





WEN-JIE TSENG

wenjietseng.com |  |  |  | 

EDUCATION

Ph.D. Student

HCI Group, Informatik, TU Darmstadt, Germany

04.2023 – present

DIVA Group, INFRES, Telecom Paris, LTCI, IP Paris, France

03.2020 – 03.2023

Supervisors: Jan Gugenheimer, Samuel Huron, and Eric Lecolinet

Master of Science

Dept. Computer Science, National Chiao Tung University, Taiwan, Supervisor: Liwei Chan

09.2017 – 07.2019

Bachelor of Science

Dept. Psychology, National Cheng Kung University, Taiwan

09.2011 – 06.2015

EXPERIENCE

Research Internship

with Kasper Hornbæk at HCC Section, Computer Science, Uni. Copenhagen, Denmark,

04.2024 – 06.2024

Research Assistant

with Liwei Chan at Dept. Computer Science, National Chiao Tung University, Taiwan

08.2019 – 12.2019

with Georg Jahn at Dept. Psychology, TU Chemnitz, Germany

11.2016 – 01.2017







Substitute Military Service

Taiwan




08.2015 – 09.2016

PUBLICATIONS

Full Papers

- [1] Wen-Jie Tseng, Petros Dimitrios Kontrazis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. IEEE VR '24. Understanding Interaction and Breakouts of Safety Boundaries in VR Through Mixed-Method Studies.
- [2] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. CHI '23. FingerMapper: Mapping Finger Motions onto Virtual Arms to Enable Safe Virtual Reality Interaction in Confined Spaces. 
- [3] Elise Bonnail, Wen-Jie Tseng, Mark McGill, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. CHI '23. Memory Manipulations in Extended Reality. 
- [4] Wen-Jie Tseng, Elise Bonnail, Mark McGill, Mohamed Khamis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. CHI '22. The Dark Side of Perceptual Manipulations in Virtual Reality. 
- [5] Wen-Jie Tseng, Yi-Chen Lee, Roshan Lalintha Peiris, and Liwei Chan. CHI '20. A Skin-Stroke Display on the Eye-Ring Through Head-Mounted Displays. 
- [6] Wen-Jie Tseng, Li-Yang Wang, and Liwei Chan. UIST '19. FaceWidgets: Exploring Tangible Interaction on Face with Head-Mounted Displays. 
- [7] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. UIST '18. FacePush: Introducing Normal Force on Face with Head-Mounted Displays. 

Extended Abstracts

- [8] Wen-Jie Tseng. Doctoral consortium at CHI '23. Understanding Physical Breakdowns in Virtual Reality. 
- [9] Gaëlle Clavelin, Mickael Bouhier, Wen-Jie Tseng, and Jan Gugenheimer. Poster at CHI EA '23. Exploring the Perception of Pain in Virtual Reality through Perceptual Manipulations. 
- [10] Jan Gugenheimer, Wen-Jie Tseng, Abraham Hani Mhaidli, Jan Ole Rixen, Mark McGill, Michael Nebeling, Mohamed Khamis, Florian Schaub, and Sanchari Das. Workshop at CHI '22. Novel Challenges of Safety, Security and Privacy in Extended Reality. 

- [11] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. Poster at IEEE VR '22. Enabling Virtual Reality Interactions in Confined Spaces by Re-Associating Finger Motions. [🔗](#)
- [12] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. Demo at CHI EA '21. FingerMapper: Enabling Arm Interaction in Confined Spaces for Virtual Reality through Finger Mappings. [🔗](#)
- [13] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. Demo at SIGGRAPH Asia '18. FacePush: experiencing pressure forces on face with HMDs. [🔗](#)
- [14] Wen-Jie Tseng and Ching-Fan Sheu. Creating Shiny Applications for Teaching Statistical Concepts. 2015. Presented at the 45th Annual Meeting of the Society for Computers in Psychology. Chicago, IL, USA.

PROFESSIONAL ACTIVITIES

Invited Talks

- FingerMapper Lightning Talk
at 1st Workshop on Locomotion and Wayfinding in XR at IEEE VR '24 16.03.2024
- Understanding Physical Breakdowns in VR
hosted by Anatole Lécuyer at Hybrid group, Inria Rennes, France 20.05.2022
- Perceptual Manipulations in VR
hosted by Colleen Macklin at Parsons School of Design, New York, USA 12.05.2022

Community Activities

- I review papers in HCI and XR venues including CHI, UIST, IEEE VR, ISMAR, etc.
- CHI '24, LBW AC
- Co-organizing CHI '22 Workshop - *Novel Challenges of Safety, Security and Privacy in Extended Reality*
- Webmaster at SIGCHI Paris Chapter
- Student Volunteer at MobileHCI '19

Teaching Assistant

- Interaction in Virtual and Augmented Reality, Informatik, TU Darmstadt 2023/24 MS module
- Mixed Reality and Human Computer Interaction, IP Paris 2020, 2021 Fall, IGD Master

Student Supervision

- Bachelor thesis, Yara Hartenstein, *Measuring Presence in VR by Inducing Fear with Skin Conductance Data* 2024
- Bachelor thesis, Samuel Wendt, *Enhancing Collision Avoidance in Virtual Reality* 2024

Media Coverage

- New Scientist, Play VR games on a bus by wiggling your fingers as if they were arms [🔗](#) 03.2023
- Le Monde, La réalité virtuelle face au risque de détournement malveillant de ses outils [🔗](#) 10.2022

AWARDS & SCHOLARSHIPS

Appier Scholarship: \$1,600

AI and Information Technology Research Award 2018 & 2019

SKILLS

Programming Languages: Unity (C#), Python, R, Arduino, C, C++

Human Languages: English (fluent), Mandarin (native), Taiwanese (native), French (intermediate), German (basic)