Yang Hu

Curriculum Vitae

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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: 3.5

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

Publications

[C.5] **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.4] **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.3] 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).*

[C.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).*

[C.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).*

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

Research Experience

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.

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

Conferences

[A.1] ACM SIGCHI, Since 2024