





# WEN-JIE TSENG

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## EDUCATION

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### Doctoral Degree

HCI Group, Informatik, TU Darmstadt, Germany

04.2023 – 04.2025

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

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### 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

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### Full Conference Papers

- [1] Wen-Jie Tseng, Petros Dimitrios Kontrazis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. Understanding Interaction and Breakouts of Safety Boundaries in Virtual Reality Through Mixed-Method Studies (IEEE VR '24).
- [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 (CHI '23). 
- [3] Elise Bonnail, Wen-Jie Tseng, Mark McGill, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. Memory Manipulations in Extended Reality (CHI '23). 
- [4] 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 (CHI '22). 
- [5] Wen-Jie Tseng, Yi-Chen Lee, Roshan Lalintha Peiris, and Liwei Chan. A Skin-Stroke Display on the Eye-Ring Through Head-Mounted Displays (CHI '20).  | *Honorable Mention*
- [6] Wen-Jie Tseng, Li-Yang Wang, and Liwei Chan. FaceWidgets: Exploring Tangible Interaction on Face with Head-Mounted Displays (UIST '19). 
- [7] 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 (UIST '18). 

### Extended Abstracts

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

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

## PROFESSIONAL ACTIVITIES

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### 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* 20.05.2022

### Community Activities

- Reviewing: I reviewed 50+ papers in HCI and XR venues including CHI, UIST, IEEE VR, ISMAR, etc. since 2020
- CHI '24, LBW AC
- Co-organizing CHI '22 Workshop - *Novel Challenges of Safety, Security and Privacy in Extended Reality*
- Webmaster at SIGCHI Paris Chapter 2021-2023
- 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

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### Appier Scholarship: \$1,600

*AI and Information Technology Research Award* 2018 & 2019

## SKILLS

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

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