

XINRUI FANG

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My research interest is: Human-AI Interaction, AI4Science, User Interface

EDUCATION

- **The University of Tokyo**
PhD in GSII | Supervisor: **Prof. Koji Yatani** *Tokyo, Japan; 2024.4 - Now*
- **Keio University**
M.S. in Science and Technology | Supervisor: **Prof. Yuta Sugiura** *Tokyo, Japan; 2020.4 - 2022.3*
- **TU Darmstadt**
Exchange Student in Computer Science *Darmstadt, Germany; 2017.9 - 2018.4*
- **Dalian University of Technology**
B.E. in Digital Media Technology | Supervisor: **Prof. Zhihui Wang** *Dalian, China; 2015.9 - 2019.6*

PUBLICATIONS (C-Conference, J-Journal, P-Patent, D-Demo, W-Workshop, E-Extended Abstract)

- [E.1] **Xinrui Fang**, Anran Xu, Sylvain Malacria, and Koji Yatani. 2025. Exploring Practices, Challenges, and Design Implications for Citation Foraging, Management, and Synthesis. In Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25). Association for Computing Machinery, New York, NY, USA, Article 251, 1–8.
- [W.1] Jonas Oppenlaender, Sylvain Malacria, **Xinrui Fang**, Niels van Berkel, Fanny Chevalier, Koji Yatani, and Simo Hosio. 2025. Meta-HCI: First Workshop on Meta-Research in HCI. In Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25). Association for Computing Machinery, New York, NY, USA, Article 791, 1–8.
- [C.3] M. Takeda, M. Inoue, **Xinrui Fang**, Y. Minami, J.M. Maestre,. 2023. Light Guidance Control of Human Drivers: Driver Modeling, Control System Design, and VR Experiment. IFAC-PapersOnLine.
- [J.1] Chengshuo Xia, **Xinrui Fang**, Riku Arakawa, and Yuta Sugiura. 2022. VoLearn: A Cross-Modal Operable Motion-Learning System Combined with Virtual Avatar and Auditory Feedback. Proc. ACM Interact. Mob. Wearable Ubiquitous Technol. 6, 2, Article 81 (June 2022), 26 pages.
- [C.2] **Xinrui Fang**, Takuro Watanabe, Chengshuo Xia, and Arthur Torck. 2022. Knock Knock: A Children-oriented Vocabulary Learning Tangible User Interaction System. In Proceedings of the Augmented Humans International Conference 2022 (AHs '22). Association for Computing Machinery, New York, NY, USA, 35–39.
- [D.1] Chengshuo Xia, **Xinrui Fang**, and Yuta Sugiura. 2021. VoLearn: An Operable Motor Learning System with Auditory Feedback. In Adjunct Proceedings of the 34th Annual ACM Symposium on User Interface Software and Technology (UIST '21 Adjunct). Association for Computing Machinery, New York, NY, USA, 103–105.
- [C.1] **Xinrui Fang**, Chengshuo Xia, and Yuta Sugiura. 2021. FacialPen: Using Facial Detection to Augment Pen-Based Interaction. In Proceedings of the Asian CHI Symposium 2021 (Asian CHI '21). Association for Computing Machinery, New York, NY, USA, 1–8.
- [P.1] Haojie Li, Zhihui Wang, Xinzhu Ma, Wanli Ouyang, **Xinrui Fang**. 2019. Monocular image-oriented three-dimensional object detection method based on three-dimensional reconstruction. Chinese Patent. CN110689008A.

EXPERIENCE

- **Application Engineer** | *Rakuten Group Inc.* *2022.4- 2024.3*
Develop and Maintain Rakuten Cash backend service
- **HCI Research Intern** | *City University of Hongkong* *2021.6- 2021.10*

Multi-modal collaborative interaction research advised by Dr. Can Liu

- **Research Assistant** | *Keio University*

2021.11 - 2022.3

Tunnel effect simulation in VR research advised by Dr. Masaki Inoue

ACADEMIC SERVICE

- **Student Volunteer**

UIST 2021 | ASSETS 2021

- **Reviewer**

CHI LBW 22, 25

AWARDS & SCHOLARSHIPS

- **SPRING GX Fellowship**, funded ¥180,000/month & ¥340,000/year for 3 years. 2024.04
- **SONY Spresense Hackthon: Outstanding Award**, ¥100,000 awarded. 2021.12
- **Keio Graduate School Scholarship**, ¥500,000 awarded. 2021.11
- **KF-ICC Scholarship**, awarded ¥60,000/month for 1 year. 2021.04
- **Fujiwara Scholarship**, ¥50,000 awarded. 2020.12
- **JASSO Scholarship**, awarded ¥40,000/month for 1 year. 2020.04

TEACHING EXPERIENCE

- **Teaching Assistant, Keio University**

2021.10-2022.01

Real world interactive system

TECHNICAL SKILLS

- **Programming & Scripting Languages:** Javascript, Python, C++, C#, Shell
- **Tools & Libraries:** Unity, \LaTeX , OpenCV, Pytorch, ReactJS, NodeJS, Arduino, Figma