

Shan-Yuan Teng

PhD student at University of Chicago (Advised by Prof. Pedro Lopes)
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research: enabling haptic experiences *anywhere, anytime*

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

education & employment

2019 - **PhD student (Computer Science) at University of Chicago**
present Advisor: Prof. Pedro Lopes

2018 Research Assistant at National Taiwan University

2018 **MS (Degree Computer Science) at National Taiwan University**
Thesis: Shape-changing Haptic Interfaces for Virtual Reality
Advisor: Prof. Bing-Yu Chen

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






academic awards





Best Paper Awards: UIST 2021, UIST 2020

Best Demo Awards: UIST 2021 (x2)

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

publications

- [14] Prolonging VR haptic experiences by harvesting kinetic energy from the user.
Shan-Yuan Teng, K. D. Wu, Jacqueline Chen, Pedro Lopes. *In Proc. UIST 2022*.
 **UIST Honorable Mention for Best Paper**
- [13] Altering perceived softness of real rigid objects by restricting fingerpad deformation.
Yujie Tao, **Shan-Yuan Teng**, Pedro Lopes. *In Proc. UIST 2021*.
 **UIST Best Paper Award**  **UIST Best Demo Award**
- [12] DextrEMS: increasing dexterity in electrical muscle stimulation by combining it with brakes.
Romain Nith, **Shan-Yuan Teng**, Pengyu Li, Yujie Tao, Pedro Lopes. *In Proc. UIST 2021*.
 **UIST Best Demo Award**
- [11] Touch&Fold: a foldable haptic actuator for rendering touch in mixed reality.
Shan-Yuan Teng, Pengyu Li, Romain Nith, Joshua Fonseca, Pedro Lopes. *In Proc. CHI 2021*.
 **CHI Honorable Mention for Best Paper**
- [10] MagnetIO: passive yet interactive soft haptic patches anywhere.
Alex Mazursky, **Shan-Yuan Teng**, Romain Nith, Pedro Lopes. *In Proc. CHI 2021*.
- [9] Stereo-smell via electrical trigeminal stimulation.
Jas Brooks, **Shan-Yuan Teng**, Jingxuan Wen, Romain Nith, Jun Nishida, Pedro Lopes. *In Proc. CHI 2021*.

- [8] Elevate: a walkable pin-array.
Seungwoo Je, Hyunseung Lim, Kongpyung Moon, **Shan-Yuan Teng**, Jas Brooks, Pedro Lopes, and Andrea Bianchi. *In Proc. CHI 2021*.
- [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. *In Proc. UIST 2020*.
 **UIST Best Paper Award**
- [5] Wearable microphone jamming.
Yuxin Chen*, Huiying Li*, **Shan-Yuan Teng***, Steven Nagels, Zhijing Li, Pedro Lopes, Ben Y. Zhao, Haitao Zheng. (*equal contribution) *In Proc. CHI 2020*.
 **CHI Honorable Mention for Best Paper**
- [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. *In Proc. UIST 2019*.
 **UIST Honorable Mention for Best Paper**  **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. *In Proc. CHI 2019*.
- [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. *In Proc. UIST 2018*.
- [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. *In Proc. UIST 2017*.

demonstrations

- [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
- [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


workshop

- [2] Enabling Haptic Experiences Anywhere, Anytime.
Shan-Yuan Teng.
Frontiers Workshop: Challenges to Unlock the Metaverse: Haptics, Gaze, Prototyping tools & more!
SIGGRAPH 2022
- [1] Building Miniature and Standalone Haptic Wearables for Integrating into the Real World.
Romain Nith, **Shan-Yuan Teng**, Pedro Lopes.
Sustainable Haptic Design at CHI 2022

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*.
 **UIST SIC Best Implementation Award**

invited talks

- [6] National Taiwan University (2022)
Hosted by Prof. Lung-Pan Cheng.
- [5] University of Notre Dame (2022)
Hosted by Prof. Toby Jia-Jun Li.
- [4] Simon Fraser University (2022)
Hosted by Prof. Xing-Dong Yang.
- [3] Frontiers Workshop: Challenges to Unlock the Metaverse: Haptics, Gaze, Prototyping tools & more!
SIGGRAPH 2022, Vancouver.
- [2] University of California, Los Angeles (2022)
Hosted by Prof. Yang Zhang.
- [1] Taiwanese Association of Computer Human Interaction (2021)
Hosted by Prof. Liwei Chan, National Yang Ming Chiao Tung University.

teaching assistant

- [5] “Make Your Own Wearables From Scratch”
Workshop for Chicago Public Schools hosted by the University of Chicago, 2023.
- [4] Inventing, Engineering and Understanding Interactive Devices (CMSC 23220)
Spring 2022 course at the University of Chicago.
- [3] Engineering Interactive Electronics onto Printed Circuit Boards (CMSC 23230/CMSC 33230)
Spring 2021 course at the University of Chicago.
- [2] Emerging Interface Technologies (CMSC 33240/CMSC 23240)
Winter 2020 course at the University of Chicago.
- [1] Introduction to Human-Computer Interaction (CMSC 20300)
Fall 2019 course at the University of Chicago.

professional service

Program Committee: ACM Augmented Humans 2023, ACM ISWC 2022

Demo Chair: ACM Augmented Humans 2021

Paper Session Chair: ACM CHI 2022

Paper Reviewer: ACM CHI, UIST, TEI, DIS, IMX

IEEE VR, IEEE Haptics, IEEE ISMAR, IEEE World Haptics

International Journal of Human-Computer Studies

Student Volunteer: ACM UIST 2022 PC Meeting, IEEE Haptics 2022, ACM UIST 2020