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教育经历

浙江大学 计算机科学与技术 博士 2015.9 – 2020.12

中山大学 软件学院 学士 2011.9 – 2015.7

科研与学术经历

浙江大学 教育学院 特聘研究员 2021.6 至 今

近五年主持或参加的国家自然科学基金项目/课题：

1) 国家自然科学基金委员会，青年科学基金项目，62202424，体育大数据的沉浸式可视分析，2023-01-01 至 2025-12-31，在研，主持

2) 国家自然科学基金委员会，面上项目，62072400，面向因果推理的可视分析方法，2021-01-01 至 2024-12-31，57 万元，在研，参与

3) 国家自然科学基金委员会，国际(地区)合作与交流项目，61761136020，在线文本数据流的可视分析，2018-01-01 至 2020-12-31，180 万元，结题，参与

4) 国家自然科学基金委员会，联合基金项目，U1609217，城市多源异构数据的关联建模与可视分析，2017-01-01 至 2020-12-31，210 万元，结题，参与

获奖列表

2017-2018 学年 浙江大学计算机科学与技术 博士生国家奖学金/优秀研究生/三好研究生

论文列表

1. OBTracker: Visual Analytics of Off-ball Movements in Basketball
   Yihong Wu, Dazhen Deng, **Xiao Xie***, Moqi He, Jie Xu, Hongzeng Zhang, Hui Zhang, and Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics, To appear (Proceedings of IEEE VIS 2022, **Honorable Mention**).

2. Tac-Trainer: A Visual Analytics System for IoT-based Racket Sports Training
   Jiachen Wang, Ji Ma, Kangping Hu, Zheng Zhou, Hui Zhang, **Xiao Xie***, Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics, To appear (Proceedings of IEEE VIS 2022).

3. Sporthesia: Augmenting Sports Videos Using Natural Language
   Zhutian Chen, Qisen Yang, **Xiao Xie**, Johanna Beyer, Haijun Xia, Yingcai Wu, and Hanspeter Pfister. IEEE Transactions on Visualization and Computer Graphics, To appear (Proceedings of IEEE VIS 2022).

4. Team-Builder: Toward More Effective Lineup Selection in Soccer
   Anqi Cao, Ji Lan, **Xiao Xie***, Hongyu Chen, Xiaolong Zhang, Hui Zhang, and Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics, To appear.

5. SimuExplorer: Visual Exploration of GameSimulation in Table Tennis

    Ji Lan, Zheng Zhou, Jiachen Wang, Hui Zhang, **Xiao Xie***, and Yingcai Wu*. IEEE Transactions on Visualization and Computer Graphics, To appear.

6. Compass: Towards Better Causal Analysis of Urban Time Series

    Zikun Deng, Di Weng, **Xiao Xie**, Jie Bao, Yu Zheng, Mingliang Xu, Wei Chen, and Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2022, 28(1), 1051-1061.

7. TIVEE: Visual Exploration and Explanation of Badminton Tactics in Immersive Visualizations

    Xiangtong Chu, **Xiao Xie**, Shuainan Ye, Haolin Lu, Hongguang Xiao, Zeqing Yuan, Zhutian Chen, Hui Zhang, and Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2022, 28(1), 118-128.

8. GlyphCreator: Towards Example-based Automatic Generation of Circular Glyphs

    Lu Ying, Tan Tang, Luzhe Luo, Lvkeshen Shen, **Xiao Xie**, Lingyun Yu, and Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2022, 28(1), 400-410.

9. Seek for Success: A Visualization Approach for Understanding the Dynamics of Academic Careers

    Yifang Wang, Tai-Quan Peng, Huihua Lu, Haoren Wang, **Xiao Xie**, Huamin Qu, and Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2022, 28(1), 475-485.

10. 足球动态传球网络的可视化

    谢潇,梁鸿业,巫英才. 计算机辅助设计与图形学学报, 2021,33(12), 1841-1847.

11. A Visual Analytics Approach for Exploratory Causal Analysis: Exploration, Validation, and Applications

    Xiao Xie, Fan Du, Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2021, 27(2), 1448-1458.

