WEN-JIE TSENG

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EDUCATION

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

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

[1] Wen-Jie Tseng, Petros Dimitrios Kontrazis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. 2024. 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).

[2] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. 2023. 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). 🔗

[3] Wen-Jie Tseng. 2023. Understanding Physical Breakdowns in Virtual Reality (Doctoral Consortium). In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). 🔗

[4] Elise Bonnail, Wen-Jie Tseng, Mark McGill, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. 2023. Memory Manipulations in Extended Reality. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). 🔗

[5] Gaëlle Clavelin, Mickael Bouhier, Wen-Jie Tseng, and Jan Gugenheimer. 2023. Exploring the Perception of Pain in Virtual Reality through Perceptual Manipulations (Poster). In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). 🔗

[6] Wen-Jie Tseng, Elise Bonnail, Mark McGill, Mohamed Khamis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. 2022. The Dark Side of Perceptual Manipulations in Virtual Reality. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22). 🔗

[7] Jan Gugenheimer, Wen-Jie Tseng, Abraham Hani Mhaidli, Jan Ole Rixen, Mark McGill, Michael Nebeling, Mohamed Khamis, Florian Schaub, and Sanchari Das. 2022. Novel Challenges of Safety, Security and Privacy in Extended Reality (Workshop). In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22). 🔗

[8] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. 2022. Enabling Virtual Reality Interactions in Confined Spaces by Re-Associating Finger Motions (Poster). 2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW '22). 🔗

[9] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. 2021. FingerMapper: Enabling Arm Interaction in Confined Spaces for Virtual Reality through Finger Mappings (Demo). In Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '21). 🔗

[10] Wen-Jie Tseng, Yi-Chen Lee, Roshan Lalintha Peiris, and Liwei Chan. 2020. A Skin-Stroke Display on the Eye-Ring Through Head-Mounted Displays. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20). 🔗 | *Honorable Mention*

[11] Wen-Jie Tseng, Li-Yang Wang, and Liwei Chan. 2019. 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). 🔗

[12] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. 2018. FacePush: Introducing Normal Force on Face with Head-Mounted Displays. In Proceedings of the 31st Annual ACM Symposium User Interface Software and Technology (UIST '18). 🔗

[13] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. 2018. FacePush: experiencing pressure forces on face with HMDs (Demo). In SIGGRAPH Asia 2018 Emerging Technologies (SA '18). 🔗

[14] Wen-Jie Tseng and Ching-Fan Sheu. 2015. Creating Shiny Applications for Teaching Statistical Concepts. Paper presented at the 45th Annual Meeting of the Society for Computers in Psychology. Chicago, IL.

PROFESSIONAL ACTIVITIES

Invited Talks
- FingerMapper Lightning Talk
  at 1st Workshop on Locomotion and Wayfinding in XR   *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
- Student Volunteer at MobileHCI 2019

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
- 2021 IGD Master - Project Seminar | Mohamed Rached Waly, Yassine Mankai, and Dimitrios-Petros Kontrazis
  Topic: Exploring New Forms of Social Media in Virtual Reality

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)