Xiaohang Tang

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Education

Virginia Tech, Blacksburg, USA   08/2023 – Present

Ph.D. in Computer Science

University of Liverpool, Liverpool, UK   09/2021 – 06/2023

B.Sc. in Computer Science   First Class (Honors)

Xi'an Jiaotong-Liverpool University, Suzhou, China   09/2019 – 08/2021

B.Sc. in Information and Computing Science   First Class (Honors)

Experience

Virginia Tech   08/2023 – Present

HCI | Graduate Student and Researcher | PRIME Lab

Advisors: Yan Chen

University of Notre Dame   05/2022 – 02/2023

HCI + NLP | Research Intern | SaNDwich Lab

Advisors: Toby Jia-Jun Li & Elena Glassman (co-advised from Harvard University)

University of Liverpool   10/2021 – 08/2023

NLP | Research Assistant | NLP@Liv

Advisor: Danushka Bollegala

Xi'an Jiaotong-Liverpool University   10/2020 – 08/2021

HCI + VR | Research Assistant | X-CHI Lab

Advisors: Hai-Ning Liang & Diego Monteiro

Selected Publications: My Google Scholar

Full Paper

[C.7] Tong Wu, **Xiaohang Tang**, Sam Wong, Xi Chen, Clifford A Shaffer, Yan Chen, "The Impact of Group Discussion and Formation on Student Performance: An Experience Report in a Large CS1 Course," in **SIGCSE'25** [Accepted]

[C.6] **Xiaohang Tang**, Sam Wong, Kevin Pu, Xi Chen, Yalong Yang, Yan Chen, "VizGroup: An AI-Assisted Event-Driven System for Collaborative Programming Learning Analytics," in **UIST'24**

[C.5] Ashley Ge Zhang, **Xiaohang Tang**, Steve Oney, Yan Chen, "CFlow: Supporting Semantic Flow Analysis of Students' Code in Programming Problems at Scale," in **L@S'24** (Best Paper)

[C.4] **Xiaohang Tang**, Yi Zhou, Taichi Aida, Procheta Sen, Danushka Bollegala, "Can Word Sense Distribution Detect Semantic Changes of Words?," in **EMNLP'23 Findings**

[C.3] **Xiaohang Tang**, Yi Zhou, Danushka Bollegala, "Learning Dynamic Contextualised Word Embeddings via Template-based Temporal Adaptation," in **ACL'23**

[C.2] Simret Araya, Zheng Zhang, **Xiaohang Tang**, Yihao Meng, Elena Glassman, Toby Jia-Jun Li, "PaTAT: Human-AI Collaborative Qualitative Coding with Explainable Interactive Rule Synthesis," in **CHI'23**

[C.1] Diego Monteiro, Hai-Ning Liang, **Xiaohang Tang**, Pourang Irani, "Using Trajectory Compression Rate to Predict Changes in Cybersickness in Virtual Reality Games," in **ISMAR'21**

[J.1] Jingjing Zhang, Mengjie Huang, Rui Yang, Yiqi Wang, **Xiaohang Tang**, Ji Han, Haining Liang, "Understanding the effects of hand design on embodiment in virtual reality," in **AI EDAM (Cambridge University Press)**

Extended Abstract

[EA.5] **Xiaohang Tang**, Sam Wong, Marcus Huynh, Zicheng He, Yalong Yang, Yan Chen, "SPHERE: Supporting Personalized Feedback at Scale in Programming Classrooms with Structured Review of Generative AI Outputs," in **CHI'24** Late-Breaking Work

[EA.4] **Xiaohang Tang**, Xi Chen, Sam Wong, Yan Chen, "VizPI: A Real-Time Visualization Tool for Enhancing Peer Instruction in Large-Scale Programming Lectures," in **UIST'23**

[EA.3] Xiang Li, Yuzheng Chen, **Xiaohang Tang**, "GesMessages: Using Mid-air Gestures to Manage Notifications," in **SUI'23**

[EA.2] Xiang Li, Yuzheng Chen, **Xiaohang Tang**, "GesPlayer: Using Augmented Gestures to Empower Video Players," in **ISS'22**

[EA.1] Xiang Li, **Xiaohang Tang**, Xin Tong, Rakesh Patibanda, Florian 'Floyd' Mueller, Hai-Ning Liang, "Myopic Bike and Say Hi: Games for Empathizing with The Myopic," in **CHI PLAY'21** [SGDC Finalist]

Patent

[PA.1] Diego Monteiro, Hai-Ning Liang, **Xiaohang Tang**, "Method, device and storage medium for detecting user cybersickness degree in virtual environment," **[CN113283612B]**

ACADEMIC SERVICE

Reviewer: **CHI** (2024-2025), **CSCW** (2024-2025), **IUI** (2025), **COLING** (2025), **C&C** (2025), **CHI Late-Breaking Work** (2022-2025)

Student Volunteer: **ACM CHI** (2023), **ACM UbiComp** (2022), **ACM DIS** (2022), **IEEE AIVR** (2020)

SELECTED AWARDS

ACM SIGCHI Gary Marsden Travel Award '22 ($3500)

University Academic Achievement Award '20 at XJTLU ($750, 10%)

SKILLS

Programming Languages: Python, C/C++, C#, Java, R, JavaScript

Tools and Frameworks: LaTeX, PyTorch, Unity3D, React.js, D3.js, FastAPI, Postgres