12. PassVizor: Toward Better Understanding of the Dynamics of Soccer Passes

    Xiao Xie, Jiachen Wang, Hongye Liang, Dazhen Deng, Hui Zhang, Shoubin Cheng, Wei Chen, Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2021, 27(2), 1322-1331.

13. Tac-Valuer: Knowledge-based Stroke Evaluation in Table Tennis

    Jiachen Wang, Dazhen Deng, **Xiao Xie**, Xinhuan Shu, Yu-Xuan Huang, Le-Wen Cai, Hui Zhang, Min-Ling Zhang, Zhi-Hua Zhou, and Yingcai Wu. The ACM SIGKDD Conference on Knowledge Discovery and Data Mining (KDD 2021)

14. EventAnchor: Reducing Human Interactions in Event Annotation of Racket Sports Videos

    Dazhen Deng, Jiang Wu, Jiachen Wang, Yihong Wu, **Xiao Xie**, Zheng Zhou, Hui Zhang, Xiaolong (Luke) Zhang, and Yingcai Wu. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 2021

15. Tac-Simur: Tactic-based Simulative Visual Analytics of Table Tennis

    Jiachen Wang, Kejian Zhao, Dazhen Deng, Anqi Cao, **Xiao Xie**, Zheng Zhou, Hui Zhang, Yingcai Wu. (IEEE Transactions on Visualization and Computer Graphics 2020, 26(1), 407-417.

16. A Semantic-based Method for Visualizing Large Image Collections.

    Xiao Xie, Xiwen Cai, Junpei Zhou, Nan Cao, Yingcai Wu. IEEE Transactions on Visualization and Computer Graphics 2019, 25(7), 2362-2377.

17. ForVizor: Visualizing Spatio-Temporal Team Formations in Soccer

    Yingcai Wu, **Xiao Xie**, Jiachen Wang, Dazhen Deng, Hongye Liang, Hui Zhang, Shoubin Cheng, Wei Chen. IEEE Transactions on Visualization and Computer Graphics 2019, 25(1), 65-75.

18. Visual Analytics of Dynamic Interplay Between Behaviors in MMORPGs

    Junhua Lu, **Xiao Xie**, Ji Lan, Tai-Quan Peng, Wei Chen, Yingcai Wu. IEEE PacificVis 2019.

19. A Study of the Effect of Doughnut Chart Parameters on Proportion Estimation Accuracy

    Xiwen Cai, Konstantinos Efstathiou, **Xiao Xie**, Yingcai Wu, Yan Shi, Lingyun Yu. Computer Graphics Forum 2018, 37(6), 300-312.

20. StreamExplorer: A Multi-Stage System for Visually Exploring Events in Social Streams

    Yingcai Wu, Zhutian Chen, Guodao Sun, **Xiao Xie**, Nan Cao, Shixia Liu, Weiwei Cui. IEEE Transactions on Visualization and Computer Graphics 2018, 24(10), 2758-2772.

专利列表

1. 一种对足球比赛阵型变化及人员流动的可视分析方法，发明专利，中国，2018108588151，巫英才、**谢潇**、邓达臻, 2018（2021 年授权）

2. 一种大型图像集的语义信息提取和可视化方法，发明专利，中国，201711409040.1，巫英才、**谢潇**、蔡西文, 2017（2020 年授权）

3. 一种足球阵型时空变化的可视化分析系统，发明专利，中国，201810857467.6，巫英才、**谢潇**、王伽臣, 2018（2019 年授权）

4. 一种游戏玩家之间交流对其消费行为影响的可视分析方法，发明专利，中国，201610871570.7， 巫英才、彭泰权、陆俊华、兰吉、**谢潇**、陈为, 2016

5. 一种游戏玩家交流对消费行为影响的可视分析系统，发明专利，中国，201610870926.5，陈为、巫英才、彭泰权、陆俊华、**谢潇**、兰吉, 2016

6. 一种乒乓球比赛战术模拟的可视分析系统，发明专利，中国，201910650729.6， 巫英才、王伽臣、赵可鉴、邓达臻、**谢潇**、曹安琪, 2019

7. 一种用于乒乓球比赛战术模拟的模拟装置，发明专利，中国，201910650200.4，巫英才、王伽臣、赵可鉴、邓达臻、曹安琪、**谢潇**, 2019