

# Shan-Yuan Teng

PhD student at University of Chicago, Illinois, United States

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## research interests

human-computer interaction (HCI), haptics, virtual/augmented reality (VR/AR)

## education

June 2019 - PhD student, Department of Computer Science  
current University of Chicago, Chicago, Illinois, United States  
advisor: Prof. Pedro Lopes


Sept. 2016 - MS, Graduate Institute of Networking and Multimedia  
June 2018 National Taiwan University, Taipei, Taiwan  
advisor: Prof. Bing-Yu Chen

Sept. 2012 - BS, Department of Electrical Engineering  
June 2016 National Taiwan University, Taipei, Taiwan

## work

Aug. 2018 - Research Assistant, IoX Center  
May 2019 National Taiwan University, Taipei, Taiwan

## selected publications

CHI 2021 **Shan-Yuan Teng**, Pengyu Li, Romain Nith, Joshua Fonseca, Pedro Lopes  
Paper **Touch&Fold: a foldable haptic actuator for rendering touch in mixed reality.**  
 **Best Paper Honorable Mention Award**


UIST 2019 **Shan-Yuan Teng**, Cheng-Lung Lin, Chi-huan Chiang, Tzu-Sheng Kuo, Liwei Chan, Da-Yuan Huang, Bing-Yu Chen  
Paper **TilePoP: tile-type pop-up prop for virtual reality.**  
 **Best Paper Honorable Mention Award**  
 **Best Talk Honorable Mention Award**


UIST 2018 **Shan-Yuan Teng**, Tzu-Sheng Kuo, Chi Wang, Chi-huan Chiang, Da-Yuan Huang, Liwei Chan, Bing-Yu Chen.  
Paper **PuPoP: pop-up prop on palm for virtual reality.**

## other publications

CHI 2021 Alex Mazursky, **Shan-Yuan Teng**, Romain Nith, Pedro Lopes  
Paper **MagnetIO: passive yet interactive soft haptic patches anywhere.**

CHI 2021 Jas Brooks, **Shan-Yuan Teng**, Jingxuan Wen, Romain Nith, Jun Nishida, Pedro Lopes  
Paper **Stereo-smell via electrical trigeminal stimulation.**

UIST 2020 Jun Nishida, Soichiro Matsuda, Hiroshi Matsui, **Shan-Yuan Teng**, Ziwei Liu, Kenji Suzuki, Pedro Lopes  
Paper **HandMorph: a passive exoskeleton that miniaturizes grasp.**  
 **Best Paper Award**

CHI 2020 Yuxin Chen\*, Huiying Li\*, **Shan-Yuan Teng\***, Steven Nagels, Zhijing Li, Pedro Lopes, Ben Y. Zhao, Haitao Zheng (\*equal contribution)  
Paper **Wearable microphone jamming.**  
 **Best Paper Honorable Mention Award**


CHI 2019 **Shan-Yuan Teng**, Da-Yuan Huang, Chi Wang, Teddy Seyed, Jun Gong, Xing-Dong Yang,  
Paper Bing-Yu Chen  
**Aarnio: passive kinesthetic force output for foreground interactions on an interactive chair.**

UIST 2017 Yung-Ta Lin, Yi-Chi Liao, **Shan-Yuan Teng**, Yi-Ju Chung, Liwei Chan, Bing-Yu Chen  
Paper **Outside-In: visualizing out-of-sight regions-of-interest in a 360 video using spatial picture-in-picture previews.**

SIGGRAPH Long-Fei Lin, **Shan-Yuan Teng**, Rong-Hao Liang, Bing-Yu Chen  
ASIA 2016 **Stylus Assistant: designing dynamic constraints for facilitating stylus inputs on portable displays.**  
Emerging Technologies

## student research projects

CHI 2017 **Shan-Yuan Teng**, Mu-Hsuan Chen, Yung-Ta Lin  
Student Game **Way Out: a multi-layer panorama mobile game using around-body interactions.**  
Competition

UIST 2016 **Shan-Yuan Teng**, Yung-Ta Lin, Yi-Chi Liao  
Student **Introducing the first real air guitar.**  
Innovation  **Best Implementation Award**  
Contest

## professional services

reviewer for UIST 2020, CHI 2020/2021, TEI 2020/2021, IEEE VR 2020, AH 2020  
demo co-chair for AHs 2021

## languages

English, Mandarin Chinese (native)

## skills

programming (c, python, web)  
digital fabrication (3D printing, laser cutting)  
electronic circuits