

EDUCATION	School of Creative Media, City University of Hong Kong Second year Ph.D. candidate in Human Computer Interaction • Advisor: Prof. RAY LC • Committee: Prof. Zhicong Lu, Prof. Kening Zhu	Hong Kong, SAR 2023 - Current
	School of Management Science, Chongqing University B.E. in Industrial Engineering	Chongqing, China 2019 - 2023

PUBLICATIONS

Major Peer-reviewed Conference and Journal Papers

1. [TOCHI] **First author manuscripts under review** Investigating Narrative Structures for Enhancing Knowledge Retention in Science Communication (Title Modified for Anonymity). *ACM Transactions on Computer-Human Interaction (TOCHI)*
2. [DIS '24] **Kexue Fu**, Ruishan Wu, Yuying Tang, Yixin Chen, Bowen Liu, and RAY LC. "Being Eroded, Piece by Piece": Enhancing Engagement and Storytelling in Cultural Heritage Dissemination by Exhibiting GenAI Co-Creation Artifacts. *Proceedings of the 2024 Designing Interactive Systems Conference* <https://doi.org/10.1145/3643834.3660711>
3. [CHI '23] **Kexue Fu***, Yixin Chen*, Jiaxun Cao, Xin Tong, and RAY LC. "I Am a Mirror Dweller": Probing the Unique Strategies Users Take to Communicate in the Context of Mirrors in Social Virtual Reality. *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* <https://doi.org/10.1145/3544548.3581464>
4. [CSCW'24] **Under Revision (co-author)** Exploring Human-Robot Collaboration in Dance Improvisation: Designing and Adapting Movements with Robotic Arms (Title Modified for Anonymity). *In Proceedings of the ACM on Human-Computer Interaction*
5. [CHI'24] **Under Review(co-author)** Exploring Dancer Responses to Non-Human Avatars in Motion Capture-Supported Improvisational Performances (Title Modified for Anonymity). *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems*
6. [CHI'24] **Under Review (co-author)** Enhancing Engagement with Performative Intangible Cultural Heritage Through Spatialized Audio Interaction in Virtual Reality (Title Modified for Anonymity). *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems*
7. [UIST'25] **First Author Manuscript in Preparation:** Automated Creation of Engaging and Effective Science Communication Scripts with Narrative Peaks (Title Modified for Anonymity). *Proceedings of the 38th Annual ACM Symposium on User Interface Software and Technology*

Minor Lightly-Reviewed Posters, Extended Abstracts, Workshop Papers, and Artworks

1. Sijia Liu, RAY LC, **Kexue Fu**, Qian Wan, Pinyao Liu, Jussi Holopainen. Dreamscaping: Supporting Creativity By Drawing Inspiration from Dreams. *C&C '24: Proceedings of the 16th Conference on Creativity Cognition (C&C'24 Workshop)*
2. RAY LC, Sijia Liu, Latisha Besariani Hendra, **Kexue Fu**. TIME ENOUGH: Generative AI Visions of Climate Change as Cave Paintings of the Future. *C&C '24: Proceedings of the 16th Conference on Creativity Cognition (C&C'24 Artwork)*
3. RAY LC, JD Zamfirescu-Pereira, Natalie Friedman, **Kexue Fu**, Yanheng Li, Wendy Ju. "Sit on me please": Investigating Perception of Furniture Robotic Movements Using Video Prototyping. *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI'24 EA)*

GRANTS APPLICATION	Integrating Human Feedback and Neural Data to Enhance Artistic Control in GenAI Systems 02/2024 – Present		
	<ul style="list-style-type: none"> – Application: General Research Fund (Passed the first round) – Role: Student Co-PI, collaborating with Dr.Yueyuan Zheng (CogSci, HKUST) – PIs: Prof.RAY LC (HCI, CityUHK), Prof.Janet Hsiao (CogSci, HKUST), Prof.Antoni B. Chan (CS, CityUHK), Prof.Jixing Li (Linguistics, CityUHK) – Participation: In charge of the design and data collection of EEG and eye-tracking experiments, developed experimental interfaces, contributed to writing research grant proposals, and managed overall project coordination. 		
AWARDS AND HONORS	• Postgraduate Studentship, CityUHK	230,400HKD/year(300,00USD/year)	09/2023-current
	• Research Tuition Scholarship, CityUHK	42000HKD(4600USD)	08/2024
	• SIGCHI Gary madson travel award	2500USD	02/2023
	• Meritorious winner Mathematical Contest in Modeling(MCM)		04/2021
SKILLS	Languages: Chinese, English		
	Programming: Python, Web development (Node.js, React.js), MATLAB, R.		
	Design: Figma, Tableau, Revit, AutoCAD		
	Quantitative Methods: Experiment design(Survey design, EEG and Eye-tracking), Behavioral Study, Quantitative Analysis		
	Qualitative Methods: Interview, Observation, Ethnographic Study, Qualitative Analysis and Study Design		
ACADEMIC SERVICES	Teaching Assistant for: SM4712A Graduation Thesis / Project CityUHK		
	Reviewers for: CHI'24, ChineseCHI'23, SIGGRAPH Asia'24		
	Volunteer for: CHI PLAY'23, C&C'24		
	Conference Service for: CHI'24 Section Chair for Creative Practices, Arts and AI		
OTHER PROJECTS	Innovative Mobility Design Integrated into an Energy and Cooling Self-Adaptive City Finalist in the Innovation Competition for Construction Engineering and Management. 02/2023 – 06/2023		
	Automatic Generation of Architectural Renderings Using Neural Networks An undergraduate research project at the School of Big Data and Software Engineering, Chongqing University (CQU). 06/2020 – 10/2021		
	Data visualization of world happiness report Analyzed and visualized data to reveal regional trends and extreme comparisons, using vector graphics for clear storytelling. 03/2022 – 05/2022		
	Building a Life-cycle Carbon Footprint Retrieval System in the Construction Industry Based on a Knowledge Graph Built a life-cycle carbon footprint retrieval Q&A system based on the neo4j knowledge graph framework. 10/2021 – 12/2021		