Xiang Li

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Education

Sept. '18 – Jun. '22 **Xi'an Jiaotong-Liverpool University**, *XJTLU*, Suzhou, China.
B.Sc. Information and Computing Science (ICS), (Expected) First Class Honor

Sept. '18 – Jun. '22 **University of Liverpool**, *UoL*, Liverpool, UK.
B.Sc. Computer Science, (Expected) First Class Honor

Research Experience

Apr. '21 – Nov. '21 **DIVA Group**, *Research Intern**, Institute Polytechnique de Paris (Télécom Paris).
Augmented Perception Lab, *Research Intern**, Carnegie Mellon University
*: Co-Advisors: Prof. Jan Gugenheimer and Prof. David Lindlbauer.

Apr. '20 – Jun. '21 **Exertion Games Lab**, *Research Intern*, Monash University
Advisors: Prof. Florian 'Floyd' Mueller and Rakesh Patibanda (Ph.D.-ing).

Apr. '19 – Present **X-CHI Lab**, *Research Assistant*, Xi'an Jiaotong-Liverpool University
Advisors: Prof. Hai-Ning Liang and Prof. Wenge Xu (now at Birmingham City University).

Full Publications

Note: ACM CHI, IEEE VR, ACM IMWUT, IEEE ISMAR, and ACM CHI PLAY are generally recognized as premier venues (CORE A*, acceptance rates <25%) in my field. My Google Scholar.

[C.7] Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Shreyas Nisal, Chris Hill, Aryan Saini, Elise van den Hoven, Florian 'Floyd' Mueller. [In submission to ACM IMWUT '22]

[C.6] **Xiang Li**, Jan Gugenheimer, David Lindlbauer. [In submission to IEEE VR '22]

[C.5] Rakesh Patibanda, Aryan Saini, Samantha Chan, Nathan Semertzidis, Ambika Shahu, **Xiang Li**, Steeven Villa, Abby Wanyu Liu, Laia Turmo Vidal, Elise van den Hoven, Florian 'Floyd' Mueller. ACM CHI '22 [in submission]

[C.4] Florian 'Floyd' Mueller, Fabio Zambetta, Rakesh Patibanda, Vincent van Rheden, Florian Daiber, Aman Parnami, Xiao Fang, Martin K. Ross, Dennis Reidsma, Cagatay Goncu, Alexander Meschtscherjakov, Aryan Saini, Christal Clashing, Elise van den Hoven, **Xiang Li**, Dees Postma, Robby van Delden, Lisa-Marie Lüneburg, Lonni Besançon. ACM CHI '22 [in submission]

[EA.4] **Xiang Li**, Xiaohang Tang, Xin Tong, Rakesh Patibanda, Florian 'Floyd' Mueller, Hai-Ning Liang. Myopic Bike and Say Hi: Games for Empathizing with Myopic Users. ACM CHI PLAY EA '21 [SGDC Award Finalist]

[EA.3] Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Aryan Saini, Chris Hill, Elise van den Hoven, Florian 'Floyd' Mueller. Actuating Myself: Designing Hand-Games Incorporating Electrical Muscle Stimulation. ACM CHI PLAY EA '21

[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. ACM CHI '21

[EA.2] **Xiang Li**, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller. vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality. ACM CHI EA '21

[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. IEEE ISMAR '20

[EA.1] Wenge Xu, Hai-Ning Liang, Xiaoyue Ma, **Xiang Li**. VirusBoxing: A HIIT-based VR Boxing Game. ACM CHI PLAY EA '21 [SGDC Award Finalist]

[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. IEEE VR '20 [Best Paper Nomination]

[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

Selected Awards and Honors

'21 **IEEE ISMAR '21 I.D.E.A. Scholarship**
ACM UIST '21 Registration Scholarship
ACM CHI PLAY '21 Student Game Design Competition Award Finalist
ACM CHI '21 Student Volunteer Award
NIME '21 Ableton Scholarship
IEEE VR '21 Bridge to VR Scholarship

'20 **ACM CHI PLAY '20 Student Game Design Competition Award Finalist**
Research Assistant Fellowship at XJTLU ($1,400)
IEEE VR '20 Best Conference Paper Nominee (5%)

'19 **Student Representative in Academic Practice Sub-Committee (1 of the Univ.)**
Summer Undergraduate Research Fellowship (SURF) at XJTLU

Academic Services

Reviewing, *30+ Papers*.

'22 **CHI**.

'21 **VRST, IEEE ISMAR* & IEEE TVCG*, CHI PLAY (& WIP), IEEE VR & IEEE TVCG, CHI (& LBW, & SGC), IUI (& Poster)**.

'20 **IMWUT, IEEE ISMAR* & IEEE TVCG*, VRST, CHI PLAY (WIP)**.
*: Highly Useful or Special Recognition for Outstanding Reviews

Student Volunteer.

'21 **CHI PLAY, IEEE ISMAR, MobileHCI, DIS, CHI, TEI**.

'20 **CHI PLAY, IEEE ISMAR, IEEE AIVR**.

Extracurricular Activities

'21 **Leader**, *Game Design Group*, ACM CHI PLAY '21 Student Game Design Competition.

'20 **Member**, *Game Design Group*, ACM CHI PLAY '20 Student Game Design Competition.

'20 - '22 **IEEE XJTLU Student Branch Associate Co-Chair**, Xi'an Jiaotong-Liverpool University.

'19 - '20 **Student Representative**, *Academic Practice Sub-Committee*, Xi'an Jiaotong-Liverpool University.

'19 **Leader**, *Game Design Group*, The 3rd China University Students VR/AR Development Competition.

Presenting Experience

'21 **Lighting Talk**, *UIST '21*, Virtual Event.

Presenting Author, *ACM CHI PLAY '21*, Virtual Event.
Myopic Bike and Say Hi: Games for Empathizing with The Myopic

Presenting Author, *ACM CHI '21*, Virtual Event.
vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality

'20, '21 **Invited Talk**, Xi'an Jiaotong-Liverpool University, Suzhou, China.
Introduction to VR, AR, and Human-Computer Interaction
An Undergraduate Student's Academic Plan

'20 **Invited Group Talk**, *Exertion Games Lab*, Monash University, Virtual Event.
vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality
Feasibility and Effectiveness of Gesture-based Virtual Reality Seated Exergames

Invited Talk, *ChinaVR '20*, Virtual Event.
Exploring Visual Techniques for Boundary Awareness During Interaction in AR HMDs

Presenting Author, *IEEE VR '20*, Virtual Event.
Exploring Visual Techniques for Boundary Awareness During Interaction in AR HMDs

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

Selected Media Press

XJTLU Museum, 2021 Introduction to Human-Computer Integration

CCF-TCVRV Secretariat, ChinaVR, 2020 Selected IEEE VR papers preached by Chinese scholars

XJTLU Library, 2020 Living Library Highlights