

# Shan-Yuan Teng



PhD candidate at Computer Science, University of Chicago (advised by Prof. Pedro Lopes)  
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## Research: Enabling haptic experiences *anywhere, anytime*

My research aims to advance a new generation of **haptic devices** (e.g., those that can create the sense of touch, forces, etc.) that exhibit properties that we become used to expect from our mobile phones & wearables, **such as extreme mobility, availability anytime, etc.** To advance haptics into this new territory and grant these novel properties, I engineer custom-made interactive devices that, for instance: allow us to feel touch in mixed reality without encumbering our fingerpads, or even haptic devices with virtually infinite battery life. I have published this work at **top Human-Computer Interaction (HCI) conferences** including **ACM CHI & UIST**.

## Education

present **PhD candidate (Computer Science), University of Chicago, USA**  
advisor: Prof. Pedro Lopes

2018 **MS (Degree Computer Science), National Taiwan University, Taiwan**  
advisor: Prof. Bing-Yu 'Robin' Chen

2016 **BS (Degree Electrical Engineering), National Taiwan University, Taiwan**

## Fellowships

Eckhardt Graduate Scholarship (USD 40k total, 2019-2024), University of Chicago  
William Rainey Harper Dissertation Fellowship (2023-2024), University of Chicago

## Academic awards

**Best Paper Awards:** UIST 2021, UIST 2020

**Best Demo Awards:** UIST 2021 (x2)

**Honorable Mention Awards:** UIST 2024, UIST 2022, CHI 2021, CHI 2020, UIST 2019

## Publications (ACM CHI, UIST\* & Science Advances)

\* ACM CHI and UIST are the premier venues for technical Human-Computer Interaction (HCI) publications, fully peer-reviewed and at an acceptance rate of 20-25%. These are regarded as top-tier in the field, even when considering HCI journals, and Computer Science is a conference-focused discipline.

- [18] Seeing with the hands: a sensory substitution that supports manual interactions.  
**Shan-Yuan Teng\***, Gene S-H Kim\*, Xuanyou Liu\*, Pedro Lopes. (\*equal contribution)  
*CHI 2025 Paper.*
- [17] Haptic permeability: adding holes to tactile devices improves dexterity.  
**Shan-Yuan Teng**, Aryan Gupta, Pedro Lopes.  
*CHI 2024 Paper.*
- [16] Can a smartwatch move your fingers? Compact and practical electrical muscle stimulation in a smartwatch.  
Akifumi Takahashi, Yudai Tanaka, Archit Tamhane, Alan Shen, **Shan-Yuan Teng**, Pedro Lopes.  
*UIST 2024 Paper.* 🏆 **UIST Honorable Mention Award**
- [15] ThermalRouter: enabling users to design thermally-sound devices.  
Alex Mazursky, Borui Li, **Shan-Yuan Teng**, Daria Shifrina, Joyce E. Passananti, Svitlana Midianko, Pedro Lopes.  
*UIST 2023 Paper.*
- [14] Prolonging VR haptic experiences by harvesting kinetic energy from the user.  
**Shan-Yuan Teng**, K. D. Wu, Jacqueline Chen, Pedro Lopes.  
*UIST 2022 Paper.* 🏆 **UIST Honorable Mention Award**
- [13] Touch&Fold: a foldable haptic actuator for rendering touch in mixed reality.  
**Shan-Yuan Teng**, Pengyu Li, Romain Nith, Joshua Fonseca, Pedro Lopes.  
*CHI 2021 Paper.* 🏆 **CHI Honorable Mention Award**

