Fan LIN

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Education

The Hong Kong University of Science and Technology Guangzhou Campus
MPhil in Computational Media and Arts, Information Hub *Sep. 2023 - Oct. 2025*

- **GPA**: 3.86/4.3
- **Advisor**: Prof. Mingming FAN (Primary) & Prof. Kaishun WU (Co).
- **Thesis Topic**: Improving Older Adults' Balance Ability Through VR Shuttlecock Kicking with Haptic Feedback.

South China University of Technology Guangzhou
The International Class of Tourism Management, School of Economics and Trade (The first year) *Sep. 2015 – Jun. 2016*
Bachelor in Architecture, School of Architecture (Five-year program) *Sep. 2016 – Jun. 2021*

- **GPA**: 85.37/100
- **Advisor**: Prof. Jianhe LUO (Graduation Project, Mentor).
- **Graduation Project**: Design of the Super-Tall Waterfront Building Based on Urban Characteristics.

Research Interest

Older Adults' Healthcare: Balance Training, Gait Assessment, Fall Detection
Virtual Reality: 3D Modeling and Animation in VR, Perception and Interaction in VR, Multi-modal Feedback
Spatial Computing: Virtual Architecture, Spatial Interaction

Publications

(Accepted)

Fan LIN, Yiqi LIANG, Qianjie WEI, Mingshuo LI, Chutian JIANG, Mingming FAN. VR-Shuttlecock: Toward Enhancing Older Adults' Balance through Kicking Shuttlecock in VR with Multi-sensory Feedback. Submitted to Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp / IMWUT 2025).

- *Independently developed a VR system leveraging shuttlecock kicking to enhance balance ability in older adults, incorporating multi-modal feedback for an immersive gaming experience.*
- *Designed an evaluation protocol and conducted a 4-week long-term training and assessment to validate the effectiveness of balance training through VR-Shuttlecock system.*

Oianjie WEI, Xiaoying WEI, Yigi LIANG, **Fan LIN**, Nuonan SI, Mingming FAN. RemoteChess: Enhancing Older Adults' Social Connectedness via Designing a Virtual Reality Chinese Chess (Xiangqi) Community. Submitted to ACM CHI Conference on Human Factors in Computing Systems (CHI 2025).

- *Conducted user study to evaluate the effectiveness of RemoteChess on older adults' social connectedness.*
- *Performed qualitative coding of interview data to understand user experience and suggestions for future work.*

(Under Review)

Anonymous Authors. Collaborative Design of In-home Health Monitoring Sensor Systems from the Perspectives of Elderly Families (title modified to ensure blind review). Submitted to ACM CHI Conference on Human Factors in Computing Systems (CHI 2026).

- *Conducted user experiments through designing card-based co-design workshops to lower the technical threshold and uncover the needs of elderly families, while gathering user insights through semi-structured interviews.*
- *Performed qualitative coding and summarized the factors influencing users' design preferences and negotiation patterns during the co-design process.*
- *Based on users' design preferences and negotiation patterns, extracted design implications to inform subsequent technical development and application.*

Anonymous Authors. A generative AI-powered tool to help older adults prepare visual storytelling (title modified to ensure blind review). Submitted to ACM CHI Conference on Human Factors in Computing Systems (CHI 2026).

- *Conducted formative study to uncover the current challenges that older adults faced when engaging in visual storytelling.*
- *Performed qualitative coding of user behavior and interview data to understand how this system supported older adults' visual storytelling and their perspectives on AI assistance.*

Project Experience

Fan LIN, Yiqi LIANG, Nuonan SI, Mingming FAN. AI Resurrection: Current Perspectives of the Public and Ways Forward.

- *Scraped public discussion data on AI resurrection from the social media platform Weibo using Python and applied BERTopic and open coding for topic modeling to understand the main themes of the discussion.*
- *Performed qualitative coding of selected posts and comments, revealing three themes of public discourses: technology development and evaluation; ethical dilemmas and emotional conflicts; supervision and management.*
- *Identified the technical, ethical, supervision and management challenges of AI resurrection and discussed existing AI ethical principles in the context of AI resurrection.*

Yiqi LIANG, Nuonan SI, **Fan LIN**, Yuanyuan MAO, Mingming Fan. Assisting Medication Information Leaflets Reading for Older Adults: Current Challenges and the Explorations of MediSUM.

- *Explored and analyzed the development of aging-friendly Medication Information Leaflets (MILs) globally and across three stages in China to identify the necessity of our research.*
- *Designed and conducted a formative study to understand older adults' needs of reading MILs, current strategies and practices, readability issues, and their attitudes towards novel technologies.*
- *Conducted a deployment study to evaluate the user-friendliness, usability of key features, and usefulness of the MediSUM system designed in this study to aid older adults in reading MILs.*

Work Experience

PT Architectural Design (Shenzhen) Co., LTD Shenzhen
Assistant architect *Jul. 2021 – Jun. 2023*

- *Secured first prize and a ¥30,000 bonus at the 5th PT Design Talk (2022) through effective speech, and led video planning for the 6th Talk (2023), earning an ¥8,000 bonus.*
- *Led planning and urban design in collaboration with partners for Biling Central Garden of Pingshan District · Shenzhen project (1.29 million sqm), and received the Platinum Award at the 2023 MUSE Design Awards.*
- *Conducted product design and collaborated on presentation slides for the bidding project of Qianhai Qianwan District 9 Unit 6, Shenzhen.*

Campus Experience

The Hong Kong University of Science and Technology Guangzhou Campus
Buddy Coach for undergraduate students *Sep. 2024 - Jul. 2025 (Expected)*

- *Address UG students' inquiries about life and academics, and offer guidance and motivation to support their growth.*
- *Accompany and encourage UG students throughout their development journey.*

South China University of Technology Guangzhou
Hengwen Volunteer Service Team *Sep. 2015 – Jun. 2016*
The student union of the School of Economics and Trade *Sep. 2015 – Jun. 2016*

- *Organized and launched various volunteer activities of the college.*
- *Designed posters, volunteer leaflets, and activity cards for the activity publicity.*

Honors and Awards

- **HKUST(GZ)**: Postgraduate Studentship; Postgraduate Research Funding & Travel Grant.
- **SCUT**: Merit Student Award for the 2015-2016 Academic Year.
- **SCUT**: Third-Class Scholarship for the 2015-2016 Academic Year.

Skills

Programming Languages: Python, C#.
2D Design Tools: Proficient in AutoCAD, Figma, Photoshop, Illustrator, InDesign, Premiere.
3D Design Tools: Skilled in Unity3D, Blender, Sketchup, Enscape.

References

Prof. Mingming FAN mingmingfan@ust.hk, mingmingfan@hkust-gz.edu.cn
Associate Professor in Computational Media and Arts, Internet of Things. *HKUST (Guangzhou)*

Dr. Claire XING (Qingqing XING) claireqqxing@hkust-gz.edu.cn
Senior Lecturer, Pillar of Language Education. *HKUST (Guangzhou)*