

Research Interests

Human-Centered Computing (HCC), Virtual Reality (VR), Cross-Reality Interactions, Online Live Streaming, Games and Player Experience.

Education

- 2023–Present** PhD, Human-Centered Computing, *Clemson University, Clemson, SC, USA*
Advisor: Dr. Guo Freeman
GPA: 3.7
- 2020–2022** MS, Game Science and Design, *Northeastern University, Boston, MA, USA*
Advisor: Dr. Celia Pearce
GPA: 3.8
- 2016–2019** BS, Computer Science, *University of Arizona, Tucson, AZ, USA*
Minor: Information, Science, Technology & Art
GPA: 3.5

Academic Appointment

- 2023–present** **Graduate Research Assistant** - CUGAME Lab, Clemson University
Lead PhD student researching in social Virtual Reality (VR), specifically investigating how social VR streamers innovate cross-reality interactions with their audiences outside VR, and how their streaming activity may face new safety and privacy risks.

Publications

Peer Reviewed Conference Full Papers

- [C.3] **Yang Hu**, Guo Freeman. (2025). Understanding Social VR Streamers' Unique Challenges in Managing Cross-Reality Social Interactions Through Multi-dimensional VR Interfaces. *The 2025 ACM Designing Interactive Systems Conference (DIS '25)*.
- [C.2] **Yang Hu**, Guo Freeman, Ruchi Panchanadikar. (2025). "Grab the Chat and Stick It to My Wall": Understanding How Social VR Streamers Bridge Immersive VR Experiences with Streaming Audiences Outside VR. *The 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*.
- [C.1] Guo Freeman, **Yang Hu**, et al. (2024). Understanding and Mitigating New Harms in Immersive and Embodied Virtual Spaces: A Speculative Dystopian Design Fiction Approach. *In Companion Publication of the 2024 Conference on Computer-Supported Cooperative Work and Social Computing (CSCW Companion '24)*.

Peer Reviewed Extended Abstracts & Late-Breaking Works

[L.2] Ruchi Panchanadikar, Guo Freeman, Lingyuan Li, Kelsea Schulenberg, and **Yang Hu**. (2024). "A New Golden Era" or "Slap Comps": How Non-Profit Driven Indie Game Developers Perceive the Emerging Role of Generative AI in Game Development. *In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24)*.

[L.1] Guo Freeman*, **Yang Hu***, Ruchi Panchanadikar, Amelia L Hall, Kelsea Schulenberg, and Lingyuan Li. (2024). "My Audience Gets to Know Me on a More Realistic Level": Exploring Social VR Streamers' Unique Strategies to Engage with Their Audiences. *In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24)*.

* These authors contributed equally to this work (co-first authors).

Presentations

Peer Reviewed Conference Presentations

P.3 **DIS '25**, Madeira, Portugal

Yang Hu, Guo Freeman. (2025). Understanding Social VR Streamers' Unique Challenges in Managing Cross-Reality Social Interactions Through Multi-dimensional VR Interfaces. *ACM Designing Interactive Systems Conference (DIS) 2025*.

P.2 **CHI '25**, Yokohama, Japan

Yang Hu, Guo Freeman, Ruchi Panchanadikar. (2025). "Grab the Chat and Stick It to My Wall": Understanding How Social VR Streamers Bridge Immersive VR Experiences with Streaming Audiences Outside VR. *The 2025 CHI Conference on Human Factors in Computing Systems*.

P.1 **CHI EA '24**, Hawaii, USA

Guo Freeman, Yang Hu, Ruchi Panchanadikar, Amelia L Hall, Kelsea Schulenberg, and Lingyuan Li. (2024). "My Audience Gets to Know Me on a More Realistic Level": Exploring Social VR Streamers' Unique Strategies to Engage with Their Audiences. *In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*.

Invited Talks

I.1 **Guest Lecturer:** "Introduction to Unity and Modern Game Engine"

CPSC 4820/6820 Special Topics: Game Design, Clemson University, Fall 2023, Fall 2024

Teaching Experience

2023 **Clemson University**, Graduate Teaching Assistant, School of Computing.

CPSC 1210 - Computational Thinking

CPSC 4820/6820 - Special Topics: Game Design

2019 **University of Arizona**, Undergraduate Teaching Assistant, College of Science

CSC 337 - Web Programming

Professional Activities

Conference Services

[S.1] Publicity / Social Media Co-Chairs, ACM GROUP 2025