunming University of Science and Technology (2019.11- 2020.2)
3. Jaiyuan Geng, Zhuhai College of Jilin University (2019.10- 2020.4)
4. Meihui Jin, Huazhong University of Technology (2019.7)
5. Anran Wu, Zhuhai College of Jilin University (2018.10-2019.5)
6. Yugandhara Suren Hiray (B.Des, 3rd year, IDC, IIT Bombay) (2018.10-2019.3)

7. Junlin Sun (3rd year, HIT, China), July 2018
8. Xinyue Hu, BNU (2018.4-2018.7)
9. Heyue Wang, BNU (2018.4-2018.7)
10. Shuang Wang, BNU (2018.4-2018.7)
11. Luxi Wang, BNU (2018.4-2018.7)
12. Mengyao Wu, BNU (2018.4-2018.7)
13. Yilin Zheng, Zhuhai College of Jilin University (2017.10- 2018.5)
14. Ming-Wei Hung, Troy High School (2017.6)
15. Ratnadira Widyasari, ITB (2017.6-8)
16. Chi Zhang, BNU (2017.4-2017.8)
17. Xiaoxu Wang, BNU (2017.4-2017.8)
18. Qihong Xu, BNU (2017.4-2017.8)
19. Xueying Wang, BNU (2017.4-2017.8)
20. Yiqun Wang, BNU (2017.4-2017.8)
21. Zhuang Li , Jilin Univ. (2017.1)
22. Tao Yu, Jilin Univ. (2016.11-2017.4)
23. Donglei Song, Jilin Univ. (2016.11-2017.4)
24. Jingxin Liu, Jilin Univ. (2016.11-2017.5)
25. Chunyuan Lan, Jilin Univ. (2016.10-2017.5)
26. Ruimin Lyu (2016.2; 2016.8)
27. Wenxing Liu (2016.8)
28. Qiuheqi Zhong, Tsinghua Univ. (2016.8-2017.2)
29. Fitra Rahmamuliani, ITB (2016.6-2016.8)
30. Xue Wang, BIT (2016.3-2016.8)
31. Jing Fan, BIT (2016.3-2016.8)
32. Chen Wang, Jilin Univ. (2016.2-2016.3)
33. Jiaxin Yu, Jilin Univ. (2016.1-2016.2)
34. Dongcai Wen, Jilin Univ. (2015.11-2016.5)
35. Guanghui Chen, Jilin Univ. (2015.11-2016.5)
36. Zijing Yang, USTB (2015.10 – 2016.9)
37. Qinglong Wang, Jilin Univ. (2015.6 – 2016.12)
38. Jiabing Wang, BIT (2015.4 – 2015. 9)
39. Ping Ju, Jilin Univ. (2015.2 – 2015.5)
40. Mahmoud Mohamed Hussein Ahmed, South Valley University (2015.2 – 2017.2)
41. Shiming Ren, BIT, 2012.6
42. Kuo Pang, Jilin Univ. (2014.4 - 2015.2)
43. Shaowei Chu, Tsukuba Univ. (2013.7)
44. Yan Pei, Kyushu Univ. (2013.7)
45. Yingda Lu, Jilin Univ. 2013
46. Yang Gao, Jilin Univ. (2011.10 – 2012.9)

47. Yuan Fu, Jilin Univ. 2011
48. Xin Li , Jilin Univ. 2010
49. Ying-Dong Yang, University of Alberta 2010
50. Xiang Cao, University of Toronto, 2008
51. Shengdong Zhao, University of Toronto, 2009
52. Dongxing Bao, 2009

(vi) Visiting Professor/Researcher (85)

1. Prof. Liang Sun, Dalian University of Technology (2019.9 - 12) JASSO Research Fellowship
2. Dr. Shumin Zhai, Google Research (2019.7)
3. Prof. Wen Gao, Peking University (2019.4)
4. Prof. Guozhong Dai, CAS of China (2019.3)
5. Dr. Aliaksei Miniukovich, University of Trento (2019.1)
6. Prof. Kibum Kim, Hanyang University (2019.1)
7. Dr. Sayan Sarcar, University of Tsukuba (2019.1)
8. Prof. Tomoo Inoue, University of Tsukuba (2019.1)
9. Prof. Toshio Fukuda, Meijo University (2018.12)
10. Prof. Dongdong Wen, Beijing Institute of Technology (2018.12)
11. Prof. Etsuko Harada, University of Tsukuba (December 7, 2018)
12. Prof. Antti Oulasvirta, Aalto University (2018.8)
13. Prof. Rong Rong, University of Massachusetts Amherst (July 1, 2018)
14. Prof. Kibum Kim, Hanyang University (May 10-12, 2018)
15. Prof. Miwako Doi, National Institute of Information and Communications Technology (January 18, 2018)
16. Prof. Yanchun Liang, Zhuhai College of Jilin University (January 10, 2018)
17. Prof. Masa Inakage, Keio University (2017.12)
18. Prof. Alan Borning, University of Washington (2017.11)
19. Prof. Huatong Sun, UW Tacoma (2017.11)
20. Prof. Effie Law, University of Leicester (2017.11)
21. Prof. Antti Oulasvirta, Aalto University (2017.11)
22. Prof. Ann Light, University of Sussex (2017.11)
23. Prof. Torkil, Clemmensen, Copenhagen Business School (2017.11)
24. Prof. Jeffrey Bardzell, Indiana University (2017.11)
25. Prof. Kibum Kim, Keimyung University (2017.7)
26. Prof. Huawei Tu, Nanjing University of Aeronautics and Astronautics (2017.7-9) JASSO Research Fellowship
27. Yiqiang Chen, Institute of Computing Technology, Chinese Academy of Sciences (2017.3)
28. Barry Brown, Stockholm University, Sweden (2017.3)
29. Airi Lampinen, Stockholm University, Sweden (2017.3)
30. Donny McMillan, Stockholm University, Sweden (2017.3)
31. Feng Yao, Kagawa Univ. (2017.2)

