

Education

- Sept. 2018 **Xi'an Jiaotong-Liverpool University**, *XJTLU*, Suzhou, China.
– June 2022 B.Sc. Information and Computing Science (ICS)
(Expected) GPA: First Class (Honor)
Highlights: IEEE XJTLU Student Branch Associate Co-Chair
- Sept. 2018 **University of Liverpool**, *UoL*, Liverpool, UK.
– June 2022 B.Sc. Computer Science

Selected Publications

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

- [P.4] **vrCAPTCHA** [\[under review\]](#)
Xiang Li, Rakesh Patibanda, Yuzheng Chen, Florian 'Floyd' Mueller*
Submitted to ACM CHI 2021 Interactivity
- [P.3] **Simon Keys: Electrical Muscle Stimulation As Implicit Stimulus to Support the Recall of Semantic Memory** [\[under review\]](#)
Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Elise van dan Hoven, Florian 'Floyd' Mueller*
Submitted to ACM CHI 2021 Late-Breaking Work
- [P.2] **vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality** [\[under review\]](#)
Xiang Li, Rakesh Patibanda, Yuzheng Chen, 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)
- [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)
- [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)

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 10+ Papers I served as a reviewer for the top conferences and journals, e.g. IMWUT (UbiComp 2020), ISMAR 2020, VRST 2020, CHI PLAY 2020 and IEEE VR 2021 (& IEEE TVCG), CHI 2021 and IUI 2021.

April 2020 **Exertion Games Lab, Research Assistant,** Monash University

– Feb. 2021 Advisors: Prof. [Florian 'Floyd' Mueller](#) and [Rakesh Patibanda](#) (PhD).

Worked on bodily control theory for intriguing play design

- Evaluated six CAPTCHAs in VR and proposed guidance for CAPTCHA design in VR. [P.2, P.4]

- Collaborated and participated in a systematic limited bodily control theory for intriguing play design. [C.3]

April 2019 **X-CHI Lab, Research Assistant,** Xi'an Jiaotong-Liverpool University

– Present Advisors: Prof. [Hai-Ning Liang](#) and Dr. [Wenge Xu](#).

Worked on virtual reality/augmented reality and exergames

- Evaluated the differences between playing a full-body gesture-based standing and seated exergame in VR regarding gameplay performance, intrinsic motivation, and motion sickness. [J.1]

- Proposed the empirical study of visual methods for boundary awareness in AR HMDs. [C.1]

- Designed a HIIT-based VR exergame named VirusBoxing. [P.1]

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: L^AT_EX, TENS/EMS Machines, Arduino, Unity3D, Microsoft Office, Photoshop, Final Cut Pro X