Xiang Li

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Education

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

Professional Experience

Apr. 2020 – Jun. 2021	**Exertion Games Lab**, *Remote Research Intern*, Monash University. 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 – Present	**X-CHI Lab**, *Research Assistant*, Xi'an Jiaotong-Liverpool University. 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 Experience

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

Research I served as a Student Volunteer at HCI conferences to provide connections and accessibility for global
Community 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