32. Koji Yatani, University of Tokyo (2016.12)
33. Zhengjie Liu, Sino-European Usability Center, Dalian Maritime University (2016.12)
34. Dongyi Chen, Mobile Computing Center, University of Electronic Science and Technology (2016.12)
35. Zhiliang Wang, USTB (2016.12)
36. Jiannan Chi, USTB (2016.12)
37. Anirusha Joshi, Industrial Design Centre, IIT Bombay (2016.12)
38. Stephen Brewster, University of Glasgow (2016.11)
39. Abd El-Rahem Ahmed Ahmed Salama, South Valley University (2016.11)
40. Yongtian Wang, BIT (2016.10)
41. Effie Law, University of Leicester (2016.10)
42. Yue Liu, BIT (2016.10)
43. Jiro Tanaka, Waseda Univ. (2016.10)
44. Hai-Ning Liang, Xi'an Jiaotong-Liverpool University (2016.10)
45. Seungmoon Choi, POSTTECH (2013.7;2016.10)
46. Fu Zhiyong, Tsinghua Univ. (2016.10)
47. Haipeng Mi, Tsinghua Univ. (2016.10)
48. Huawei Tu, Nanjing University of Aeronautics and Astronautics (2016.10)
49. Hai-Ning Liang (2016.10)
50. Kibum Kim, Keimyung University (2016.10)
51. Joanna MCGrenere, University of British Columbia (2016.10)
52. Harold Thimbleby, Swansea University (2016.10)
53. Frank Vetere, University of Melbourne (2016.10)
54. Kazuki Takashima, Tohoku University (2016.10)
55. Hiroshi Miyamoto, Nankoku Central Hospital, Japan (2016.10)
56. Toshiya Murai, Kyoto Univ. (2016.4)
57. Jussi Jokinen (2016.3-2016.4; 2017.3)
58. Ruimin Lyu, Jiangnan Univ. (2016.2; 2016.8)
59. Daisuke Sakamoto, University of Tokyo (2015.12)
60. Shuxiang Guo, Kagawa Univ. (2015.12)
61. You Zhou, Jilin Univ. (2015.11)
62. Shili Xu, Jilin Univ. (2015.10)
63. Jingchuan Fu, Jilin Univ. (2015.10)
64. Yanchun Liang, Jilin Univ. (2015.10)
65. Shouyi Chen, Jilin Univ. (2015.10)
66. Antti Oulasvirta, Aalto University (2015.10; 2016.10)
67. Huatong Sun, University of Washington Tacoma (2015.4)
68. Xu Hao, Jilin Univ. (2015.2)
69. Huang Lan, Jilin Univ. (2015.2)
70. Toshiyuki Masui, Keio Univ. (2014.4)
71. Ichiro SIIO, Ochaomizu Univ. (2013.12)

72. Jiannong Cao, Hong Kong Polytechnic University (2013.11)
73. Shinsuke Shimojo, Caltech (2013.10)
74. Minghui Sun, Jilin Univ. (2013.7)
75. Henry B. Duh, University of Tasmania (2013.7)
76. Paula Alexandra Silva, Universidade Portucalense (2013.6)
77. Edward Yagi, Nanzan University (2013.6)
78. Parisa Eslambolchilar, Swansea University (2013.6)
79. Yixin Yin, USTB (2013.4)
80. Jijun Shan, York University (2012.11)
81. Hideki Koike, Tokyo Institute of Technology (2012.11)
82. Fuji Ren, Tokushima Univ. (2012.11)
83. Kentaro Kotani, Kansai Univ. (2012.10)
84. Koki Kyo, Obihiro University (2012.6)
85. Yen-Wei Chen, Ritsumeikan University (2012.5)

3. Service

a. Professional

(i) Offices held in professional societies

(Senior) Member, (Vice) President

Fellow, The Engineering Academy of Japan，2021 -

Member, The society of Chinese Professors in Japan 日本华人教授会議, 2019 -

Honorary lifetime president of the International Chinese Association of Computer Human Interaction (ICACHI), 2016 -

President, International Chinese Association of Human Computer Interaction (ICAHCI), 2012 -2016

Founding President, International Chinese Association of Human Computer Interaction (ICAHCI), 2012 – 2014

Senior Member, ACM (Association for Computing Machinery), 2011 -

吉林省海外交流协会海外理事, 2010 –

中国科学技术协会海外海智计划专家, 2010 -

Senior Member, IEEE (The Institute of Electrical and Electronics Engineers), 2007-

中华全国青年联合会 IT 青年联谊会 海外会员, 2007 –

Vice president, Chinese Academy of Science and Engineering in Japan (CASEJ), 2001-

Member, ACM (Association for Computing Machinery), ACM SIGCHI (Special Interest Group on Computer-Human Interaction), 2000-

Member, IEEE Computer Society, 2000-2006

Member, HIS (Human Interface Society), Japan, 1999-

Member, BCS (British Computer Society) HCI (Human-Computer Interaction) Group, 1998-

Member, CASEJ (Chinese Academy of Science and Engineering in Japan), 1996-2018

Member, IPSJ (Information Processing Society of Japan), 1991-

Member, IEICE (Institute of Electronics, Information and Communication Engineers), Japan, 1990-

Founding member, Human Interface Society, Japan, 1998

Program/ Organizing committee

AEIT 2020 PC members (August 2020 - January 1, 2021)

計測自動制御学会 SI2019 実行委員会委員(December 2018 - December, 2019)

Conference Co-Chair, International Workshop on Human-Engaged Computing (IWHEC 2017, Nov 10; IWHEC 2019 Jan 12; IWHEC 2020, Jan 10, all in Kochi, Japan).

Honorary Chairman for sixth International Symposium of Chinese CHI (Chinese CHI 2019, June 27-30, Xiamen, China)

Honorary Chairman for fifth International Symposium of Chinese CHI (Chinese CHI 2017, June 8-9, Guangzhou, China)

Program committee member (Associate Program Chair) for ACM CHI 2017, CHI 2015, CHI 2013 (ACM Annual SIGCHI Conference: Human Factors in Computing Systems)

バイオメディカルファジィシステム学会 BMFSA2016 の実行委員会メンバー

Advisory Council Chairs, International Symposium on Interaction design and Human Factors (IDHF 2014, Nov 25-27, 2014, Kochi, Japan; IDHF 2016, October 20-22, 2016, Kochi, Japan

Conference General Co-Chairs, International Symposium on Interactive Technology and Ageing Populations 2016 (IxAP 2016, October 20-22, 2016, Kochi, Japan)

Program committee member (Associate Program Chair) for DIS 2016 (ACM SIGCHI Conference on Designing Interactive)

Steering committee member for the second, third, fourth International Symposium of Chinese CHI (Chinese CHI 2014, 2015, 2016, 26-27 April in Toronto, 18-19 April in Seoul, 8 April in San Jose)

Advisory Council Chairs, International Symposium on Interaction design and Human Factors (IDHF 2014)

Conference Co-Chair, The First International Symposium of Chinese CHI (Chinese CHI 2013, 27-28 April in Paris, France).

