Xinrui Fang

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The University of Tokyo 7-3-1 Hongo, Bunkyo-ku, Tokyo 113-0033 JAPAN

Education

2024, Apr 2027, Mar.*	The University of Tokyo, Japan
	Doctoral Student, Emerging Design and Informatics,
	Graduate School of Interdisciplinary Information Studies
	Advisor: Prof. Koji Yatani
2020, Apr 2022, Mar.	Keio University, Japan
	M.S., Information and Computer Science
	School of Science for Open and Environmental Systems
	Advisor: Prof. Yuta Sugiura
2015, Sept 2019, Jun.	Dalian University of Technology, China
	B.Sc., Digital Media Technology
	Advisor: Prof. Zhihui Wang

Research & Work Experience

2024, Apr Present	Research Assistant, IIS Lab, The University of Tokyo,
	(Advisor: Prof. Koji Yatani)
2022, Apr 2024, Mar.	Software Engineer, Rakuten Group, Inc., Tokyo,
	Develop Rakuten Cash backend service
2021, Nov 2022, Mar.	Research Assistant, Inoue lab, Keio University,
	(Advisor: Prof. Masaki Inoue)
2021, Jun 2021, Oct.	Research Intern, ERFI lab, City University of Hongkong,
	(Advisor: Prof. Can Liu)

Awards & Honors

2024	SPRING GX Fellowship (Research support for 3 years)
2021	Sony Sensing Solution Hackthon: Outstanding Award (¥100,000)
2021	Keio Graduate School Scholarship (¥500,000)
2021	KF-ICC Scholarship (¥720,000)
2020	Fujiwara Scholarship (¥50,000)
2020	JASSO Scholarship (¥480,000)

^{*}Expected.

Publications

G Google Scholar

Journal Articles

- J1. Chengshuo Xia, Xinrui Fang, Riku Arakawa & Yuta Sugiura. VoLearn: A Cross-Modal Operable Motion-Learning System Combined with Virtual Avatar and Auditory Feedback. Proc. ACM Interact. Mob. Wearable Ubiquitous Technol. 6. https://doi.org/10.1145/3534576 (2022).
- J2. M Takeda, M Inoue, **Xinrui Fang**, Y Minami & JM Maestre. Light Guidance Control of Human Drivers: Driver Modeling, Control System Design, and VR Experiment. *IFAC-PapersOnLine* **55.** https://doi.org/10.1016/j.ifacol.2023.01.099 (2022).

Peer-reviewed Conference Proceedings

- C1. **Xinrui Fang**, Takuro Watanabe, Chengshuo Xia & Arthur Torck. Knock Knock: A Children-oriented Vocabulary Learning Tangible User Interaction System. in *Proceedings of the Augmented Humans International Conference* 2022 (AHs'22) (2022), 35–39. https://doi.org/10.1145/3519391.3519403.
- C2. **Xinrui Fang**, Chengshuo Xia & Yuta Sugiura. FacialPen: Using Facial Detection to Augment Pen-Based Interaction. in *Proceedings of the Asian CHI Symposium 2021* (Asian CHI'21) (2021), 1–8. https://doi.org/10.1145/3429360.3467672.

Working Papers

- W1. Jonas Oppenlaender, Sylvain Malacria, Xinrui Fang, Niels van Berkel, Fanny Chevalier, Koji Yatani & Simo Hosio. Meta-HCI: First Workshop on Meta-Research in HCI. Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA'25). 2025. https://doi.org/10.1145/3706599.3706723.
- W2. **Xinrui Fang**, Anran Xu, Sylvain Malacria & Koji Yatani. Exploring Practices, Challenges, and Design Implications for Citation Foraging, Management, and Synthesis. *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems* (CHI EA'25). 2025. https://doi.org/10.1145/3706599.3719883.
- W3. Chengshuo Xia, **Xinrui Fang** & Yuta Sugiura. VoLearn: An Operable Motor Learning System with Auditory Feedback. *Adjunct Proceedings of the 34th Annual ACM Symposium on User Interface Software and Technology* (UIST '21 Adjunct). 2021. https://doi.org/10.1145/3474349.3480186.

Teaching

Keio University

2021 Teaching Assistant, Real world interactive system

Academic Service

External Reviewer

2025 CHI Late-Breaking Work 2022 CHI Late-Breaking Work

Student Volunteer

2021 UIST, ASSETS

Last updated: October 10, 2025