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Research Interest

Human-Computer Interaction (HCI), AR/VR/MR

Education

- 2022-now **University of California, Santa Barbara (UCSB)**, Santa Barbara, CA
Ph.D. in Computer Science
Advisor: [Professor Tobias Höllerer](#)
- 2018-2022 **Xi'an Jiaotong-Liverpool University (XJTLU)**, Suzhou, China
University of Liverpool (UoL), Liverpool, United Kingdom
B.Sc. in Information and Computing Science (With Honors)
Advisor: [Professor Hai-Ning Liang](#) and [Professor Wenge Xu](#)

Publications

CONFERENCE PAPERS

- [C.5] "Level-of-Detail AR: Dynamically Adjusting Augmented Reality Level of Detail Based on Visual Angle." **IEEE VR 2023** (Conditionally Accepted)
- [C.4] Anil Ufuk Batmaz, **Kangyou Yu**, Hai-Ning Liang, Wolfgang Stuerzlinger. "Improving Effective Throughput Performance using Auditory Feedback in Virtual Reality." **ACM SUI 2022**
- [C.3] Wenge Xu, Xuanru Meng, **Kangyou Yu**, Hai-Ning Liang, Sayan Sarcar. "Evaluation of Text Selection Techniques in Virtual Reality Head-Mounted Displays." **IEEE ISMAR 2022**
- [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**
- [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**

JOURNAL ARTICLES

- [J.3] Wenge Xu, Hai-Ning Liang, **Kangyou Yu**, Shaoyue Wen, Nilufar Baghaeil, Huawei Tu. "Acceptance of Virtual Reality Exergame Among Chinese Older Adults." **International Journal of Human-Computer Interaction 2021**
- [J.2] Wenge Xu, Hai-Ning Liang, Nilufar Baghaei, Xiaoyue Ma, **Kangyou Yu** Xuanru Meng, Shaoyue Wen. "Effects of an Immersive Virtual Reality Exergame on University Students"

Anxiety, Depression, and Perceived Stress: Pilot Feasibility and Usability Study. **JMIR Serious Game 2021**

- [J.1] Wenge Xu, Hai-Ning Liang, Qiuyu He, Xiang Li, **Kangyou Yu**, Yuzheng Chen. *"Results and Guidelines From a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Evaluation."* **JMIR Serious Game 2020**

Research Experience

- 10/2022- present **University of California, Santa Barbara (UCSB)**, Santa Barbara, CA
Graduate Research Assistant
FourEyesLab, Advisor: Professor Tobias Höllerer
- 06/2022- 10/2022 **The Hong Kong University of Science and Technology (Guangzhou)**, Guangzhou, China
Undergraduate Research Intern
APEX (Accessible & Pervasive User Experience) Lab, Advisor: Professor Mingming Fan
- 04/2021- 10/2022 **Simon Fraser University (SFU)**, Vancouver, Canada
Undergraduate Research Intern
VVISE Lab, Advisor: Professor Wolfgang Stuerzlinger and Professor Anil Ufuk Batmaz
- 04/2019- 07/2022 **Xi'an Jiaotong-Liverpool University (XJTLU)**, Suzhou, China
Undergraduate Research Assistant
X-CHI Lab, Advisor: Professor Hai-Ning Liang and Professor Wenge Xu

Awards and Honors

- 2022 Academic Excellence Fellowship from UCSB (\$2000)
2021 ACM UIST 2021 Registration Scholarship
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 XJTLU

Extracurricular Activities and Services

- 2021 Student Volunteer, ACM SUI 2022
2021 Student Volunteer, IEEE ISMAR 2021
2021 Group Leader, CHI Play 2021 SGDC
2021 Student Volunteer, ACM IUI 2021
2020 Student Volunteer, IEEE AIVR 2020
2020-2021 IEEE XJTLU Student Branch Associate Co-Chair,
2020 Group Member, CHI Play 2020 SGDC
2020 Group Member, Tencent NEXT IDEA 2020: Game Design Competition.