Program committee member for the Eighth International Conference on Innovative Computing, Information and Control (ICICIC2013)

Organizing Chair, International Workshop on the Next Generation Human Computer Interaction Jointly with the 2nd International Chinese Scholar Workshop on Human Computer Interaction (August 29, Matsue, Japan)

Program Chair, APCHI 2012 (10th Asia Pacific Conference on Computer Human Interaction, Matsue, Japan, http://www.apchi2012.org/)

Organizing Chair, International Workshop on the Next Generation Human Computer Interaction Jointly with the 1st International Chinese Scholar Workshop on Human Computer Interaction (May 10, Austin, USA)

Program Chair, ICINIS2011 (The 4th International Conference on Intelligent Networks and Intelligent Systems, November 1-3, 2011, Kunming, China, http://www.inass.org/conferences.asp)

Program Chair, IEEE ICIA 2010 (2010 IEEE International Conference on Information and Automation)

Program committee member for 3rd International Conference on Complex, Intelligent and Software Intensive Systems (CISIS-2009)

日本機械学会 福祉工学シンポジウム 2009 委員会 実行委員

Program Committee of the Eighth Annual Pre-ICIS HCI/MIS Workshop, 2009

Program committee member for the first (ISII2008), second (ISII2009), third (ISII2010) International Symposium on Intelligent Informatics

Program committee member for the International Conference on Advances in Computer-Human Interaction (ACHI 2008 - 2016)

Program committee member for the Second (ICICIC2007), third (ICICIC2008), fourth (ICICIC2009) , fifth (ICICIC2010) International Conference on Innovative Computing, Information and Control

Program committee member the 2007, 2008, 2009, 2019, 2020 IEEE International Conference on Mechatronics and Automation (ICMA 2007, ICMA2008, ICMA2009, ICMA 2019, ICMA 2020)

Program committee member for the 2006, 2007 International Conference on Intelligent User Interfaces (IUI 2006, IUI2007) http://iuiconf.org/

Program committee member for the Fifth (2006), Sixth (2007) Annual Pre-ICIS HCI/MIS Workshop

Program committee member for International Conference on Information and Communication Technology (ICICT2006)

Program committee member for Information-MFCSIT'06 (4rd International Conference on Information)

Program committee member for the Third International Conference on Active Media Technology (ATM2005)

Program committee member for the 2005 International Conference on Embedded and Ubiquitous Computing (EUC2005)

Program committee member for Information 2004 (3rd International Conference on Information)

Program committee for the 2004 International Conference on Computer and Information Technology (CIT2004)

Organizing Committee for the International Conference on Next Era Information Networking (NEINE'04, NEINE'05, NEINE'06, NEINE'07, NEINE'08)

Organizing committee member for 2003 Japanese-Chinese Academic Symposium in Fujihakone

Program committee member for 2003 International Academic Symposium - Fusion and Development of Science & Technology in the Twenty-First Century

Organizing Chair for 2002 International Academic Symposium of Science & Technology in the Twenty-First Century

Program committee member for APCHI 2002 (5th Asia Pacific Conference on Computer Human Interaction)

Program committee member for INTERACTION 2001, 2002, 2003, 2004, 2005, 2006 (IPSJ' symposium in Japan)

Session Chairs

Session Chair for many international conferences and local conferences

(Guest) Editor, Steering committee

Guest editor, MDPI Sustainability Special Issue of Sustainable Human-Computer Interaction, 2020-

Guest editor, Signal Processing: Image Communication Special Issue on Deep Image/Video Feature Engineering for Human-Computer Interaction, 2019-2020

Guest editor, Special Issue of International Journal of Human-Computer Interaction (IJHCI), 2012-2014

Guest editor, Special Issue of International Journal of Innovational Computing & Information Control (IJICIC), 2012 –2013

Guest editor, Special Issue of ICIC Express Letter, 2012

Associate Editor, Journal of Jilin University (Engineering and Technology Edition) , 2011-2022

Associate Editor, International Journal of Advanced Intelligence (IJAI), 2009-

Associate Editor, International Journal of Innovational Computing & Information Control (IJICIC), January 2008 –2012

Committee member, Best Paper Awards of IPSJ Journal (Information Processing Society of Japan), June 2008 – June 2012.

Associate Editor, IPSJ Journal (Information Processing Society of Japan), June 2008 – May 2012.

Councilman of IEICE (Institute of Electronics, Information and Communication Engineers) Shikoku Section, 2008-2010

Special issue editor, Special Issue of Information on the 10th Anniversary Symposium of CASEJ, 2007

Steering committee member for Pen Input Community in Japan, 2006-

Councilman of Human Centered Design Organization (HCD-Net), 2005-

Steering committee member for SIGHCI of IPSJ, 2005-2009

Professional Activities Chair, IEEE Shikoku Section, 2005-2007

Editorial board, International Journal of Asian Information-Science-Life (Published by Nova Science Publishers Inc., NY, USA), 2002 - 2004

Guest editor, Special Issue of International Journal of Asian Information-Science-Life on Human-Computer Interaction, 2002 –2003

Steering committee member for HIS (Human Interface Society in Japan) Special Interest Group on Usability, 2001-2003

Steering committee member for HIS Special Interest Group on Ubiquitous Interface and Application, 2001-

(ii) Reviewing

Assessment for University of Macau Multi-Year Research Grant 2020, 2020

Aalto University, faculty promotion, Feb 2020

KAIST, faculty promotion, Sept 2019

International Journal of Industrial Ergonomics (ERGON), 2017-

Xi'an Jiaotong-Liverpool University (XJTLU), application for RDF (Research Development Fund) project, 2016

National Tsing Hua University, faculty promotion, March 2016

Judges for SRC (Student Research Competition) at ACM CHI 2015, 2015

The Ministry of Education (MOE) China, Chang Jiang Scholars Program, 2015 -

Journal of Computer Science and Technology (JCST, http://jcst.ict.ac.cn), 2014 –

State University of New York (Albany), faculty promotion, Feb 2013

IEEE Transactions on Neural Systems & Rehabilitation Engineering, 2013 -

Human Factors (Journal), 2012-

Sensors (Journal), 2012 -

IEEE Transactions on Vehicular Technology, 2011-

The ACM International Conference on Interactive Tabletops and Surfaces (ITS), 2010-

IEICE Transactions on Information and Systems, 2010-

Journal of Visual Languages and Computation, 2009-

International Journal of Advanced Intelligence, 2009-

International Journal of Human-Computer Studies (IJHCS) , 2007-

ACM IUI, 2007-

FIT (Forum on Information Technology), 2006-

IEEE SMC-C Trans. 2005-

ACM CHI, 2004-

ACM UIST, 2004-

Oversea reviewer for Institute of Software, Chinese Academy of Sciences, 2004-

International Journal of Human-Computer Interaction (IJHCI), 2003-

IPSJ (Information Processing Society of Japan) Journal, 2002-

HIS (Transactions of Human Interface Society) Journal, 2002-

ACM (Association for Computing Machinery) Transactions on Computer-Human Interaction, 1999-

b. University

Advising: research direction for 6 undergraduate students, 4 master students, 3 doctoral students in 2020

