

Wen-Jie Tseng

✉ wen-jie.tseng@sorbonne-universite.fr
🌐 wenjietseng.github.io
🔑 1XUzM-UAAAAJ


EDUCATION




- 2023–2025 **PhD Computer Science**, *Technical University of Darmstadt*, Germany
Thesis: *Being in Two Spaces: Investigating and Mitigating Spatial Conflicts in Virtual Reality*
Advisors: Jan Gugenheimer and Samuel Huron
- 2020–2023 **Doctoral Student Computer Science**, *INFRES, Télécom Paris*, France
Advisors: Jan Gugenheimer, Samuel Huron, and Eric Lecolinet
- 2017–2019 **MSc Computer Science**, *National Chiao Tung University*, Taiwan
Advisor: Liwei Chan
- 2011–2015 **BSc Psychology**, *National Cheng Kung University*, Taiwan

EXPERIENCE

- 2025–present **Postdoc Researcher**, *ISIR, Sorbonne Université*, France
Host: Gilles Bailly
- 2024 **Visiting Researcher (3 months)**, *University of Copenhagen*, Denmark
Host: Kasper Hornbæk at Human-Centred Computing Section
- 2019 **Research Assistant (5 months)**, *National Chiao Tung University*, Taiwan
Host: Liwei Chan at the Department of Computer Science
- 2016 **Research Assistant (3 months)**, *Chemnitz University of Technology*, Germany
Host: Georg Jahn at the Institute of Psychology

SELECTED PUBLICATIONS

For the full list of my publications, please see my Google Scholar .

- [1] **Wen-Jie Tseng**, Petros D. Kontrazis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. Understanding Interaction and Breakouts of Safety Boundaries in Virtual Reality Through Mixed-Method Studies. 2024 IEEE Conference Virtual Reality and 3D User Interfaces (**VR '24**), Orlando, FL, USA, 2024, pp. 482-492. 
- [2] **Wen-Jie Tseng**, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. FingerMapper: Mapping Finger Motions onto Virtual Arms to Enable Safe Virtual Reality Interaction in Confined Spaces. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (**CHI '23**). ACM, New York, NY, USA, Article 874, 1–14. 
- [3] **Wen-Jie Tseng**, Elise Bonnail, Mark McGill, Mohamed Khamis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. The Dark Side of Perceptual Manipulations in Virtual Reality. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (**CHI '22**). ACM, New York, NY, USA, Article 612, 1–15. 

- [4] **Wen-Jie Tseng**, Li-Yang Wang, and Liwei Chan. FaceWidgets: Exploring Tangible Interaction on Face with Head-Mounted Displays. In Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (**UIST '19**). ACM, New York, NY, USA, 417–427. [!\[\]\(694fcb4611893e9db5249daba48abfc1_img.jpg\)](#)
- [5] Hong-Yu Chang, **Wen-Jie Tseng**, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. FacePush: Introducing Normal Force on Face with Head-Mounted Displays. In Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology (**UIST '18**). ACM, New York, NY, USA, 927–935. [!\[\]\(8ec8d5dc48934930a762fecf6ecbe179_img.jpg\)](#)

GRANTS & AWARDS

- '25 **PEPR eENSEMBLE**, *Postdoc researcher grant, 18 months*, France
- '18,19 **Appier Scholarship**, *AI and IT Research Award, 50,000 NTD*, Taiwan

TEACHING

- 2024 **Bachelor Thesis**, *Technical University of Darmstadt, Germany*
Yara Hartenstein: Measuring Presence in VR by Inducing Fear with Skin Conductance Data
Samuel Wendt: Enhancing Collision Avoidance in Virtual Reality
- 2023 **Teaching Assistant**, *Technical University of Darmstadt, Germany*
Course: Interaction in Virtual and Augmented Reality, Lecturer: Jan Gugenheimer
- 2020, 2021 **Teaching Assistant**, *Télécom Paris, France*
Course: Mixed Reality and Human Computer Interaction, Lecturer: Jan Gugenheimer

OUTREACH

Committee/Organizational Member

- CHI '24 **Late-Breaking Work**, *Associate Chair*
- CHI '22 **Workshop Organizer**, *Novel Challenges of Safety, Security and Privacy in XR* [!\[\]\(c6a8736a601a632e2c96605cf66055ed_img.jpg\)](#)

Peer-Reviewing


- '21-'25 **CHI**, *ACM Conference on Human Factors in Computing Systems*.
- '21,'24,'25 **VR**, *IEEE Conference Virtual Reality and 3D User Interfaces*.
- '21,'22,'24,'25 **UIST**, *ACM Symposium on User Interface Software and Technology*
- '22,'24,'25 **ISMAR**, *IEEE International Symposium on Mixed and Augmented Reality*.
- '22,'24 **DIS**, *ACM International Conference on Designing Interactive Systems*.

Invited Talks

- 10.2024 **HCI Group, Sorbonne University, Paris, France**
Embodied in two spaces: Investigating and mitigating space conflicts in virtual reality
- 04.2024 **HCC Section, University of Copenhagen, Copenhagen, Denmark**
Investigating Safety Challenges of Virtual Reality in the Dual-Environment Paradigm
- 05.2022 **Hybrid Group, Inria Rennes, Rennes, France**
Understanding Physical Breakdowns in Virtual Reality

Media Coverage

2023 **New Scientist**

Play VR games on a bus by wiggling your fingers as if they were arms 

2022 **Le Monde**

La réalité virtuelle face au risque de détournement malveillant de ses outils 