- [12] Altering perceived softness of real rigid objects by restricting fingerpad deformation.  
Yujie Tao, **Shan-Yuan Teng**, Pedro Lopes.  
*UIST 2021 Paper*. 🏆 **UIST Best Paper Award** 🏆 **UIST Best Demo Award (jury's award)**
- [11] DextrEMS: increasing dexterity in electrical muscle stimulation by combining it with brakes.  
Romain Nith, **Shan-Yuan Teng**, Pengyu Li, Yujie Tao, Pedro Lopes.  
*UIST 2021 Paper*. 🏆 **UIST Best Demo Award (people's choice)**
- [10] MagnetIO: passive yet interactive soft haptic patches anywhere.  
Alex Mazursky, **Shan-Yuan Teng**, Romain Nith, Pedro Lopes.  
*CHI 2021 Paper*.
- [9] Stereo-smell via electrical trigeminal stimulation.  
Jas Brooks, **Shan-Yuan Teng**, Jingxuan Wen, Romain Nith, Jun Nishida, Pedro Lopes.  
*CHI 2021 Paper*.
- [8] Elevate: a walkable pin-array.  
Seungwoo Je, Hyunseung Lim, Kongpyung Moon, **Shan-Yuan Teng**, Jas Brooks, Pedro Lopes, Andrea Bianchi.  
*CHI 2021 Paper*.
- [7] A stretchable and strain-unperturbed pressure sensor for motion-interference-free tactile monitoring on skins.  
Qi Su, Q. Zou, Yang Li, Yuzhen Chen, **Shan-Yuan Teng**, Jane Tunde Kelleher, Romain Nith, Ping Cheng, Nan Li, Wei Liu, Shilei Dai, Youdi Liu, Alex Mazursky, Jie Xu, Lihua Jin, Pedro Lopes, Sihong Wang.  
*Science Advances*, 2021.
- [6] HandMorph: a passive exoskeleton that miniaturizes grasp.  
Jun Nishida, Soichiro Matsuda, Hiroshi Matsui, **Shan-Yuan Teng**, Ziwei Liu, Kenji Suzuki, Pedro Lopes.  
*UIST 2020 Paper*. 🏆 **UIST Best Paper Award**
- [5] Wearable microphone jamming.  
**Shan-Yuan Teng\***, Yuxin Chen\*, Huiying Li\*, Steven Nagels, Zhijing Li, Pedro Lopes, Ben Y. Zhao, Haitao Zheng.  
(\*equal contribution)  
*CHI 2020 Paper*. 🏆 **CHI Honorable Mention Award**
- [4] TilePoP: tile-type pop-up prop for virtual reality.  
**Shan-Yuan Teng**, Cheng-Lung Lin, Chi-huan Chiang, Tzu-Sheng Kuo, Liwei Chan, Da-Yuan Huang, Bing-Yu Chen.  
*UIST 2019 Paper*. 🏆 **UIST Honorable Mention Award** 🏆 **UIST Honorable Mention for Best Talk**
- [3] Aarnio: passive kinesthetic force output for foreground interactions on an interactive chair.  
**Shan-Yuan Teng**, Da-Yuan Huang, Chi Wang, Teddy Seyed, Jun Gong, Xing-Dong Yang, Bing-Yu Chen.  
*CHI 2019 Paper*.
- [2] PuPoP: pop-up prop on palm for virtual reality.  
**Shan-Yuan Teng**, Tzu-Sheng Kuo, Chi Wang, Chi-huan Chiang, Da-Yuan Huang, Liwei Chan, Bing-Yu Chen.  
*UIST 2018 Paper*.
- [1] Outside-In: visualizing out-of-sight regions-of-interest in a 360 video using spatial picture-in-picture previews.  
Yung-Ta Lin, Yi-Chi Liao, **Shan-Yuan Teng**, Yi-Ju Chung, Liwei Chan, Bing-Yu Chen.  
*UIST 2017 Paper*.