Advisor: research direction for 12 undergraduate students, 4 master students, 3 doctoral students in 2018

…

Advisor: research direction for 7 undergraduate students, 2 master students, 3 doctoral students in 2012

Advisor: research direction for 8 undergraduate students, 2 master students, 1 doctoral student in 2011

Advisor: research direction for 5 undergraduate students, 3 doctoral students in 2010

Advisor: research direction for 8 undergraduate students, 2 master students, 4 doctoral students in 2009

Advisor: research direction for 12 undergraduate students, 3 master students, 5 doctoral students in 2008

2007 入学生募集促進特別委員会　委員

Advisor: research direction for 13 undergraduate students, 3 master students, 4 doctoral students in 2007

Advisor: research direction for 14 undergraduate students, 1 master student, 3 doctoral students in 2006

Advisor: research direction for 12 undergraduate students, 3 doctoral students in 2005

Board of International Relations Center (2005 -)

Advisor on research direction for 6 undergraduate students, 4 master students, 3 doctoral students in 2004

Liaison and coordination committee of Internship (2002-2004)

Member of WG for study skills of university students (2002-2003)

Test writer, entrance examination (2001-2002; 2019)

Member, College of Library and Information Services (2001-2003)

Member of WG for graduate presentation of the department (2001, 2002, 2003)

Advisor on research direction for 5, 6, 5 undergraduate students, in 2001, 2002, 2003 respectively

Committee member on five other boards (2000 - 2008)

c. Other activities

Member of the Executive Committee of CASEJ, 1998-2018

Committee member for Life & Culture Association of Tokyo Ota Commemoration Pavilion, 1995 –

Vice-chairman of the Association of Chinese Childhood Education Support, 1995 -2000

Panelist for Foreign Students in Japan forum 1994 in Hiroshima, August, 1994

Committee member for the orientation of foreign students attending Japanese universities, 1992 – 93

4. Honors, Grants and Collaboration

a. Grants

1. JSPS fellowship FY 2017-2018 (1,100, 000 JPY)
2. FY2014 Strategic International Collaborative Research Program (SICORP), User Interface Design for the Ageing Population, 18, 000,000 JP Yen, April 2015- March 2018.
3. Gran-in-Aid for CHEC by KUT (25,000,000 JPY), 2015-2019.
4. Gran-in-Aid for CHCI by KUT (12,000,000 JPY), 2012-2014.
5. *Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No. 25330241) (4,940,000 JPY), Assisting Blind People to Interact with Public Displays, April 1, 2013 – March 31, 2016.
6. National Natural Science Foundation of China (No. 61228206, 海外及港澳学者合作研究基金) (200,000 CHY), 基于设备属性融合的人机交互技术研究, January 2013 – December 2014.
7. *National Natural Science Foundation of China (No. 61100091) (280,000 CHY), 基于压力和角度的多自由度笔式交互策略研究, January 2012 – December 2014.
8. Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No. 23300048)(20,540,000 JPY), Development of Next generation user interface through pen and touch properties, April 1, 2011 – March 31, 2014.
9. *National Natural Science Foundation of China (No. 61063027) (230,000 CHY), 触控技术中的界面范式与交互关键技术研究, January 2011 – December 2013.
10. The 8th Collaborative Research Project in Japan by Microsoft Research (FY12-Q2_CORE8 _Project)(1,800,000 JPY), Enhancing Kinect-based Interaction Effectiveness by Utilizing Various Input and Output Modalities, April 1, 2012 – March 31, 2013.
11. Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No.20500118)(4,550,000 JPY), An Investigation into the Human Capability to Control Pen Pressure, Tilt and Azimuth and Development of Pen Input Techniques, April 1, 2008 – March 31, 2011.
12. CASIO Science Promotion Foundation Travel Grant (300,000 JPY): ACM Conference on Human Factors in Computing Systems (CHI 2008, 5- 10 April 2008, Florence, Italy).
13. A Special Grant-in-Aid for Graduate School Enhancement (1,000,000 JPY), April 1, 2007- March 31, 2008.
14. The award given by Microsoft Co., Ltd.(Microsoft IJARC Collaborative Research Projects) (2,000,000 JPY) 2007 - 2008
15. Japan Society for the Promotion of Science (JSPS) Travel Grant (350,000 JPY): The eleventh IFIP Conference on Human-Computer Interaction, Rio De Janeiro, Brazil, September, 2007.
16. A Special Grant-in-Aid for Graduate School Enhancement (1,000,000 JPY), April 1, 2006- March 31, 2007.
17. Academic Frontiers Promotion Program by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (5,000,000 JPY), April 1, 2006- March 31, 2011.

18. Invited to the 7th Microsoft Research Asia Faculty Summit (http://124.42.126.180/microsoft/index.htm), October, 2006.
19. CASIO Science Promotion Foundation, December 1, 2006 - November 31, 2007 (1,000,000 JPY)
20. Exploratory Software Project of IPA (Information-technology promotion agency, Japan), November 2006 – September 15, 2007. (4,000,000 JPY) 未踏ソフトウェア創造事業 個人入選 独立行政法人 情報処理推進機構
21. A Special Grant-in-Aid for Graduate School Enhancement (2,561,000 JPY), April 1, 2005-March 31, 2006.
22. A Special Grant-in-Aid for Graduate School Enhancement (1,000,000 JPY), April 1, 2005-March 31, 2006.
23. Foundation for C&C Promotion Travel Grant (150,000 JPY): WEC2004 (the World Engineers Convention, Shanghai, China, November 2-6, 2004).
24. SSR corp. (300,000 JPY), Human-Computer Interaction Research, July 1, 2003- March 31, 2004.
25. *Ministry of Science and Technology in Yunna, China, A study on Multi-functional digital pen interaction and pen/video based on net-meeting system. 2004.
26. Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No.14780338)(3,200,000 JPY), Pen-based note-taking system, April 1, 2002 – March 31, 2005.
27. Denso IT laboratory, Inc. (1,000,000 JPY), Human-Computer Interaction Research, October 1, 2001- March 31, 2002.
28. *High-Tech Research Center Development Program (10,600,000 JPY), Human interface, April 1, 2001- March 31, 2006.
29. Tokyo Denki University Research Foundation Travel Grant (250,000 JPY): The Seventh IFIP Conference on Human-Computer Interaction, Edinburgh, UK, 1999.
30. The Telecommunications Advancement Foundation (TAF) Travel Grant (310,000 JPY): HCI'98: the primary European annual conference on human-computer interaction, Sheffield Hallam University, UK, 1998.
31. The TEPCO Research Foundation Travel Grant (410,000 JPY): IFIP Working Conference on Engineering for Human-Computer Interaction, Crete, Greece, 1998.
32. *The National High Technology Research and Development Programme (863) in China, Project No. 863-306-ZD-11-5. July 1997 – June 1998.
33. The International Information Science Foundation (IISF) Travel Grant (250,000 JPY): The Sixth IFIP Conference on Human-Computer Interaction, Sydney, Australia, 1997.
34. Foundation for C&C Promotion Travel Grant (250,000 JPY): The 5th International Conference on Human-Computer Interaction (HCI International '93), Florida, USA, 1993.
35. Research Subsidy, Tokyo Denki University, 4/91 – 3/96.

