

## Education

- Sept. 2018 **Xi'an Jiaotong-Liverpool University**, *XJTLU*, Suzhou, China.  
– June 2022 B.Sc. Information and Computing Science (ICS)  
Sept. 2018 **University of Liverpool**, *UoL*, Liverpool, UK.  
– June 2022 B.Sc. Computer Science

**(Expected) GPA:** First Class (Honor)

**Highlights:** IEEE XJTLU Student Branch Associate Co-Chair

## Selected Peer-reviewed Publications

**Note:** ACM CHI, IEEE VR, IEEE ISMAR, and ACM CHI PLAY are generally recognized as premier venues in my field of HCI and VR/AR. Full Publications: [My Google Scholar](#).

- [P.3] **vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality** [\[under review\]](#)

**Xiang Li**, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller\*  
Submitted to ACM CHI 2021 Late-Breaking Work

- [P.2] **Simon Keys: Exploring Electrical Muscle Stimulation As Implicit Stimulus to Support Semantic Memory** [\[under review\]](#)

Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Utkarsh Tripathi, Elise van dan Hoven, Florian 'Floyd' Mueller\*  
Submitted to ACM CHI 2021 Late-Breaking Work

- [C.3] **Limited Control Over the Body as Intriguing Play Design Resource**

Florian 'Floyd' Mueller\*, Rakesh Patibanda, Rich Byrne, Zhuying Li, Yan Wang, Josh Andres, **Xiang Li**, Jonathan Marquez, Stefan Greuter, Jonathan Duckworth, Joe Marshall  
ACM CHI Conference on Human Factors in Computing Systems (ACM CHI 2021)

- [J.1] **Results and Guidelines from a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Study**

Wenge Xu, Hai-Ning Liang\*, **Xiang Li**, Yuzheng Chen, Kangyou Yu, Qiuyu He  
JMIR Serious Games (IF = 3.53, SCI, **Top** Journal in Serious Games, Open Access)

- [C.2] **Exploration of Hands-free Text Entry Techniques for Virtual Reality**

Xueshi Lu, Difeng Yu, Hai-Ning Liang\*, Wenge Xu, Yuzheng Chen, **Xiang Li**, Khalad Hasan  
IEEE International Symposium on Mixed and Augmented Reality (IEEE ISMAR 2020)

- [C.1] **Exploring Visual Techniques for Boundary Awareness During Interaction in Augmented Reality Head-Mounted Displays** [\[Best Paper Nomination \(5%\)\]](#)

Wenge Xu, Hai-Ning Liang\*, Yuzheng Chen, **Xiang Li**, Kangyou Yu  
**Presenting Author**, IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2020)

## Research Demonstrations

- [P.4] **vrCAPTCHA** [\[under review\]](#)

**Xiang Li**, Rakesh Patibanda, Yuzheng Chen, Florian 'Floyd' Mueller\*  
Submitted to ACM CHI 2021 Interactivity

- [P.1] **VirusBoxing: A HIIT-based VR Boxing Game** [\[SGDC Award FINALIST\]](#)

Wenge Xu, Hai-Ning Liang\*, Xiaoyue Ma, **Xiang Li**  
ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 2020)

## Selected Awards and Honors

- 2020 **ACM CHI PLAY 2020 Student Game Design Competition Award Finalist**  
**Research Assistant Fellowship at XJTLU (\$1,400)**  
**2x Special Recognitions for Outstanding Reviews for ISMAR 2020**  
**IEEE VR & 3DUI 2020 Best Conference Paper Nominee (5%)**
- 2019 **Student Representative in Academic Practice Sub-Committee (1 of the Univ.)**  
**Summer Undergraduate Research Fellowship (SURF) at XJTLU**

## Professional Experiences

- Review 15+ Papers I served as a reviewer for the top conferences and journals, e.g. IMWUT (UbiComp 2020), ISMAR 2020, VRST 2020, CHI PLAY 2020, IEEE VR 2021 (& IEEE TVCG), CHI 2021 and IUI 2021.
- June 2021 **Human-Computer Interaction Institute**, *Research Assistant*, Carnegie Mellon University
- Sept. 2021 Advisor: Prof. [David Lindlbauer](#).
- April 2020 **Exertion Games Lab**, *Research Assistant*, Monash University
- June. 2021 Advisors: Prof. [Florian 'Floyd' Mueller](#) and [Rakesh Patibanda](#) (PhD).
- April 2019 **X-CHI Lab**, *Research Assistant*, Xi'an Jiaotong-Liverpool University
- Present Advisors: Prof. [Hai-Ning Liang](#) and Dr. [Wenge Xu](#).

## Presenting Experiences

- Dec. 2020 **Invited Talk**, *Living Library*, Xi'an Jiaotong-Liverpool University, Suzhou, China.  
An Undergraduate Student's Academic Plan
- Oct. 2020 **Invited Talk**, *Exertion Games Lab*, Monash University, Melbourne, Australia.  
CAPTCHA Design in Virtual Reality
- Sept. 2020 **Invited Presentation**, *ChinaVR 2020 Conference*, Jilin, China.  
Exploring Visual Techniques for Boundary Awareness During Interaction in AR HMDs
- Aug. 2020 **Invited Talk**, *Exertion Games Lab*, Monash University, Melbourne, Australia.  
Feasibility and Effectiveness of Gesture-based Virtual Reality Seated Exergames
- March 2020 **Presenting Author**, *IEEE Virtual Reality 2020 Conference*, Atlanta, USA.  
Exploring Visual Techniques for Boundary Awareness During Interaction in AR HMDs

## Extracurricular Activities

- 2020 **Student Volunteer**, *Technical Support*, IEEE AIVR 2020.  
**Student Volunteer**, *Technical Support*, ACM CHI PLAY 2020.  
**Member**, *Game Design Group*, ACM CHI PLAY 2020 Student Game Design Competition.  
**Member**, *Game Design Group*, Tencent NEXT IDEA 2020: Game Design Competition.
- 2019 **Student Volunteer**, *Assistant Lecturer*, QCon 10th International Software Development Conference.  
**Student Representative**, *Academic Practice Sub-Committee*, Xi'an Jiaotong-Liverpool University.  
**Big Buddy**, *University Orientation Counselor*, Xi'an Jiaotong-Liverpool University.  
**Leader**, *Game Design Group*, The 3rd University Students VR/AR Development Competition.

## Skills

**Programming Languages:** Python, C/C++, C#, Java, HTML, MATLAB

**Tools and Frameworks:**  $\text{\LaTeX}$ , TENS/EMS Machines, Arduino, Unity3D, Microsoft Office, Photoshop, Final Cut Pro X