

# Yuzheng Chen

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## EDUCATION

**Lancaster University, United Kindom** 2024 – Present  
M.Sc by Research, Computer Science

**University of Liverpool, United Kindom** 2018 – 2024  
B.Sc, Applied Mathematics

**Xi'an Jiaotong-Liverpool University, China** 2018 – 2024  
B.Sc, Applied Mathematics

## WORK EXPERIENCE

**Neuron Game Studio, China** 2021 – 2022 (Gap Year)  
**Position:** Co-Founder & Unity Development Engineer  
**Achievement:** *Entrepreneurial Grant for Selected Student Startups at XJTLU*

## RESEARCH EXPERIENCE

**Lancaster University, United Kindom** 2024 – Present  
**Position:** M.Sc by Research  
**Supervisors:** Prof. *Hans Gellersen*

**Hong Kong University of Science and Technology (Guangzhou), China** 2023 – 2024 (Gap Year)  
**Position:** Research Intern  
**Supervisors:** Prof. *Ge Lin Kan*, Prof. *Lik-Hang Lee*, *Xiang Li* (PhD at the University of Cambridge)  
**Paper Contribution:** [C.7, C.8, C.9, C.10]

**Exertion Games Lab, Monash University, Australia** 2020 – 2022  
**Position:** Student Research Assistant  
**Supervisors:** Prof. *Florian Floyd Mueller*, *Rakesh Patibanda* (PhD at Monash University)  
**Paper Contribution:** [C.4, C.5, J.2, J.3]

**X-CHI Lab, Xi'an Jiaotong-Liverpool University, China** 2019 – 2023  
**Position:** Student Research Assistant  
**Supervisors:** Prof. *Hai-Ning Liang*, Dr. *Wenge Xu* (now at Birmingham City University)  
**Paper Contribution:** [C.1, C.2, J.1, C.3, C.6]

## PUBLICATION

C: Conference; J: Journal; **Google Scholar**: h-index: 7, citations: 191.

Note: ACM CHI, CHI PLAY, ISS, SUI, IEEE VR and IEEE ISMAR are top-tier venues in the field of HCI and VR/AR.

[C.10] W He, X Li, S Xu, **Y Chen**, CI Sio, GL Kan, LH Lee. "MetaDragonBoat: Exploring Paddling Techniques of Virtual Dragon Boating in a Metaverse Campus" **ACM MM 2024**

[C.9] Z Wei, **Y Chen**, W Tong, X Zong, H Qu, X Xu, LH Lee. "Hearing the Moment with MetaEcho! From Physical to Virtual in Synchronized Sound Recording" **ACM MM 2024**

[C.8] X Li, **Y Chen**, X Tang. "GesMessages: Using Mid-air Gestures to Manage Notifications" **ACM SUI 2023 Posters**

[C.7] W He, **Y Chen**, S Xu, C Ding, LH Lee, GL Kan. "Dragon Boat Simulation: An Immersive Experience Beyond Traditional Gaming" **ACM SUI 2023 Posters**

[J.3] R Patibanda, A Saini, N Overdevest, M F. Montoya, X Li, **Y Chen**, S Nisal, J Andres, J Knibbe, E van den Hoven, FF Mueller. "Fused Spectatorship: Designing Active Bodily Spectating Experiences" **ACM PACMHCI: CHI PLAY 2023**

[J.2] R Patibanda, CN Hill, A Saini, X Li, **Y Chen**, A Matviienko, J Knibbe, E van den Hoven, FF Mueller. "Auto-Paizo Games: Towards Understanding the Design of Games that Aim to Unify a Player's Physical Body and the Virtual World" **ACM PACMHCI: CHI PLAY 2023 Best Interactivity Audience Award** 🏆

[C.6] X Li, **Y Chen**, X Tang. "GesPlayer: Using Augmented Gestures to Empower Video Players" **ACM ISS 2022 Posters**

[C.5] X Li, **Y Chen**, R Patibanda, FF Mueller. "vrCAPTCHA: Exploring CAPTCHA Designs in Virtual Reality" **ACM CHI 2021 Interactivity**

[C.4] R Patibanda, X Li, **Y Chen**, A Saini, CN Hill, E van den Hoven, FF Mueller. "Actuating Myself: Designing Hand-Games Incorporating Electrical Muscle Stimulation" **CHI PLAY 2021 Work-in-Progress**

[C.3] X Lu, D Yu, H-N Liang, W Xu, **Y Chen**, X Li, K Hasan. "Exploration of Hands-free Text Entry Techniques for Virtual Reality" **IEEE ISMAR 2020**

[J.1] W Xu, H-N Liang, Q He, X Li, K Yu, **Y Chen**. "Results and Guidelines From a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Evaluation" **JMIR Serious Games**

[C.2] W Xu, H-N Liang, **Y Chen**, X Li, K Yu. "Exploring Visual Techniques for Boundary Awareness During Interaction in Augmented Reality Head-Mounted Displays." **IEEE VR 2020 Best Paper Nomination** 🏆

[C.1] X Li, **Y Chen**. "Auto-Hierarchical Data Algorithm: Focus on Increasing Users' Motivation and Duration in Virtual Reality" **IEEE ICBDA 2020**

## **SKILLS**

**Programming Languages:** Python, C/C++, C#, Java, JavaScript

**Tools and Frameworks:** LaTeX, Arduino, Unity, Processing

## **REFERENCES**

**Hans Gellersen**, SIGCHI Academy, Professor at Lancaster University

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**Florian 'Floyd' Mueller**, SIGCHI Academy, Professor at Monash University

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**Hai-Ning Liang**, Professor at Xi'an Jiaotong-Liverpool University

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**Wenge Xu**, Lecturer at Birmingham City University

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**Xiang Li**, PhD Fellow at the University of Cambridge

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