

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 + Cybersickness Research Assistant X-CHI Lab	
Advisors: Hai-Ning Liang & Diego Monteiro	
HCI + VR + Accessibility + Gamification Research Assistant X-CHI Lab	
Advisor: Hai-Ning Liang	

SELECTED PUBLICATIONS: MY GOOGLE SCHOLAR

Full Paper

- [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 2024**
- [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.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**, “A method, apparatus and storage medium for detecting user’s cybersickness level in virtual environment,” [CN113283612A]

ACADEMIC SERVICE

Reviewer: **CHI** (2024), **CSCW** (2024), **CHI Late-Breaking Work** (2022-2024)

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, D3.js