

Education

- Sept. 2018 **Xi'an Jiaotong-Liverpool University**, *XJTLU*, Suzhou, China.
– June 2022 B.Sc. (Expected) in Information and Computing Science
GPA: First Class (Honor), **Rank:** ~15%
Highlights: IEEE XJTLU Student Branch Associate Co-Chair
- Sept. 2018 **University of Liverpool**, Liverpool, UK.
– June 2022 B.Sc. (Expected) in Computer Science

Selected Publications

Note: ACM CHI, ACM UIST, IEEE VR, IEEE ISMAR, ACM SIGGRAPH (&Asia) and ACM CHI PLAY are generally recognized as top-tier (CORE A/A*) conferences in my field of HCI and VR/AR.

[C.6, P.4, P.5] **Motor Memory** [\[work-in-progress\]](#)

Rakesh Patibanda, **Xiang Li**, Utkarsh Tripathi, Yuzheng Chen, Elise van dan Hoven, Florian 'Floyd' Mueller*

Submitted to ACM CHI PLAY 2021 and ACM CHI-EA 2021

[C.5, P.2, P.3] **vrCAPTCHA** [\[under review\]](#)

Xiang Li, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller*

Submitted to IEEE VR 2021 and ACM CHI-EA 2021

[C.4] **Limited Bodily Control as Intriguing Play Design Resource** [\[under review\]](#)

Florian 'Floyd' Mueller*, Rakesh Patibanda, Rich Byrne, Zhuying Li, Yan Wang, Josh Andres, **Xiang Li**, Jonathan Marquez, Stefan Greuter, Jonathan Duckworth, Joe Marshall

Submitted to 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**

Wenge Xu, Hai-Ning Liang*, Xiaoyue Ma, **Xiang Li**
ACM CHI PLAY 2020

[C.3] **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 ISMAR 2020

[C.2] **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 VR 2020

[C.1] **Auto-Hierarchical Data Algorithm: Focus on Increasing Users' Motivation and Duration in Virtual Reality**

[Xiang Li](#), Yuzheng Chen*

IEEE ICBDA 2020

Selected Awards and Honors

2020 **ACM CHI PLAY 2020 Student Game Design Competition 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 **Summer Undergraduate Research Fellowship (SURF) at XJTLU**

Professional Experiences

Review 10+ Papers I served as a reviewer for IMWUT (UbiComp 2020), ISMAR 2020, VRST 2020, CHI PLAY 2020 and IEEE TVCG (IEEE VR 2021 Journal-track) and CHI 2021.

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

– Present Advisors: Prof. [Florian 'Floyd' Mueller](#), Prof. [Elise van den Hoven](#), and [Rakesh Patibanda](#) (PhD).

Worked on bodily control theory for intriguing play design

- Evaluated several CAPTCHAs in VR and proposed guidance for CAPTCHA design in VR. [C.5]
- Collaborated and participated in a systematic limited bodily control theory for intriguing play design. [C.4]
- Devised a motor-memory system, which allows users to move their bodies as training the sequence learning.
- Proposed the MusicBubble, which combines the simplicity of a puzzle game and provides the player with an equally accessible environment for creating music. [WiP]

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. [C.1, J.1]
- Proposed the empirical study of visual methods for boundary awareness in AR HMDs. [C.2]
- Explored two hands-free text entry mechanisms in VR: BlinkType and NeckType, which leverage users' eye blinks and neck's forward and backward movements to select letters. [C.3]
- Presented a HIIT-based VR exergame named VirusBoxing. [P.1]
- Established an AR guidance system that works with see-through HMDs to assist in guiding seniors through tasks, and explored suitable techniques, guidance types, and task complexity. [WiP]

Presenting Experiences

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**, IEEE ISMAR 2020.
Student Volunteer, 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.
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: \LaTeX , Arduino, Unity3D, Microsoft Office, Photoshop, Final Cut Pro X

Referees

Prof. Florian 'Floyd' Mueller: Professor, Director of the Exertion Games Lab, Monash University

Prof. Hai-Ning Liang: Associate Professor, Head of Department, Xi'an Jiaotong-Liverpool University