*All as principal investigator except **

b. Honors/Awards

1. CCF TPCI best paper award (one of two papers selected from all publications in 2019)
2. ACM CHI 2019 honourable mention award top 5% of the submissions
3. ACM CHI 2017 Best Paper Award, top 1% of the submissions
4. IEEE SmartComp 2017 best community paper award.
5. ACM ISS 2016 Best Paper Award, top 1% of the submissions

6. Honorary Life Time President, International Chinese Association of Human Computer Interaction (ICAHCI), 2016 -
7. ACM CHI 2015 Local hero (April 2015)
8. IxAP 2016 best poster (Nov 2016)
9. Best Poster/Demonstration Award at APCHI 2012 (August, 2012)
10. Senior Member, ACM (Association for Computing Machinery), 2011 -
11. National Institute of Standards and Technology (NIST is an agency of the U.S. Department of Commerce) Award (July, 2010)
12. Best paper Award at FIT2009 (FIT: Forum on Information Technology) (Sept., 2009)
13. Four Best Student Paper Awards at NEINE 2008 (Tomoki Oya, Fumiya Fukutoku, Yizhong Xin, Chanyi Liu)
14. Senior Member, IEEE (The Institute of Electrical and Electronics Engineers), 2007-
15. Best Student Paper Award (Xinyong Zhang) determined by Awards Committee APCHI 2006 (from the Seventh Asia-Pacific Conference on Computer Human Interaction)
16. Best Student Paper Award (Jibin Yin) determined by Awards Committee APCHI 2006 (from the Seventh Asia-Pacific Conference on Computer Human Interaction)
17. Best Evaluation of Faculty Award at Kochi University of Technology (November, 2005).
18. Best Evaluation of Faculty Award at Tokyo Denki University (March, 1999).
19. Best Paper Awards in Tokyo Denki University (1999, 2001). 東京電機大学研究振興会論文賞
20. Best Paper Award: The NTCS/W-97 (New Technologies on Computer Software): 1st International Symposium on Computer Software New Technologies, Beijing, China, 1997.
21. Niwa Yasujiro Prize in Tokyo Denki University, 1996.
22. Scholarship student, Tokyu Foundation For Inbound Students, 4/94 – 3/96
23. Scholarship student, Kanbayashi Foundation For Inbound Students, 4/92 – 3/94
24. Scholarship student, Tokyo Denki University, 4/91 – 3/96
25. Scholarship student, Kawamoto Scholarship Foundation, 4/89 – 3/93

c. Collaboration/visiting

1. Tang Aoqing Chair Professor, Jilin University (Changchun, China), Sept 2017 – August 2020
2. Guest professor, Zhuhai College of Jilin University, April 2016 – March 2021
3. Adjunct professor, Beijing Normal University, April 2017 –
4. Doctoral supervisor, The University of Science and Technology Beijing (USTB), July 2014 – June 2019
5. Adjunct professor, The University of Science and Technology Beijing (USTB), June 2013 – June 2016
6. Tang Aoqing Chair Professor, Jilin University (Changchun, China), March 2010 – March 2013
7. Visiting faculty researcher, IBM Almaden Research Center (San Jose, USA), April 2010
8. Visiting professor, University of Toronto (Toronto, Canada), May – September 2010
9. Visiting professor, Changchun University (Changchun, China), March 2009 –
10. Visiting professor, Kunming University of Science and Technology, September 2008 – August 2013

11. Visiting professor, Jilin University (Changchun, China), December 2008 – December 2013
12. Visiting professor, Northeast Dianli University (Jilin, China), August 2007 – July 2012
13. Visiting professor, University of Washington (Seattle, USA), May 2006
14. Collaborating faculty research, NIME (National Institute of Multimedia Education, Japan), 2003-2005
15. Chief scientist, SSR corp. 2003
16. Visiting faculty researcher, Microsoft Research Asia (Beijing, China), March 2002
17. Collaborating faculty researcher, IBM Almaden Research Center (San Jose, USA), 2001-2010
18. Collaboration with Nokia Research Center, Fujitsu Laboratory, Tokyo Denki University, Asahigawa University, Institute of Software (Chinese Academy of Sciences), Peking University, University of Manitoba, Microsoft Research Cambridge (UK), Microsoft Research Asia, University of Toronto, 2001 -

5. Invited Talk/Keynote (not including regular presentations at conferences) - 85 items

2020

1. ISAIMS 2020, Sept 12, 2020
2. 未来城市与智能媒体交互, June 19, 2020
3. ICACHI 云论坛第一期 人机共协计算　May 23, 2020

2019

4. 日本華人教授会議　2019 年度（第 16 回）シンポジウム　Nov 16, 2019
5. CarlxD International Forum 2019, Shanghai, Oct 18, 2019
6. Fuzhou Univ., Sept 11, 2019
7. Google Beijing, July 16, 2019
8. Chinese CHI 2019, June 29, 2019
9. KAIST, May 23, 2019
10. Panel in CHI 2019 workshop – HCI in China, May 4, 2019
11. Jilin University, March 7, 2019

2018

12. ICVRV & ChinaVR 2018, Qingdao, October 23 http://www.icvrv.org/keynote.html
13. IxAP & IDHF 2018, Qingdao, October 23
14. 2018 Beibu-Gulf International Forum for Advanced Science and Technology Development, Qinzhou, Sept 21
15. 中国计算机学会 第十四届和谐人机环境联合学术会议, Tianjing, Sept 15, (HHME 2018) http://hhme.ccf.org.cn/meeting/thematicForum.html
16. Huawei (Canada) Technologies CO., LTD, April 27
17. The GIAN program on Advances of Neuro-Technology and its Applications to Brain Computing Interfaces, in IIT Kharagpur, Jan 15

