

Education

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

(Expected) GPA: First Class (Honor)

Highlights: IEEE XJTLU Student Branch Associate Co-Chair

Professional Experiences

- April 2020 **Exertion Games Lab, Research Assistant**, Monash University
– Present Advisors: Prof. [Florian 'Floyd' Mueller](#) and [Rakesh Patibanda](#) (PhD).
April 2019 **X-CHI Lab, Research Assistant**, Xi'an Jiaotong-Liverpool University
– Present Advisors: Prof. [Hai-Ning Liang](#) and Dr. [Wenge Xu](#).

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.2] **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.1] **Simon Keys: Exploring Electrical Muscle Stimulation As Implicit 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

[D.2] **vrCAPTCHA** [\[under review\]](#)

Xiang Li, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller*
Submitted to ACM CHI 2021 Interactivity

[D.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)

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