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RESEARCH INTERESTS	<b>Human-Computer Interaction (HCI)</b> , Neurodivergent Support, Inclusive Design, Creativity Support, Human-AI Collaboration, Data Visualization	
EDUCATION	<b>ShanghaiTech University</b> , Shanghai, China B.Eng. in Computer Science ( <i>Major</i> ), Interaction Design ( <i>Minor</i> ) Sept. 2021 - Jun. 2025 (expected) Advisor: <a href="#">Quan Li</a> GPA: 3.56/4.0 (Until Sept. 2024), Ranked Top 34%	
ACADEMIC EXPERIENCE	<b>ShanghaiTech University</b> , Shanghai, China <i>Undergraduate Research Assistant (Advisor: <a href="#">Quan Li</a>)</i> May. 2023 - Present Participate in multiple research projects, establishing a solid foundation for HCI research. Please see PAPERS IN PREPARATION for the outcome.	
PUBLICATIONS	Yuchen Wu, <b>Shengxin Li</b> , Shizhen Zhang, Xingbo Wang, Quan Li. <i>Trinity: Synchronizing Verbal, Nonverbal, and Visual Channels to Support Academic Oral Presentation Delivery</i> . <b>Accepted</b> at ChineseCHI 2024 · <b>Best Paper Award</b> · Full Paper <ul style="list-style-type: none"><li>Academic Oral Presentation allows students to express ideas and present research findings. However, English-as-Foreign-Language students often face the challenge of integrating verbal, nonverbal and visual elements into the presentation.</li><li>Based on a need-finding survey, a design study and an expert interview, we proposed <i>Trinity</i>, a hybrid delivery support system that provides guidance for multichannel delivery on-the-fly.</li><li>We conducted a controlled between-subject user study to investigate the usability, effectiveness, interaction, influence, trust and collaboration of <i>Trinity</i>.</li></ul>	
PAPERS IN PREPARATION	<i>DancingBoard: Streamlining the Creation of Motion Comics to Enhance Narratives</i> Under Review · Full Paper <ul style="list-style-type: none"><li>Motion Comic, a form of animation that appropriates an existing comic book into a screen-based animated narrative, proposes challenges for amateur creators as they lack proficiency with professional creation tools.</li><li>We conducted (1) a formative study to identify challenges faced by amateurs and (2) a review of the Motion Comics design space. Based on these results, we developed <i>DancingBoard</i>, an integrated authoring tool streamlines motion comic creation for amateur creators.</li><li>We evaluated <i>DancingBoard's</i> usability and the outcome's efficiency in conveying the story through two user studies and semi-structured interviews.</li></ul> <i>UPinch: Enabling Unaligned Gaze-Hand Coordination for Selection in 3D Environments</i> Under Review · Full Paper <ul style="list-style-type: none"><li>Interaction techniques in virtual environments (such as Mixed Reality) necessitate <u>Gaze-Hand Alignment</u>, which requires gaze fixation and hand selection on the same target at the same time. However, people's gaze-hand behaviour in real world is often <u>unaligned</u>.</li><li>We proposed <b>UPinch</b>, a gaze-hand based selection technique that adapts the inherent gaze-hand coordination observed in human reach-to-grasp process to 3D environments.</li><li>We conducted a series of cross-reality experiments comparing UPinch to Gaze + Pinch, Gaze + Handray and Reality, identifying their gaze-hand characteristics in diverse tasks.</li></ul>	

	<p><i>Understood: Facilitating Alignment Between Neurotypical Individuals and Adults with ADHD</i> In Progress</p> <ul style="list-style-type: none"> <li>• People with ADHD often have distinct thought patterns and communication styles compared to neurotypical / normal individuals, which can lead to frequent <u>Misalignment</u> in understanding between the two groups.</li> <li>• We are planning for a series of formative studies including literature review, semi-structured interviews and open coding, to better understand these characteristics.</li> <li>• We expect to propose <i>Understood</i>, a tool that facilitates alignment between individuals with and without ADHD, and expect to conduct user studies to evaluate its effectiveness.</li> </ul>
COURSE PROJECTS	<p><i>What a witty comment! Identify Clever Comments in Online Media Platforms</i> <i>Data Mining</i> · 2024 Spring</p> <ul style="list-style-type: none"> <li>• Comments with <i>cleverness</i> can make positive contributions to the community atmosphere. We established a framework for evaluating the cleverness of a given comment from online media platforms, and implemented an BERT-based model applying the framework.</li> </ul> <p><i>Heating System Simulation and Interaction</i> <i>Environment Simulation and Interaction</i> · 2023 Fall</p> <ul style="list-style-type: none"> <li>• To propose a more efficient policy for centralized heating, we developed an Deep Learning model for simulating the room environment, and applied multiple Reinforcement Learning algorithms on this model.</li> </ul> <p><i>ComfortaBot: a ChatGPT-Based Customized Multimodal Interactive Accompany System</i> <i>Human-Computer Interaction</i> · 2023 Spring</p> <ul style="list-style-type: none"> <li>• Addressing the need for accompany when people are undergoing a hard time, we proposed <i>Comfortabot</i>, a GPT-Based chatbot capturing user's current status and providing companionship while avoiding limitations of human interaction such as social costs and privacy concern.</li> </ul> <p><i>Epidemiology Dissemination for Children</i> <i>User Experience and Innovative Design</i> · 2023 Spring</p> <ul style="list-style-type: none"> <li>• Understanding the pandemic is challenging for children. We designed an Interaction Video to help them learn about epidemiology considering their interests and receptivity.</li> </ul> <p><i>Shanghai COVID-19 Pandemic Visual Analysis System</i> <i>Data Visualization</i> · 2022 Spring</p> <ul style="list-style-type: none"> <li>• We analyzed the Shanghai 2022 COVID-19 pandemic data, and developed a visual analysis system to show the development of the outbreak on a daily basis.</li> </ul>
SERVICES	<p><b>ShanghaiTech University</b>, Shanghai, China</p> <p><i>Teaching Assistant</i></p> <ul style="list-style-type: none"> <li>• Studio 3: Interactive Design (with lab) Spring 2023, 2024</li> <li>• Human Factors &amp; Ergonomics Fall 2023</li> <li>• Human-Computer Interaction Spring 2024</li> </ul>
SKILLS	<p><b>Computer Science:</b> HCI, AI&amp;ML, Web Programming, Application Development, Data Visualization, Hardware Programming, Data Mining.</p> <p><b>Design:</b> Human-Centered Design, Interaction Design &amp; Prototyping, Graphic Design, Video Editing, 3D Modeling.</p> <p><b>HCI Research:</b> Quantitative &amp; Qualitative Research, User Study, Interview, Iterative Design.</p> <p><b>Softwares:</b> Figma, Adobe Illustrator, Adobe PS, Adobe Pr, GraphPad Prism, Blender.</p> <p><b>Programming:</b> Python (Basics, DS Libraries &amp; PyTorch), C/C++, Frontend (JavaScript, Vue, HTML, CSS), Arduino C++, SQL, Kotlin (Android), Assembly (RISC-V), Matlab.</p> <p><b>Languages:</b> Chinese (Mandarin; native), English (proficient, TOEFL 105/120), Japanese (beginner). Visualization, L<sup>A</sup>T<sub>E</sub>X.</p>