2017

18. Harbin Engineering University, Dec 30,
19. International Symposium of Big Data Industry Applications in China Science and Technology City, Mianyang, Dec 20
20. Summit Symposium of "the Preventive Disease Treatment and Health Management"– under "the Prospective of Health China", Hangzhou, Dec 8
21. Zhuhai College of Jilin Univ., December 1
22. The 22nd Annual Conference of the Virtual Reality Society of Japan, in Tokushima, Sept 29
23. Chinese Association for Artificial Intelligence, in Qingdao, July 6
24. East China Jiaotong University, June 10
25. Chinese CHI 2017, June 8
26. Nanjing University of Aeronautics and Astronautics, April 18
27. Beijing Institute of Technology, April 17
28. Jilin Univ., Jan 4

2016

29. Zhuhai College of Jilin Univ., December 23
30. The Symposium on HCI, Internet and VR in Hangzhou, September 24
31. The 2016 Symposium on Internet of Things and AI in Beijing, September 20
32. Jilin Univ., September 3
33. Shenzhen Univ., April 22
34. Zhuhai College of Jilin Univ., April 20
35. Jilin Univ., April 29

2015

36. Zhuhai College of Jilin Univ., Dec
37. Tokushima Univ., Nov
38. Beijing Institute of Technology, Oct
39. Jilin Univ. September
40. USTB, July
41. Nanjing Univ. July
42. Jilin Univ. May

2014

43. Jilin University, December 30, 2014
44. Anhui University, November 15, 2014
45. Jilin University, May 28, 2014
46. Beijing Institute of Technology, March 20, 2014
47. University of Science and Technology Beijing (USTB), March 15, 2014
48. Huawei Technologies CO., LTD (Shenzhen), March 12, 2014
49. Hong Kong Polytechnic University, March 10, 2014

2013

50. Dalian Nationalities University (DNU), Nov 20, 2013
51. Dalian Maritime University, Nov 19, 2013
52. University of Science and Technology Beijing (USTB), May 24, 2013
53. Hong Kong Polytechnic University, April 2, 2013
54. Ristumeikan University, February 4, 2013

2012

55. 4th FCPAE Europe‐China Forum 2012, Vienna, November 17, 2012
56. Microsoft Research Asia Faculty Summit 2012, Tanjin, October 27, 2012
57. Beijing Institute of Technology, September 14, 2012
58. Jilin University, August 15, 2012
59. Nokia Research Center Beijing, June 6, 2012
60. University of Huston, May 11, 2012

2011

61. Northeast Normal University, December 7, 2011
62. ICINIS2011, November 1, 2011
63. Jilin University, September 21, 2011
64. Beijing Institute of Technology, September 14, 2011
65. Xihua University, September 6, 2011
66. Xidian University, September 2, 2011
67. Northwestern Polytechnical University, September 1, 2011
68. Taiyuan University of Technology, August 29, 2011
69. Jilin University, June 13, 2011
70. Changchun University, June 10, 2011
71. University of Alberta, May 16, 2011
72. Kagawa University, January 12, 2011
73. Microsoft Research Asia, January 4, 2011

2010

74. University of Toronto, DGP Seminar, September 28, 2010
75. Beijing University of Institute, September 8, 2010
76. Beijing University of Chemical Technology, September 7, 2010
77. University of Manitoba, August 20, 2010
78. Autodesk Research, August 18, 2010
79. IBM Research (Almaden), May 12, 2010
80. Jilin University, March 24, 2010

2009

81. Jilin University, June 12, 2009
82. MCE workshop, Beijing, China, March 6, 2009

2006

83. Microsoft Research Asia, May, 2006

1997

84. Monash University (Victoria, Australia), March, 1997
85. NEC C&C Research Inc., NEC Research Institute Inc. (Princeton, USA), March, 1997

6. Publications

a. Books (9 items)

(i) Books edited

1. Go, K., Karashima, M., Fukuzumi, S., and Ren, X.: Proceedings of the APCHI2012 (10th Asia Pacific Conference on Computer Human Interaction), ACM Press, August, 2012.
2. Ren, X., and Dai, G.: *Evolution of the Human-Computer Interaction*, Nova Science Publishers, April, 2005.
3. Dai, G., Dong, S., Chen, Y., and Ren, X.: *Proceedings of the APCHI2002 (5th Asia Pacific Conference on Computer Human Interaction)*, Vol.1 & Vol.2, Science Press, November, 2002.
4. co-editor: *Frontiers in research science and technology*, Chinese Science and Technology Publisher, December 2002.

(ii) Chapters in books

5. Silpasuwanchai, C., & Ren, X. (2018). A Quick Look at Game Engagement Theories. *The Wiley Handbook of Human Computer Interaction*, Vol. 2, pp.657-679.
6. Zhou. X. and Ren, X. (2012). Speed-Accuracy Tradeoff Models in Target-based and Trajectory-based Movements, *Biomedical Engineering and Cognitive Neuroscience for Healthcare: Interdisciplinary Applications*, pp.355-368, IGI Global. DOI: 10.4018/978-1-4666-2113-8, ISBN13: 9781466621138
7. Ren, X., Yin, J., Zhao, S. and Li, Y. Improving Target Acquisitions through Utilizing Pen Pressure, *Chapter 11 in Human-Computer Interaction*, Excelence in Education and Publishing, 2008, pp.163-176.
8. Ren, X., A survey of human-computer interaction research and development, *in Frontiers in research science and technology*, Chinese Science and Technology Publisher, December 2002.
9. Ren, X., The minimal sizes and the quasi-optimal sizes for the input square during pen-input of characters, *in Collectanea of research results of Chinese students in Japan*, Science Press, 1993.

b. Articles in refereed journals (86 papers)

1. Li, X., Salehzadeh N.K., Chen, S., Weng, D., Sarcar, S., Ren, X. (2020). The Impact of a Multitasking-based Virtual Reality Motion Video Game on the Cognitive and Physical Abilities of Older Adults. Special Issue of "Sustainable Human-Computer Interaction" in *Sustainability*, *MDPI AG*, 2020, Impact Factor: 2.576.
2. Chen Wang, Xiaojun (Jenny) Yuan and Xiangshi Ren (2020). Twelve Agendas on Interacting

with Information: A Human-Engaged Computing Perspective, *Data and Information Management*, 4(3), 191-199, Sciendo.

