

# Baosheng (James) Hou

Email: [b.hou2@lancaster.ac.uk](mailto:b.hou2@lancaster.ac.uk) • Website: [baoshengjameshou.github.io](https://baoshengjameshou.github.io)

## PROFILE

---

I am a PhD student in Human-Computer Interaction (HCI) at Lancaster University, part of the [GEMINI](#) project team, supervised by Professor Hans Gellersen. I apply machine learning and signal processing to model human behaviour as context for interaction. Using an experimental approach, I explore various interface technologies, including eye tracking, extended reality, EOG, and EEG, and have co-authored papers in *CHI*, *INTERACT*, *ETRA*, and *COGAIN*.

**Skills:** eye tracking, virtual reality, brain-computer interface, experiment, machine learning, deep learning, signal processing.

**Software languages:** Python, C#, Unity.

## EDUCATION

---

### PhD, Computer Science

Expected Dec 2025

Lancaster University

Thesis:

- Apply signal processing and machine learning to develop eye-head-based interaction techniques in virtual reality.
- Developed and evaluated ML classifiers that distinguish gaze-driven from gestural head movement.
- Presented research at the premier conference in the field (*CHI*).
- Supervisor: Hans Gellersen

### MSc, Medicine and Technology

Sep 2015 - Dec 2019

Technical University of Denmark

Thesis:

- Combined eye tracking and brain-computer interface to enable hands-free target acquisition.
- Implemented deep learning to classify motor-imagery inputs.
- Analyzed pupil data to infer mental load.
- Supervisors: Sadasivan Puthusserypady and John Paulin Hansen

### BEng(Hons), Biomedical Engineering

Mar 2012 - July 201

University of Auckland

Thesis:

- Computational fluid dynamics modelling of the human vocal tract.
- Supervisors: Richard Clarke and John Cater

## PROFESSIONAL EXPERIENCE

---

### Research Assistant | *Technical University of Denmark*

Oct 2020 - Jan 2022

- Developed smart visual aids in extended reality.
- Analysed eye tracking data to improve calibration.
- Implemented eye tracking experiment in Unity.
- Conducted clinical experiment with 20+ visually impaired patients.
- Collaborated with neuro-psychologist, computer scientists, and occupational therapists.
- Presented at Tech Expo events.
- Supervisors: Fiona Bríd Mulvey, Per Bækgaard

### Research Assistant | *Auckland Bioengineering Institute*

Nov 2013 - Feb 2014

- Tracked and animated shoulder movement using motion sensors.
- Supervisors: Kumar Mithraratne and Ted Yeung

### Research Assistant | *Auckland Bioengineering Institute*

Nov 2012 - Feb 2013

- Trained machine learning models to predict tissue deformation.
- Supervisor: Duane Malcolm

## PEER-REVIEWED CONFERENCE PAPERS

---

Newn, J., Quesada, S., **Hou, B. J.**, Khan, A. A., Weidner, F., & Gellersen, H. (2023, August). **Exploring Eye Expressions for Enhancing EOG-Based Interaction**. In IFIP Conference on Human-Computer Interaction (pp. 68-79). Cham: Springer Nature Switzerland.

**Hou, B. J.**, Newn, J., Sidenmark, L., Ahmad Khan, A., Bækgaard, P., & Gellersen, H. (2023, April). **Classifying Head Movements to Separate Head-Gaze and Head Gestures as Distinct Modes of Input**. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (pp. 1-14).

Mulvey, F. B., Mikitovic, M., Sadowski, M., **Hou, B. J.**, Rasamoel, N. D., Paulin Hansen, J. P., & Bækgaard, P. (2021, May). **Gaze interactive and attention aware low vision aids as future smart glasses**. In ACM Symposium on Eye Tracking Research and Applications (pp. 1-4).

## PEER-REVIEWED WORKSHOP PAPERS

---

**Hou, B. J.**, Hansen, J. P., Uyanik, C., Bækgaard, P., Puthusserypady, S., Araujo, J. M., & MacKenzie, S. (2022, June). **Feasibility of a Device for Gaze Interaction by Visually-Evoked Brain Signals**. In 2022 Symposium on Eye Tracking Research and Applications (pp. 1-7). (COGAIN'22)

**Hou, B. J.**, Bækgaard, P., MacKenzie, S., Hansen, J. P. P., & Puthusserypady, S. (2020, June). **GIMIS: Gaze input with motor imagery selection**. In ACM Symposium on Eye Tracking Research and Applications (pp. 1-10). (COGAIN'20)

## AWARDS

---

**Best Paper Award** | COGAIN '20 2020

- GIMIS: Gaze Input with Motor Imagery Selection

**First place, start-up weekend** | *Future Entrepreneur of Denmark* May 2017

**Gold medal, synthetic biology competition** | *International Genetically Engineered Machine (iGEM)* Nov 2016

- Served as a bioinformatics programmer and modeller on the Technical University of Denmark's student synthetic biology team.
- Software prototyping and metabolic modelling.

**DTU Blue Dot Project Diploma** | *Technical University of Denmark* Oct 2016

- University award for great contribution and extraordinary skills demonstrated in student-driven, cross-disciplinary projects aimed at solving real-world engineering problems.

## TEACHING ACTIVITY

---

### Supervised Students

*Lancaster University, co-advisor with Hans Gellersen and Joshua Newn*

- Sophia Quesada, BSc Final Year Project 2022
- Darie Gheorghe, BSc Final Year Project 2022

**Teaching Assistant** | *Lancaster University* Sep 2022 - Present

- **Human-Computer Interaction:** Led weekly 30-person seminars for undergraduate students, marked coursework, and provided feedback. (2022/23, 2023/24)

**Professional Development** | *Lancaster University*

- **Associate Teaching Programme (Associate fellow of the HEA)** 2022/23

- **Introduction to Teaching at Lancaster**

2022

**Teaching Assistant** | *Technical University of Denmark*

Sep 2016 - Dec 2016

- **Introduction to Systems Biology:** Explained postgraduate-level concepts and assisted with in-class exercises.

## **PROFESSIONAL SERVICE**

---

### **Scientific Conference Proceedings Reviewer**

- **CHI:** ACM CHI Conference on Human Factors in Computing Systems '23
- **COGAIN:** Symposium on Communication by Gaze Interaction '23
- **NordiCHI:** ACM Nordic Conference on Human-Computer Interaction '22