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

Professional 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**, *Remote 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).

Publications

Note: ACM CHI, IMWUT, IEEE VR, 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] **Xiang Li**, Jan Gugenheimer, David Lindlbauer. [Ongoing for IEEE VR '22]

[C.6] **Xiang Li**, Xiaohang Tang, Xin Tong, Rakesh Patibanda, Florian 'Floyd' Mueller, Hai-Ning Liang. [Ongoing for IEEE VR '22]

[J.2] Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Shreyas Nisal, Chris Hill, Aryan Saini, Elise van den Hoven, Florian 'Floyd' Mueller. [Ongoing]

[C.5] Rakesh Patibanda, Aryan Saini, Samantha Chan, Ambika Shahu, **Xiang Li**, Elise van den Hoven, Florian 'Floyd' Mueller. ACM CHI '22 [in submission]

[C.4] Florian 'Floyd' Mueller, Fabio Zambetta, Rakesh Patibanda, **Xiang Li**, 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. 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 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 '20, 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 (5%)

[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 **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*.

'21 **VRST, IEEE ISMAR* & IEEE TVCG*, CHI PLAY, IEEE VR & IEEE TVCG, CHI, IUI**.

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

Student Volunteer.

'21 **CHI PLAY, 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.

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

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