Shengxin Li

Website *Resume Updated on: August 5, 2025*

CONTACT INFORMATION

Inclusive Design Laboatory, Social Informatics Course
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RESEARCH INTERESTS

Human-Computer Interaction (HCI), Inclusive Design, Neurodivergent Support, Sociotechnical Design, Creativity Support

EDUCATION

Kyoto University, Kyoto, Japan

Master in Social Informatics — Oct. 2025 - Jul. 2027 (Expected)
Advisor: Naomi Yamashita

ShanghaiTech University, Shanghai, China

B.Eng. in Computer Science (*Major*), Interaction Design (*Minor*) — Sept. 2021 - Jul. 2025
Advisor: Quan Li GPA: 3.52/4.0, Ranked Top 37%

ACADEMIC EXPERIENCE

ShanghaiTech University, Shanghai, China

Undergraduate Research Assistant (Advisor: Quan Li) — May. 2023 - Present

Participate in multiple research projects, establishing a solid foundation for HCI research.
Please see PUBLICATIONS and PAPERS IN PREPARATION for detailed outcome.

PUBLICATIONS

Shizhen Zhang*, **Shengxin Li***, Quan Li. *Understood*: Real-Time Communication Support for Adults with ADHD Using Mixed Reality.
Accepted by UIST 2025 (CCF-A) · Full Paper · ArXiv Preprint

- Adults with ADHD face persistent communication difficulties stemming from executive dysfunction and emotional dysregulation, yet existing interventions mainly focus on children and lack everyday support for adults.
- Through (1) formative interviews and (2) design studies, we identified design goals, and developed *Understood*, a Mixed Reality system on *HoloLens 2*, designated to assist adults with ADHD in real-world communication.
- We conducted a within-subject user study, revealing that *Understood* offers effective and usable support, serving as a valuable complement to therapist-led interventions.

Longfei Chen*, **Shengxin Li***, Ziang Li, Quan Li. *DancingBoard*: Streamlining the Creation of Motion Comics to Enhance Narratives.
Accepted by IUI 2024 (CCF-B) · Full Paper · Paper Link

- 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.
- 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 *DancingBoard*, an integrated authoring tool streamlines motion comic creation for amateur creators.
- We evaluated *DancingBoard*'s usability and the outcome's efficiency in conveying the story through two user studies and semi-structured interviews.

Yuchen Wu, **Shengxin Li**, Shizhen Zhang, Xingbo Wang, Quan Li. *Trinity*: Synchronizing Verbal, Nonverbal, and Visual Channels to Support Academic Oral Presentation Delivery.
Accepted at ChineseCHI 2024 · **Best Paper Award** · Full Paper
Temporary Paper Link · arXiv Preprint

- 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.

- Based on a need-finding survey, a design study and an expert interview, we proposed *Trinity*, a hybrid delivery support system that provides guidance for multichannel delivery on-the-fly.
- We conducted a controlled between-subject user study to investigate the usability, effectiveness, interaction, influence, trust and collaboration of *Trinity*.

Papers in Preparation

UPinch: Enabling Unaligned Gaze-Hand Coordination for Selection in 3D Environments
Under Review · Full Paper

- Interaction techniques in virtual environments (such as Mixed Reality) necessitate Gaze-Hand Alignment, 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 unaligned.
- We proposed **UPinch**, a gaze-hand based selection technique that adapts the inherent gaze-hand coordination observed in human reach-to-grasp process to 3D environments.
- 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.

Course Projects

ComfortaBot: a ChatGPT-Based Customized Multimodal Interactive Accompany System
Human-Computer Interaction · 2023 Spring

- Addressing the need for accompany when people are undergoing a hard time, we proposed *Comfortabot*, 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.

Epidemiology Dissemination for Children
User Experience and Innovative Design · 2023 Spring

- Understanding the pandemic is challenging for children. We designed an Interaction Video to help them learn about epidemiology considering their interests and receptivity.

Shanghai COVID-19 Pandemic Visual Analysis System
Data Visualization · 2022 Spring

- 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.

Services

ShanghaiTech University, Shanghai, China
Teaching Assistant

- Studio 3: Interactive Design (with lab) — Spring 2023, 2024
- Human Factors & Ergonomics — Fall 2023
- Human-Computer Interaction — Spring 2024

CHI 2025 Conference, Tokyo, Japan
Student Volunteer — April & May 2025
Support the smooth operation of CHI by assisting with logistics, guiding attendees, managing sessions, and troubleshooting issues during the conference.

Skills

Design: Human-Centered Design, Interaction Design & Prototyping, Video Editing, Graphic Design.

HCI Research: Quantitative & Qualitative Research, User Study, Interview, Iterative Design.

Computer Science: HCI, AI & ML, Application Development, Web Programming, Data Visualization, Hardware Programming, Data Mining; and corresponding programming languages.

Softwares: Figma, Adobe Illustrator, Adobe PS, Adobe Pr, GraphPad Prism, Blender.

Programming: Python (Basics, DS Libraries & PyTorch), C/C++, Frontend (JavaScript, Vue, HTML, CSS), Arduino C++, SQL, Kotlin (Android), Assembly (RISC-V), Matlab.

Languages: Chinese (Mandarin; native), English (proficient, TOEFL 105/120, TOEIC 965/990), Japanese (beginner, N5-N4). Visualization, LaTeX.