Xiang Li

✆ +86 133-3008-2422
✉ dynasty.li@outlook.com
🖰 dynasty-li.github.io

Education

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

Professional Experiences

June 2021 – Sept. 2021	**Human-Computer Interaction Institute**, *Research Assistant*, Advisor: Prof. David Lindlbauer.	Carnegie Mellon University
April 2020 – June. 2021	**Exertion Games Lab**, *Research Assistant*, Advisors: Prof. Florian 'Floyd' Mueller and Rakesh Patibanda (PhD).	Monash University
April 2019 – Present	**X-CHI Lab**, *Research Assistant*, Advisors: Prof. Hai-Ning Liang and Dr. Wenge Xu.	Xi'an Jiaotong-Liverpool University

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

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

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.	
2021	**Program committee**, *Poster and Demo*,	ACM IUI 2021.
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: LaTeX, TENS/EMS Machines, Arduino, Unity3D, Microsoft Office, Photoshop, Final Cut Pro X