



XIPEI REN

Researcher in HCI & Design for Health

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EDUCATION

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| 09.2014 - 09.2018 | Ph.D. in Industrial Design
Eindhoven University of Technology, the Netherlands |
| 10.2012 - 10.2014 | Exchange M.S in Architecture Design
Kumamoto University, Japan |
| 09.2011 - 06.2014 | M.S in Industrial Design Engineering
Shandong University, China |
| 09.2007 - 06.2011 | B.S in Industrial Design
Nanjing University of Science and Technology, China |

EXPERIENCE

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| 09.2018- NOW | Design Researcher Data Science Team
Research & Development, HumanTotalCare, the Netherlands |
| 09.2018- NOW | Postdoc Researcher Vitality Data Center
Industrial Design, Eindhoven University of Technology, the Netherlands |
| 02.2015 - NOW | Project Coach Squad of Silver Studio
Industrial Design, Eindhoven University of Technology, the Netherlands |
| 11.2016 - 11.2017 | Teaching Assistant Use Learning Line course
Eindhoven University of Technology, the Netherlands |
| 07.2015, 07.2016, 07.2017 | Lecturer TU/e - ZJU Business Design Summer School
International Design Institute, Zhejiang University, China |
| 05.2012 - 07.2012 | UX Designer ChangHong & HongKong PolyU Design Lab
ChangHong Co. Shenzhen Design Department, China |

POTENTIAL REFERENCES

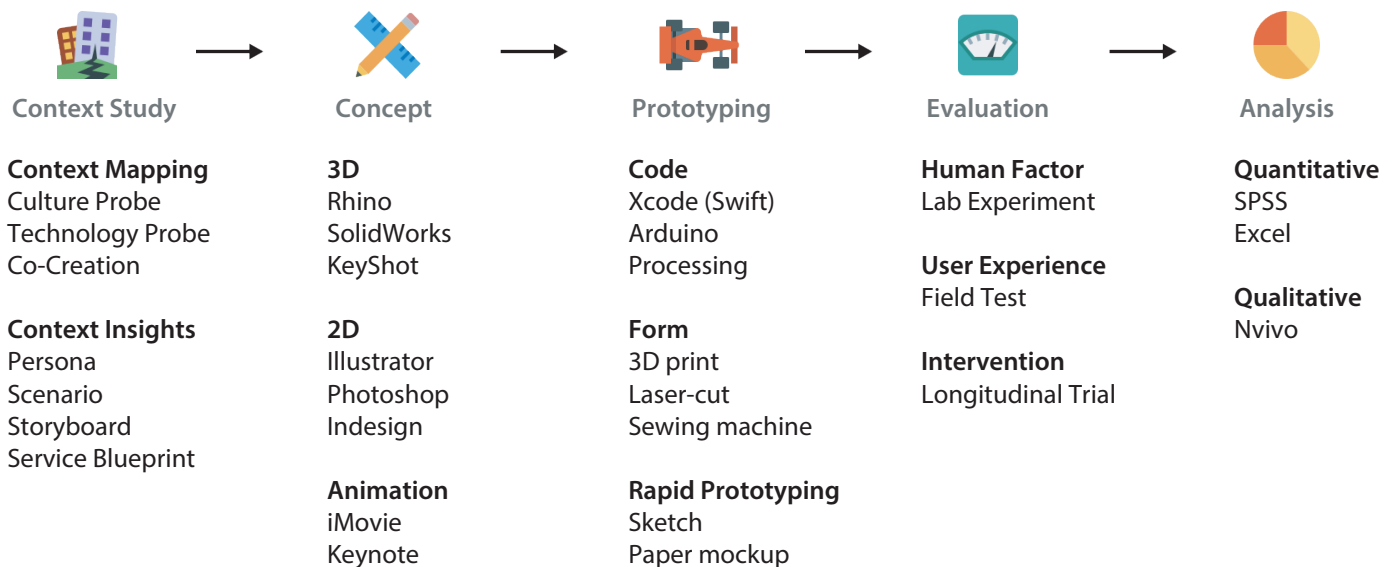
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Yuan Lu, associate professor of industrial design, TU/e
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AWARDS & EXHIBITIONS

10.2018	LightSit Design Exhibition Dutch Design Week 2018, Eindhoven
04.2018	ShuttleKicker+ Design Exhibition World Industrial Design Conference 2018, Hangzhou
10.2016 - 11.2016	Flow Pillow Design Exhibition 2016 World Design Capital, Taipei
09.2012	Rain House Design Award Design Contest of Architectural Institute of Japan
03.2011, 03.2012	Body Clock, Share Garden Design Award IF Concept Design

COMPETENCE



PUBLICATION



Xipei Ren, Bin Yu, Yuan Lu, Yu Chen, Pearl Pu. 2018. **HealthSit: Designing Posture-Based Interaction to Promote Exercise during Fitness Breaks**. *International Journal of Human-Computer Interaction*.

