Xiang Li

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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 – Present **University of Tokyo**, *Tokyo, Japan*, Research Associate, Information Somatics Lab. 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.
– Jun. '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).

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.8] **Xiang Li**, Zendai Kashino, Shigeo Yoshida, Masahiko Inami. [Ongoing]

[C.7] Rakesh Patibanda, **Xiang Li**, Yuzheng Chen, Shreyas Nisal, Chris Hill, Aryan Saini, Elise van den Hoven, Florian 'Floyd' Mueller. [Ongoing]

[C.6] **Xiang Li**, Jan Gugenheimer, David Lindlbauer. Manuscript

[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 [Under Review]

[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 [Under Review]

[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

[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

Extended Abstracts (Work-in-Progress, Workshop, and Competition Papers)

[EA.4] **Xiang Li**, Xiaoyue Ma. ACM CHI EA '22 [Under Review]

[EA.3] **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.2] 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.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]

Demonstrations

[D.3] **Xiang Li**, Xiaohang Tang. [Ongoing]

[D.2] **Xiang Li**, Jan Gugenheimer, David Lindlbauer. ACM CHI Interactivity '22 [Under Review]

[D.1] **Xiang Li**, Yuzheng Chen, Rakesh Patibanda, Florian 'Floyd' Mueller. vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality. ACM CHI Interactivity '21

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

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 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