Xinrui Fang

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The University of Tokyo
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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)

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*Expected.

Publications

Peer-Reviewed 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.

Peer-Reviewed Workshop/Poster/Demo 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

2026	IEEE VR
2025	ACM CHI LBW
2022	ACM CHI LBW

Student Volunteer

2021	UIST, ASSETS

Last updated: November 5, 2025