

Kangyou Yu

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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 **Effect of Audience Size and Feedback in Virtual Reality Exergames**
Wenge Xu, Hai-Ning Liang, **Kangyou Yu**, Xuanru Meng and Diego Vilela Monteiro
[ACM CHI, 2022](#) (In Submission)
- 2021 **Pointing and Selection Techniques for Text Selection in Virtual Reality Head-Mounted Displays**
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 Baghaeil, 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

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| 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, \LaTeX , Unity3D, Microsoft Office, Photoshop, Final Cut Pro