Xipei Ren, Bin Yu, Yuan Lu, Aarnout Brombacher. 2018. **Exploring Cooperative Fitness Tracking to Encourage Physical Activity among Office Workers**. *Proceedings of the ACM on Human-Computer Interaction*. 2 (CSCW): 146.

Xipei Ren, Yuan Lu, Harri Oinas-Kukkonen, Aarnout Brombacher. **Perswedo Design Studio: Facilitating Persuasive Design in the Service Innovation Class**. *International Journal of Technology and Design Education*. (in preparation)

Carlijn Valk, Yuan Lu, **Xipei Ren**, Marjolein Wintermans, Ivar Kraaijevanger, Jim Steenbakkens, Vincent Visser. 2017. **Towards personalised persuasive strategies for active ageing**. *Gerontechnology*, 16, 160-172.

Xipei Ren*, Lotte Hollander*, Rylana van der Marel*, Lieke Molenaar*, Yuan Lu. (2019). **Step-by-Step: Exploring a Social Exergame to Encourage Physical Activity and Social Dynamics among Office Workers.** In *CHI' 19: Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (to appear). ACM. (* equally contributed as co-first authors)

Xipei Ren, Yudan Ma, Yuan Lu, Aarnout Brombacher. (2017). **ShuttleKicker+: Designing Gamified Sonification to Augment the Physical Leisure Activity.** In *CHI Play' 17: Extended Abstracts Publication of the Annual Symposium on Computer- Human Interaction in Play* (pp. 471-478). ACM.

Xipei Ren, Yuan Lu, Harri Oinas-Kukkonen, Aarnout Brombacher. (2017). **Perswedo: Introducing Persuasive Principles into the Creative Design Process through a Design Card-Set.** In *INTERACT' 17: IFIP Conference on Human-Computer Interaction* (pp. 453-462). Springer, Cham.

Xipei Ren, Yuan Lu, Vincent Visser, PD Huy Le, Reijn van den Burg. (2017). **Interaction Matters? Exploring Interactive Music as a Reminder to Break Sedentary Office Time.** In *ISARC' 17: 34th International Symposium on Automation and Robotics in Construction* (p.8). IAARC.

Xipei Ren, Vincent Visser, Yuan Lu, Rens Brankaert, Serge Offermans, Hugo Nagtzaam. (2016). **FLOW Pillow: Exploring Sitting Experience towards Active Ageing.** In *MobileHCI' 16: Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct* (pp. 706-713). ACM.

Xipei Ren, Yuan Lu, Aarnout Brombacher, Sander Bogers. (2016). **Mind the Gap: Probing Exertion Experience with Experiential Design Landscapes.** In *ADMC' 16: 20th Academic Design Management Conference* (pp. 999-1017). DMI.

Xipei Ren, Yuan Lu, Aarnout Brombacher, Tilde Bekker. (2016). **ShuttleKickers: Exploring Social Persuasions to Encourage Physical Activities.** In *British HCI' 16: Proceedings of the 30th International BCS Human Computer Interaction Conference* (p. 19). BCS.

Yudan Ma, Tilde Bekker, Xipei Ren, Jun Hu, Steven Vos. (2018). **Effects of Playful Audio Augmentation on Teenagers' Motivation in Cooperative Physical Play.** In *IDC' 18: Proceedings of the 17th ACM Conference on Interaction Design and Children* (pp. 43-54). ACM.

Yuan Lu, Ad Van Berlo, Xipei Ren, Carlijn Valk, Marjolein Wintermans, Peixuan Li, Tianming Li, Jianfen Li, Guang Yang. (2018). **Situating Societal Challenges in an Industrial Design Classroom.** In *ADMC' 18: 21st Academic Design Management Conference* (pp. 1268-1278). DMI.