

# Kangyou Yu

+86 151-7023-7101  
✉ yukangyou99@gmail.com  
📁 kangyouyu.github.io

## Education

August 2018 **Xi'an Jiaotong-Liverpool University**, Suzhou, China.

– July 2022 B.Sc. (Expected) in Information and Computing Science

**GPA:** 3.7/4.0

August 2018 **University of Liverpool**, Liverpool, UK.

– July 2022 B.Sc. (Expected) in Computing Science

**GPA:** 3.7/4.0

## Professional Experiences

April 2021 **VVISE Lab**, *Research Intern*, Simon Fraser University  
– Present Advisors: Prof. [Wolfgang Stuerzlinger](#) and Prof. [Anil Ufuk Batmaz](#) (now at Kadir Has University, Turkey).

April 2019 **X-CHI Lab**, *Research Assistant*, Xi'an Jiaotong-Liverpool University  
– Present Advisors: Prof. [Hai-Ning Liang](#) and Prof. [Wenge Xu](#) (now at Birmingham City University, UK).

## Publications and/or Submitted Manuscripts

- 2021 Anil Ufuk Batmaz, **Kangyou Yu**, Hai-Ning Liang, Wolfgang Stuerzlinger  
(Ongoing)
- 2021 Wenge Xu, Hai-Ning Liang, **Kangyou Yu**, Xuanru Meng and Diego Vilela Monteiro  
[ACM CHI, 2022 \(In Submission\)](#)
- 2021 Wenge Xu, Hai-Ning Liang, Xuanru Meng, **Kangyou Yu**, and Sayan Sarcar  
[ACM CHI, 2022 \(In Submission\)](#)
- 2021 **Acceptance of Virtual Reality Exergame Among Chinese Older Adults**  
Wenge Xu, Hai-Ning Liang, **Kangyou Yu**, Shaoyue Wen, Nilufar Baghaeil, and Huawei Tu  
[International Journal of Human-Computer Interaction, 2021 \(In Submission\)](#)
- 2021 **GestureFit: An Uncertainty-driven Full-body Gesture-based VR Exergame**  
**Kangyou Yu**, Xiaoyue Ma, Wenge Xu, Hai-Ning Liang,  
[CHI Play SGDC, 2021 \(In Submission\)](#)
- 2021 **Effect of Immersive Virtual Reality Exergaming on University Students' Anxiety, Depression, and Perceived Stress: A Pilot Study**  
Wenge Xu, Hai-Ning Liang, Nilufar Baghaei, Xiaoyue Ma, **Kangyou Yu**, Xuanru Meng and Shaoyue Wen  
[JMIR Serious Game, 2021](#)
- 2020 **Effect of Gameplay Uncertainty, Display Type, and Age on Virtual Reality Exergames**  
Wenge Xu, Hai-Ning Liang, **Kangyou Yu** and Nilufar Baghaei  
[ACM CHI, 2021](#)

- 2019 **Results and Guidelines From a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Evaluation**

Wenge Xu, Hai-Ning Liang, Qiuyu He, Xiang Li, **Kangyou Yu** and Yuzheng Chen  
[JMIR Serious Game, 2020](#)

- 2019 **Exploring Visual Techniques for Boundary Awareness During Interaction in Augmented Reality Head-Mounted Displays**

Wenge Xu, Hai-Ning Liang, Yuzheng Chen, Xiang Li, **Kangyou Yu**  
[IEEE VR, 2020](#) (Best Paper Nomination (5%))

## Selected Awards and Honors

- 2020 **Research Assistant Fellowship at XJTLU (\$1,400)**  
2020 **IEEE VR & 3DUI 2020 Best Conference Paper Nominee (5%)**  
2019 **Summer Undergraduate Research Fellowship (SURF) at XTJLU**

## Extracurricular Activities and Services

- 2021 **Student Volunteer,** IEEE ISMAR'21.  
2021 **Group Leader,** CHI Play SGDC'21.  
2021 **Student Volunteer,** ACM IUI'21.  
2020 **Student Volunteer,** IEEE AIVR'20.  
2020-2021 **IEEE XJTLU Student Branch Associate Co-Chair,** Xi'an Jiaotong-Liverpool University.  
2020 **Group Member,** CHI Play SGDC'20.  
2020 **Group Member,** Tencent NEXT IDEA 2020: Game Design Competition.

## Skills

**Programming Languages:** Python, C, C#, Java, HTML, MATLAB

**Tools and Frameworks:** Git,  $\text{\LaTeX}$ , Unity3D, Microsoft Office, Photoshop, Final Cut Pro