## Academic service

**Program Committee:** ACM UIST 2024, SUI 2024/2023, ISS 2024 Editorial Board,  
ISWC 2022, Augmented Humans 2024/2023

**Demo Chair:** ACM Augmented Humans 2021

**Video Preview Chair:** ACM UIST 2024

**Paper Session Chair:** ACM UIST 2024, CHI 2023/2022

**Paper Reviewer:** ACM CHI, UIST, IMWUT, TEI, DIS, IMX, SIGGRAPH (Technical Paper)

IEEE VR, IEEE Haptics, ISMAR, World Haptics, Robotics and Automation Letters

International Journal of Human-Computer Studies

**Student Volunteer:** ACM UIST 2022/2020, IEEE Haptics 2022

## Patent

- [1] Wearable microphone jammer  
*US Patent (US20230131816A1)*

## Demonstrations (ACM SIGGRAPH, IEEE Haptics Symposium & World Haptics)

- [4] Demonstrating haptic permeability: adding holes to tactile devices improves dexterity.  
**Shan-Yuan Teng**, Aryan Gupta, Pedro Lopes.  
*IEEE Haptics Symposium 2024.*
- [3] Demonstrating touch&fold: a foldable haptic actuator for rendering touch in mixed reality.  
**Shan-Yuan Teng**, Pengyu Li, Romain Nith, Joshua Fonseca, Pedro Lopes.  
*SIGGRAPH 2021 Emerging Technologies, IEEE World Haptics 2023.*
- [2] Demonstrating magnetIO: passive yet interactive soft haptic patches anywhere.  
Alex Mazursky, **Shan-Yuan Teng**, Romain Nith, Pedro Lopes.  
*SIGGRAPH 2021 Emerging Technologies.*
- [1] Stylus assistant: designing dynamic constraints for facilitating stylus inputs on portable displays.  
Long-Fei Lin, **Shan-Yuan Teng**, Rong-Hao Liang, Bing-Yu Chen.  
*SIGGRAPH ASIA 2016 Emerging Technologies.*

## Workshops

- [4] Enabling haptic experiences anywhere, anytime.  
**Shan-Yuan Teng**, Pedro Lopes.  
*IEEE Haptics Symposium 2024: Cross-cutting Challenges*
- [3] Experience haptics seamlessly across virtual and real worlds.  
**Shan-Yuan Teng**, Pedro Lopes.  
*IEEE VR 2024: 1st Workshop on Seamless Reality.*
- [2] Enabling haptic experiences anywhere, anytime.  
**Shan-Yuan Teng**.  
*SIGGRAPH 2022 Frontiers Workshop.*
- [1] Building miniature and standalone haptic wearables for integrating into the real world.  
Romain Nith, **Shan-Yuan Teng**, Pedro Lopes.  
*CHI 2022: Sustainable Haptic Design.*

## Magazine article

- [1] XR needs “mixed feelings”: engineering haptic devices that work in both virtual and physical realities.  
**Shan-Yuan Teng**, Pedro Lopes.  
*ACM XRDS 2022: Crossroads Magazine Article.*

## Student research projects

- [2] Way out: a multi-layer panorama mobile game using around-body interactions.  
**Shan-Yuan Teng**, Mu-Hsuan Chen, Yung-Ta Lin.  
*CHI 2017 Student Game Competition.*
- [1] Playing air guitar using electrical muscle stimulation.  
**Shan-Yuan Teng**, Yung-Ta Lin, Yi-Chi Liao.  
*UIST 2016 Student Innovation Contest.*

## Invited talks

- [7] University of California, Los Angeles (2024) *hosted by Prof. Yang Zhang.*
- [6] Cornell Tech (2024) *hosted by Prof. Thijs Roumen.*
- [5] University of Toronto (2024) *hosted by Bryan Wang.*
- [4] Stanford University (2023) *hosted by Yujie Tao & Matthew Jörke.*
- [3] Eindhoven University of Technology (2023) *hosted by Prof. Rong-Hao Liang.*
- [2] National Taiwan University (2022) *hosted by Prof. Lung-Pan Cheng.*
- [1] Simon Fraser University (2022) *hosted by Prof. Xing-Dong Yang.*

## Organizing experience

- [2] People and Tech Seminar at University of Chicago  
*Fall quarter, 2024.*
- [1] XR Meetup  
*ACM SIGGRAPH 2022, CHI 2023.*

## Teaching experience

- [8] Mentor “After School Matters: STEM Laboratory Research Internship”  
*High school internship program hosted by the University of Chicago, 2024.*
- [7] Teaching assistant “Make Your Own Wearables from Scratch”  
*Workshop for Chicago Public Schools hosted by the University of Chicago, 2023.*
- [6] Guest lecture in Human-Computer Interaction and Neuroscience (CMSC 33231-1)  
*Winter 2022 graduate course at the University of Chicago.*
- [5] Guest lecture in “Human-Centered Computing Research” (CSE 60427)  
*Fall 2022 graduate course at University of Notre Dame.*
- [4] Teaching assistant “Inventing, Engineering and Understanding Interactive Devices” (CMSC 23220)  
*Spring 2022 course at the University of Chicago.*
- [3] Teaching assistant “Engineering Interactive Electronics onto Printed Circuit Boards” (CMSC 23230/CMSC 33230)  
*Spring 2021 course at the University of Chicago.*
- [2] Teaching assistant “Emerging Interface Technologies” (CMSC 33240/CMSC 23240)  
*Winter 2020 course at the University of Chicago.*
- [1] Teaching assistant “Introduction to Human-Computer Interaction” (CMSC 20300)  
*Fall 2019 course at the University of Chicago.*