3. Huawei Tu, Weiyang Huan, Xingdong Yang, Xiangshi Ren, Feng Tian (2020). ArmMenu: command input on distant displays with proprioception based lateral arm movements, *Behaviour & Information Technology*. 1-20, Taylor & Francis

4. Jussi Pekka Jokinen, Zhenxin Wang, Sayan Sarcar; Antti Oulasvirta, Xiangshi Ren (2019). Adaptive Feature Guidance: Modelling Visual Search with Graphical Layouts, *Int J of Human-Computer Studies (IJHCS)*, Vol.136. https://doi.org/10.1016/j.ijhcs.2019.102376

5. Salehzadeh Niksirat, K., Silpasuwanchai, C., Cheng, P. & Ren, X. (2019). Attention Regulation Framework: Designing Self-Regulated Mindfulness Technologies, in *ACM Transactions on Computer-Human Interaction (TOCHI)*, 26(6), 39.

6. Ren, X., Silpasuwanchai, C., and Cahill, J. (2019). Human-Engaged Computing: The Future of Human-Computer Interaction, *in CCF Transactions on Pervasive Computing and Interaction*, Springer. **Selected feature paper, and CCF TPCI best paper award (one of two papers selected from all publications in 2019)**

7. Salehzadeh Niksirat, K., Park, K., Silpasuwanchai, C., Wang, Z., & Ren, X. (2019). The relationship between flow proneness in everyday life and variations in the volume of gray matter in the dopaminergic system: a cross-sectional study. *Personality and Individual Differences*, Elsevier (5-year impact factor: 2.39, Accepted).

8. Huawei Tu, Qiulong Yang, Xiaohan Liu, Jiabin Yuan, Xiangshi Ren, Feng Tian (2018). Differences and Similarities between Dominant and Non-dominant Thumbs for Pointing and Gesturing Tasks with Bimanual Tablet Gripping Interaction, *Interacting with Computers*, Oxford University Press.

9. Sarcar, S., Jokinen, J., Oulasvirta, A., Slipsuwanchai, C., Ren, X. (2018). Ability-Based Optimization of Touchscreen Interactions, *Pervasive Computing: Special Issue – Accessibility*, 17(1) : 15-26, IEEE.

10. Nem Khan Dim, Kibum Kim, Xiangshi Ren (2018). Designing motion marking menus for people with visual impairments. *International Journal of Human Computer Studies (IJHCS)*,109: 79-88.

11. Tian. F., Lyu, F., Zhang, X., Ren, X. and Wang, H. (2017). An Empirical Study on the Interaction Capability of Arm Stretching, *International Journal of Human-Computer Interaction*, 33(7): 565-575.

12. Dim, NK and Ren, X. (2017). Investigation of Suitable Body Parts for Wearable Vibration Feedback in Walking Navigation, *International Journal of Human Computer Studies (IJHCS)*, Vol. 97, No. 1, pp. 34-44.

13. Ren, X. (2016). Rethinking the relationship between humans and computers, *Computer*, Vol.49, No.8, pp.104-108, IEEE.

14. Kim, K., Ren, X., Choi, S., and Tan, H. (2016). Assisting People with Visual Impairments in Aiming at a Target on a Large Wall-Mounted Display, *International Journal of Human Computer Studies (IJHCS)*, Vol.86, No.2, pp.109–120.

15. Putra, H.A. and Ren, X. (2016). AirVis: An Air-Based Physical Visual and Tactile Display, *ICIC Express letters, Part B: Applications*, 7(12), 2511-2518.

16. Putra, H.A., Silpasuwanchai, C. and Ren, X. (2016). AirSqueeze: An Air-based game input device, *ICIC Express letters, Part B: Applications*, 7(11), 2309-2316.

17. Kim, K., Ren, X. and Gao, Y. (2015). ShifTable: A Natural Remote Target Selection Technique on Large Displays, *Interacting with Computers* (IwC), Vol.27, No.5, pp.1-13.

18. Tu, H., Ren, X. and Zhai, S. (2015). Differences and Similarities between Finger and Pen Stroke Gestures on Stationary and Mobile devices, *ACM Transactions on Computer Human Interaction (TOCHI)*, Vol.22, No. 5, pp. 1-39.

19. Silpasuwanchai, C. and Ren, X. (2015). Designing Concurrent Full-Body Gestures for Intense Gameplay. *International Journal of Human Computer Studies (IJHCS)*, Vol.80, No.8, pp. 1-13.

20. Dim, NK and Ren, X. (2014). Designing Motion Gesture Interfaces in Mobile Phones for Blind People, *Journal of Computer Science and Technology*, Vol.29, No.5, pp. 812-824, Springer (SCI).

21. Kim, K. and Ren, X. (2014). Assisting Visually Impaired People to Acquire Targets on a Large Wall-Mounted Displays, *Journal of Computer Science and Technology*, Vol.29, No.5, pp. 825-836, Springer (SCI).

22. Zhao, J., Soukoreff, R.W., Ren, X. and Balakrishnana, R. (2014). A Model of Scrolling on Touch-Sensitive Displays, *International Journal of Human-Computer Studies (IJHCS)*, Vol.72, No.12, pp. 805-821 (SCI).

23. Go, K. and Ren, X. (2014): Special Issue on Human-Computer Interaction in the Asia-Pacific Region. *International Journal of Human-Computer Interaction*, Vol.30, No.8, pp. 613-614.

24. Tu, H., Ren, X., Tian, F., and Wang, F. (2014). Evaluation of Flick and Ring Scrolling on Touch-based Smart Phones, *International Journal of Human-Computer Interaction*, , Vol.30, No.8, pp. 643-653.Taylor & Francis (SCI).

25. Sun, M., Ren, X., Tu, H. and Tian, F. (2014). An Investigation into the Relationship between Texture and Human Performance in Steering and Gesture Input Tasks, *International Journal of Human-Computer Interaction*, Vol.30, No.8, pp. 654-662.Taylor & Francis (SCI).

26. Kotani, K. and Ren, X. (2013). Special Issue on Computer Human Interaction, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.9, No.12, pp.4603-4604.

27. Tu, H. and Ren, X. (2013). Optimal Entry Size of Handwritten Chinese Characters in Touch-based Mobile Phones, *International Journal of Human-Computer Interaction*, Vol. 29, No.1, pp. 1-12, Taylor & Francis (SCI). DOI:10.1080/10447318.2012.668130

28. Sun, M., Ren, X., Zhai, S. and Wang, F. (2013). The Impact of Candidate Display Styles for Japanese and Chinese Characters on Input Efficiency, *International Journal of Human-Computer Studies*, Vol.71, No.3, pp. 236-249, Elsevier Ltd. (SCI).

29. Hidehiko, O. and Ren, X. (2012). Special Issue on Human Computer Interaction, *ICIC Express Letter*, Vol.6, No.12, pp.2965 - 2965. (EI).

