

# Xiang Li

## Curriculum Vitae

+86 133-3008-2422  
dynastyli.cn@gmail.com  
dynasty-li.github.io  
XiangLi0929

### Education

- Sept. '18 **Xi'an Jiaotong-Liverpool University**, *Suzhou, China*, School of Advanced Technology.  
– Jun. '22 **University of Liverpool**, *Liverpool, UK*, Department of Computing.  
Dual B.Sc. Information and Computing Science (ICS) First Class Honors (Expected).

### Research Experience

- Nov. '21 **University of Tokyo**, *Tokyo, Japan*, Research Intern, Information Somatics Lab.  
– Present Advisors: Prof. [Masahiko Inami](#), Prof. [Shigeo Yoshida](#), and Prof. [Zendai Kashino](#).  
Apr. '21 **Institute Polytechnique de Paris**, *Paris, France*, Research Intern\*, DIVA HCI Group.  
– Dec. '21 **Carnegie Mellon University**, *Pittsburgh, USA*, Research Intern\*, Augmented Perception Lab.  
\*: Co-advisors: Prof. [Jan Gugenheimer](#) and Prof. [David Lindlbauer](#).  
Apr. '20 **Monash University**, *Melbourne, Australia*, Research Intern, Exertion Games Lab.  
– Sept. '21 Advisors: Prof. [Florian 'Floyd' Mueller](#) and [Rakesh Patibanda](#) (Ph.D. Student).  
Apr. '19 **Xi'an Jiaotong-Liverpool University**, *Suzhou, China*, Research Assistant, X-CHI Lab.  
– Present Advisors: Prof. [Hai-Ning Liang](#) and Prof. [Wenge Xu](#) (now at Birmingham City University).

### Ongoing Projects

- [Thesis] **Xiang Li**. [Bachelor Honors Dissertation](#) [Ongoing]  
[C.6] **Xiang Li**, [Zendai Kashino](#), [Shigeo Yoshida](#), [Masahiko Inami](#). [Ongoing]  
[EA.5] **Xiang Li**, [Jan Gugenheimer](#), [David Lindlbauer](#). [ACM CHI Interactivity '22](#) [Ongoing]

### Full Publications

- Note:** ACM CHI (A\*), IEEE VR (A\*), IEEE ISMAR (A\*), and ACM CHI PLAY are generally recognized as premier venues in my field. [My Google Scholar](#).
- [C.5] **Xiang Li**, [Jan Gugenheimer](#), [David Lindlbauer](#). [Manuscript](#) [In Submission]  
[C.4] [Rakesh Patibanda](#), **Xiang Li**, [Yuzheng Chen](#), [Shreyas Nisal](#), [Chris Hill](#), [Aryan Saini](#), [Elise van den Hoven](#), [Florian 'Floyd' Mueller](#). [Manuscript](#) [In Submission]  
[J.3] [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 ToCHI](#) [In Submission]  
[J.2] [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 ToCHI](#) [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 The Myopic](#). [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](#)

- [EA.2] **Xiang Li**, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller. vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality. [ACM CHI Interactivity '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](#)
- [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 **Summer Undergraduate Research Fellowship (SURF) at XJTLU**

## Academic Services

- Reviewer, 30+ Papers.**
- '22 CHI, IEEE VR
- '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

- '22 **Leader**, *Student Research Group*, ACM CHI '22 Student Research Competition.
- '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.

## Oral Presentations

'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

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## Skills

**Programming Languages:** Python, C/C++, C#, Java, HTML, MATLAB

**Tools and Frameworks:**  $\text{\LaTeX}$ , TENS/EMS Machines, Arduino, Unity3D, Microsoft Office, Photoshop, Final Cut Pro X

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## Selected Media Coverage

**XJTLU Museum, 2021** Introduction to Human-Computer Integration

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

**XJTLU Library, 2020** Living Library Highlights