

Kangyou Yu

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Education

Xi'an Jiaotong-Liverpool University, XJTLU, Suzhou, China	Sept. 2018 - Present
Bachelor's in Information and Computing Science (ICS) , GPA: 3.7/4.0	
University of Liverpool, UoL, Liverpool, UK	Sept. 2018 - Present
Bachelor's in Computer Science, GPA: 3.7/4.0	

Research Experience

Xi'an Jiaotong-Liverpool University, X-CHI Lab , Research Assistant	April 2019 - Present
Advisors: Prof. Hai-Ning Liang and Dr. Wenge Xu	

Selected Peer-reviewed Publications

Note: ACM CHI, IEEE VR, IEEE ISMAR, and ACM CHI PLAY are generally recognized as premier venues in my field of HCI and VR/AR. Full Publications: [My Google Scholar](#).

[C.2] Wenge Xu, Hai-Ning Liang*, **Kangyou Yu**, Nilufar Baghaei. Effect of Gameplay Uncertainty, Display Type, and Age on Virtual Reality Exergames. [CHI' 2021](#)

[J.1] Wenge Xu, Hai-Ning Liang*, Xiang Li, Yuzheng Chen, **Kangyou Yu**, Qiuyu He. Results and Guidelines from a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Study. [JMIR Serious Games](#)

[C.1] Wenge Xu, Hai-Ning Liang*, Yuzheng Chen, Xiang Li, **Kangyou Yu**. Exploring Visual Techniques for Boundary Awareness During Interaction in Augmented Reality Head-Mounted Displays. [IEEE VR' 2020](#), [Best Paper Nomination \(5%\)](#)

Selected Awards and Honors

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

Extracurricular Activities and Services

Student Volunteer,	ACM IUI 2021
Student Volunteer, Technical Support,	IEEE AIVR 2020
Member, Game Design Group,	Tencent NEXT IDEA 2020: Game Design Competition
Research Volunteer, Research Group,	Xi'an Jiaotong-Liverpool University

Skills

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

Tools: LATEX, Unity3D, Microsoft Office, Photoshop, Final Cut Pro X