

Education

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

Professional Experiences

- Jun. 2021 **Augmented Perception Lab**, *Remote Research Intern*, Carnegie Mellon University
- Sept. 2021 Advisor: Prof. [David Lindlbauer](#).
Working on understanding how humans perceive and interact with digital information in VR and AR.
- Apr. 2020 **Exertion Games Lab**, *Remote Research Intern*, Monash University
- Jun. 2021 Advisors: Prof. [Florian 'Floyd' Mueller](#) and [Rakesh Patibanda \(Ph.D.-ing\)](#).
Worked on Bodily Control theory for intriguing play design and Muscle Interfaces.
- Apr. 2019 **X-CHI Lab**, *Research Assistant*, Xi'an Jiaotong-Liverpool University
- Present Advisors: Prof. [Hai-Ning Liang](#) and Dr. [Wenge Xu](#).
Worked on evaluating the User Experience in VR, AR and Exertion Games.

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] Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Utkarsh Tripathi, Elise van dan Hoven, Florian 'Floyd' Mueller*. Simon Keys: Exploring Electrical Muscle Stimulation As Implicit Stimulus to Support Semantic Memory. [CHI PLAY' 2021](#), in submission
 - [P.2] **Xiang Li**, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller*. vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality. [CHI EA' 2021](#)
 - [C.3] Florian 'Floyd' Mueller*, Rakesh Patibanda, Richard Byrne, Zhuying Li, Yan Wang, Josh Andres, **Xiang Li**, Jonathan Marquez, Stefan Greuter, Jonathan Duckworth, Joe Marshall. Limited Control Over the Body as Intriguing Play Design Resource. [CHI' 2021](#)
 - [P.1] Wenge Xu, Hai-Ning Liang*, Xiaoyue Ma, **Xiang Li**. VirusBoxing: A HIIT-based VR Boxing Game. [CHI PLAY' 2020](#) - Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play, 98–102. <https://doi.org/10.1145/3383668.3419958>. [SGDC Award Finalist](#)
 - [J.1] Wenge Xu, Hai-Ning Liang*, **Xiang Li**, Yuzheng Chen, Kangyou Yu, Qiuyu He. Results and Guidelines from a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Study. [JMIR Serious Games](#) 8, 3: e17972. <https://doi.org/10.2196/17972>
 - [C.2] Xueshi Lu, Difeng Yu, Hai-Ning Liang*, Wenge Xu, Yuzheng Chen, **Xiang Li**, Khalad Hasan. Exploration of Hands-free Text Entry Techniques for Virtual Reality. Proceedings - 2020 IEEE International Symposium on Mixed and Augmented Reality, [ISMAR 2020](#): 344–349. <https://doi.org/10.1109/ISMAR50242.2020.00061>
 - [C.1] Wenge Xu, Hai-Ning Liang*, Yuzheng Chen, **Xiang Li**, Kangyou Yu. Exploring Visual Techniques for Boundary Awareness During Interaction in Augmented Reality Head-Mounted Displays. In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces. [IEEE VR 2020](#), 204–211. <https://doi.org/10.1109/VR46266.2020.1581268453415>, [Best Paper Nomination \(5%\)](#)

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 IEEE ISMAR 2020
IEEE VR 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

- May. 2021 **Presenting Author**, *ACM CHI 2021 Conference*, Yokohama, Japan.
vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality
- 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.
vrCAPTCHA: Exploring CAPTCHA Designs 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
- Mar. 2020 **Presenting Author**, *IEEE Virtual Reality 2020 Conference*, Atlanta, USA.
Exploring Visual Techniques for Boundary Awareness During Interaction in AR HMDs

Extracurricular Activities and Services

- Review 20+ 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.
- Research Community I served as a Student Volunteer at HCI conferences to provide connections and accessibility for global research communities, e.g. CHI PLAY 2020, ISMAR 2020, IEEE AIVR 2020, and TEI 2021.
- 2021 **Program Committee**, *Poster and Demo*, ACM IUI 2021.
- 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 **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