

**Xinrui Fang**  
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## Education

2024, Apr. - Present	<b>The University of Tokyo, Japan</b> Doctoral Student, Emerging Design and Informatics, Graduate School of Interdisciplinary Information Studies Advisor: Prof. Koji Yatani
2020, Apr. - 2022, Mar.	<b>Keio University, Japan</b> M.S., Information and Computer Science School of Science for Open and Environmental Systems Advisor: Prof. Yuta Sugiura
2015, Sept. - 2019, Jun.	<b>Dalian University of Technology, China</b> B.Sc., Digital Media Technology School of Software Study abroad: TU Darmstadt, Germany Advisor: Prof. Zhihui Wang

## Research & Work Experience

2024, Apr. - Present	Research Assistant, <a href="#">IIS Lab</a> , The University of Tokyo, (Advisor: Prof. Koji Yatani)
2022, Apr. - 2024, Mar.	Software Engineer, <a href="#">Rakuten Group, Inc.</a> , Tokyo, Develop Rakuten Cash backend service
2020, Apr. - 2022, Mar.	Master Student, <a href="#">Lifestyle Computing Lab</a> , Keio University, (Advisor: Prof. Yuta Sugiura)
2021, Nov. - 2022, Mar.	Research Assistant, <a href="#">Inoue lab</a> , Keio University, (Advisor: Prof. Masaki Inoue)
2021, Jun. - 2021, Oct.	Research Intern, <a href="#">ERFI lab</a> , City University of Hong Kong, (Advisor: Prof. Can Liu)

## Awards & Honors

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

## Publications

 Google Scholar

### 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.* (IMWUT'22) **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**, Anran Xu, Chi-Lan Yang, Ya-Fang Lin, Sylvain Malacria & Koji Yatani. LLM-based In-situ Thought Exchanges for Critical Paper Reading. in *arXiv preprint, conditionally accepted to ACM IUI 2026* (2026). <https://arxiv.org/abs/2510.15234>.
- C2. **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>.
- C3. **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
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Last updated: December 13, 2025