30. Chu, C., Wang, F., Deng, H. and Ren, X. (2012). Establishing the Error Threshold for Alignment Tasks in Natural Direct-Touch Interaction, *ICIC Express Letter*, Vol.6, No.12, pp.3049 - 3054. (EI).

31. Tu, H. and Ren, X. (2011). Finger chording in the air, *ICIC Express Letter*, Vol.6, No.6, pp.1623 - 1628. (EI).

32. Sun, M. and Ren, X. (2011). Investigating the effects of multimodal feedback through tracking state in pen-based interfaces, *Behaviour & Information Technology*, Vol.30, No.6, pp.727-737. (SCI)

    SCI 网络版：000296581200003，EI：20120314680686，DOI:10.1080/0144929X.2011.633353

33. Ren, X. and Zhou, X. (2011). An Investigation of the Usability of the Stylus Pen for Various Age Groups on personal digital assistants, *Behaviour & Information Technology*, Vol.30, No.6, pp.709-726. (SCI)

    SCI 网络版：000296581200002，EI：20120314680685，

34. Yin, J. and Ren, X. (2011). A study of three novel line-based techniques for multi-target selection, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.7, No.3, pp.1397-1411. (SCI, EI)

    SCI 网络版：000288522600030，EI：20110813684420，

35. Sun, M., Ren, X. and Cao, X. (2010). Effects of Multimodal Error Feedback on Human Performance in Steering Tasks, *IPSJ Journal*, Vol. 51, No.12, pp.2375–2383 (Dec. 2010). **Recommended paper**

36. Wang, F. and Ren, X. (2010). A Survey of Human Computer Interaction technology for disabled, persons, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.6, pp. 2459-2467. (SCI)

    SCI 网络版：000268553200009，EI：20113714323132，

37. Liu, C. and Ren, X. (2010b). Fluid and natural pen interaction techniques by utilizing multiple input parameters, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.5, pp. 2103-2111. (SCI, EI)

    SCI 网络版：000277576500011，EI：20102312981352，

38. Xin, Y. and Ren, X. (2010). An Investigation of Adaptive Pen Pressure Discretization Method Based on Personal Pen Pressure Use Profile, *IEICE Transactions on Information and Systems*, Vol.E93-D, No.5, pp.1205-1213. (SCI, EI)

    SCI 网络版：000279136500029, EI：20101912916181，

39. Dong, L., Zhang, H., Ren, X., and Li, Y. (2010). Classifier Learning Algorithm Based on Genetic Algorithms, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.4, pp. 1973–1981. (SCI, EI)

    SCI 网络版：000276578000035, EI: 20101912916348，

40. Liu, C. and Ren, X. (2010a). Experimental analysis of mode switching techniques in pen-based user interfaces, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.4, pp. 1983–1990. (SCI, EI)

    SCI 网络版：000276578000036, EI: 20101912916349，

41. Zhang, H, Li, X., Dony, L., Ren, X., Guo, J. (2010). Study of Emergency Resource Distribution Based on Ant Colony Algorithm, *ICIC Express Letters*, Vol.4(3A), pp.751-756.

    EI: 20102613036857，

42. Yin, J. and Ren, X. (2010b). The Empirical Study of Stroke-Based Scrolling Techniques in Pen-based Interfaces, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.3(A), pp.1101-1112. (SCI, EI)

    SCI 网络版：000275767800023, EI: 20101312815797，

43. Yin, J. and Ren, X. (2010a). An interactive system for Chinese traditional calligraphy and painting. *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.2, pp.509-518. (SCI, EI)

    SCI 网络版：000275767800023, EI: 20101012755979，

44. Yin, J., Ren, X. and Zhai, S. (2010). Pen Pressure Control in Trajectory-based Interaction, *Behaviour & Information Technology*, Vol. 29, No. 2, pp.137-148. Taylor & Francis. (SCI, EI)

SCI 网络版：000275160400004, EI: 20101612871091，

45. Zhou, X. and Ren, X. (2010). An Investigation of Subjective Operational Biases in Steering Tasks Evaluation, *Behaviour & Information Technology*, Vol. 29, No. 2, pp.125-135. Taylor & Francis. (SCI, EI)

    SCI 网络版：000275160400003, EI: 20101612871093，

46. Bao, D., Li, X., Xin, Y. and Ren, X. (2010). Study on pen-based input in different tilt angle of touch screen. *Chinese Journal of Scientific Instrument*, 31(8), pp. 257-262, 2010. (EI)

    EI: 20111113746667，

47. Xin, Y. and Ren, X. (2009). A Study of Inherent Pen Input Modalities for Precision Parameter Manipulations during Trajectory Tasks, *IEICE Transactions on Information and Systems*, Vol.E92-D, No.12, pp.2454-2461.(SCI, EI)

    SCI 网络版：000273190800020, EI：20101412822456，

48. Wang, F., Deng, H., Liang, B. Zheng, S. and Ren, X. (2009). A computer-assisted marking system for enhancing education equity, *International Journal of Innovative Computing, Information and Control (IJICIC)* , Vol.5, No. 12A, pp. 4702-4714. (SCI, EI)

    SCI 网络版：000272566800030, EI：20100312651154，

49. Wang, F., Deng, H., Ji, K., Liang, B., Deng, Y. and Ren, X. (2009). A Study on Scientific Workflow-based Astronomical Data Dissemination System, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol. 3, 4A, pp.903-908.

50. Zhou, X. and Ren, X. (2009). Speed-accuracy Tradeoff Models in Target-based and Trajectory-based Movements, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.5, No. 12A, pp. 4441-4451.(SCI,EI)

    SCI 网络版：000272566800005,EI: 20100312651129，

51. Zhou, X. and Ren, X. (2009). A Comparison of Pressure and Tilt Input Techniques for Cursor Control, *IEICE Transactions on Information and Systems*, Vol.E92-D, No.9, pp. 1683-1691. (SCI, EI)

    SCI 网络版：000272392700009, EI: 20101412824454，

52. Ren, X. and Zhou, X. (2009). The Optimal Size of Handwriting Character Input Boxes on PDAs, *Int. J. Human-Computer Interaction*, Vol.25, No.8, pp.762-784, Lawrence Erlbaum Associates. (SCI)

    SCI 光盘版：000272798500003，

53. Wang, F. and Ren, X. (2009). A Survey of Human Computer Interaction Models for the Disabled, *Information*, Vol.12, No.3, pp.585-591.(SCI)

    SCI 网络版：000268553200009，

54. Liu, C., Ren, X. and Daniels, P. (2008). Mobile Devices Strengthen Classroom Management, *International Journal of Intelligent Engineering and Systems*, Vol.1, No.3, pp.9-14.

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