

# 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 **13 papers (six as the first author)** at top Human-Computer Interaction (HCI) conferences including **ACM CHI & UIST**, with **two Best Paper Awards and three 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:** 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*.
- [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 Best Paper Honorable Mention Award**
- [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 Best Paper 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. *In Proc. UIST 2019*.  
 **UIST Best Paper Honorable Mention Award**  **UIST Best Talk Honorable Mention Award**
- [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

- [4] Demonstration of electrical head actuation: enabling interactive systems to directly manipulate head orientation.  
Yudai Tanaka, **Shan-Yuan Teng**, Jun Nishida, Pedro Lopes.  
*SIGGRAPH 2022 Emerging Technologies*
- [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*

## 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

- [4] Frontiers Workshop: Challenges to Unlock the Metaverse: Haptics, Gaze, Prototyping tools & more!  
*SIGGRAPH 2022, Vancouver*
- [3] Simon Fraser University, Canada (2022)  
*Hosted by Prof. Xing-Dong Yang.*
- [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

- [4] Inventing, Engineering and Understanding Interactive Devices (CMSC 23220, Spring 2022),  
University of Chicago.
- [3] Engineering Interactive Electronics onto Printed Circuit Boards (CMSC 23230/CMSC 33230, Spring 2021), University of Chicago.
- [2] Emerging Interface Technologies (CMSC 33240/CMSC 23240, Winter 2020), University of Chicago.
- [1] Introduction to Human-Computer Interaction (CMSC 20300, Fall 2019) University of Chicago.

## reviewing & chairing

**Program Committee:** ACM ISWC 2022

**Demo Chair:** ACM Augmented Humans 2021

**Paper Session Chair:** ACM CHI 2022

**Paper Reviewer:** ACM CHI 2020/2021/2022, ACM UIST 2020/2022, TEI 2020/2021/2022,  
ACM IMX 2022, ACM AH 2020, IEEE VR 2020, International Journal of Human-Computer Studies