Xingyao Yu

Xingyao.Yu@outlook.com

INFOMATION

Birthday: 04.01.1993 Nationality: Chinese

Gender: Male Personal page: https://xxxhhhyxy.github.io/

EDUCATION

University of Stuttgart **Stuttgart, BW, Germany**

Ph. D. in Computer Science May. 2019 - Present

- Research Topic: motion guidance and on-body visualization in XR
- Supervisor: Prof. Dr. Michael Sedlmair

Beijing Institute of Technology **Beijing, China**

M. Sc. in Optical Engineering Sept. 2015 - Mar. 2018

- Supervisor: Prof. Dr. Dongdong Weng
- Thesis Topic: Study of Human-Friendly Display Optimization Key Technology of VR

Beijing Institute of Technology **Beijing, China**

B. Sc. in Applied Physics Sept. 2011 - Jun. 2015

- Supervisors: Prof. Dr. Ning Zheng and Prof. Dr. Dongdong Weng
- Thesis Topic: Research on The Access of Panoramic Image with Non-Uniform Resolution

PUBLICATIONS

Papers

[1] **Xingyao Yu**, David Rosin, Johannes Kässinger, Benjamin Lee, Frank Dürr, Christian Becker, Oliver Röhrle, Michael Sedlmair, "PerSiVal: On-Body AR Visualization of Biomechanical Arm Simulations", In *IEEE Computer Graphics and Applications*, early-access

[2] **Xingyao Yu**, Benjamin Lee, Michael Sedlmair. "Design Space of Visual Feedforward And Corrective Feedback in XR-Based Motion Guidance Systems". In *Proceedings of ACM CHI Conference on Human Factors in Computing Systems*. 2024

[3] Patrick Gebhardt, **Xingyao Yu**, Andreas Köhn, Michael Sedlmair. "MolecuSense: Using Force-Feedback Gloves for Creating and Interacting with Ball-and-Stick Molecules in VR". In Proceedings of the International Symposium on Visual Information Communication and Interaction (VINCI) (pp. 1-5). 2022

[4] **Xingyao Yu**, Katrin Angerbauer, Peter Mohr, Denis Kalkofen, Michael Sedlmair. "Perspective matters: Design implications for motion guidance in mixed reality". in *IEEE International Symposium on Mixed and Augmented Reality (ISMAR)* (pp. 577-587). IEEE, 2020

[5] **Xingyao Yu**, Dongdong Weng, Jie Guo, Haiyan Jiang, Yihua Bao. "Effect of using HMDs for one

hour on preteens visual fatigue." *2018 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*. IEEE, 2018.

[6] Li Cai, Dongdong Weng, Zhenliang Zhang, **Xingyao Yu**. "Impact of Consistency Between Visually Perceived Movement and Real Movement on Cybersickness". In Journal of System Simulation, 28(9:1950), 2016

[7] **Xingyao Yu**, Dongdong Weng, Li Cai, "Reduce Simulator Sickness by Overwritten Symbol in Smartphone-Based VR System," in *IEEE International Conference on Virtual Reality and Visualization (ICVRV)*, pp. 426–429, IEEE, 2016.

Posters, Workshops and Extended Abstracts

[1] Mengjie Fan, Shaoxing Zhang, Xintian Zhao, **Xingyao Yu**, Liang Zhou "Virtual Reality Training for Nosocomial Infections Prevention". In *IEEE Visualization Conference (VIS)*. 2023

[2] Sebastian Rigling, **Xingyao Yu**, Michael Sedlmair. ""In Your Face!": Visualizing Fitness Tracker Data in Augmented Reality". In *Extended Abstracts of ACM CHI Conference on Human Factors in Computing Systems* (pp. 1-7).2023.

[3] Patrick Gebhardt, Maximilian Weiß, Pascal Huszár, **Xingyao Yu**, Alexander Achberger, Xiaobing Zhang, Michael Sedlmair. "Auxiliary Means to Improve Motion Guidance Memorability in Extended Reality". In *2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)* (pp. 689-690). IEEE.

[4] **Xingyao Yu**. "[DC] Limb Motion Guidance in Extended Reality". In *2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)* (pp. 967-968). IEEE.

[5] Leonel Merino, Boris Sotomayor-Gómez, **Xingyao Yu**, Ronie Salgado, Alexandre Bergel, Michael Sedlmair, Daniel Weiskopf. "Toward Agile Situated Visualization: An Exploratory User Study". in *Extended Abstracts of ACM CHI Conference on Human Factors in Computing Systems*. pp. 1-7. 2020

[6] **Xingyao Yu**, Dongdong Weng, Jie Guo, Haiyan Jiang, Yihua Bao. "Effect of Using HMDs for One Hour on Preteens Visual Fatigue". In *IEEE International Sympotuim on Mixed and Augmented Reality (ISMAR)*. pp. 93-96, 2018

HONORS AND AWARDS

Best DC Presentation Honorable Mentioned **IEEE VR 2023**

Best Poster Award **SimTech Status Seminar 2021**

TEACHING EXPERIENCE

Teaching Assistant of *Programming for Media Informatics* 2019, 2020, 2021, 2022, 2023

Teaching Assistant of *Virtual and Augmented Reality* 2021, 2022, 2023, 2024

ACADEMIC SERVICE

Reviewer	IEEE VR 2024, IEEE ISMAR 2022-2024, ACM CHI 2024, ChinaVis 2022-2023, Information Fusion 2024, Mensch und Computer 2024(AC)
Host	ACM CHI 2024 Session Chair (Hybrid and Immersive Experiences) ACM CHI 2024 Chinese ambassador (also representing International Chinese Association of Computer Human Interaction)
Student Volunteer	IEEE ISMAR 2019 (Responsible for hosting experts in the VR/AR/HCI field and interpreting expert interviews)

SUPERVISION

Andreas Farley (Master Thesis)	2023
Britta Schulz (Master Research Project)	2022
Yusuf Özbey (Bachelor Thesis)	2022
Patrick Gebhardt, Maximilian Weiß, Pascal Huszár (Master Research Project)	2022
Leon Boppert (Bachelor Thesis)	2022
Duc Anh Nguyen (Bachelor Thesis)	2022
Angela Kächele (Bachelor Thesis)	2021
Dilara Aygün;Patrick Bareiß;Eric Bossecker;Paul Mayer;Jan Kerner(Bachelor Research Project)	2020
Patrick Gebhardt (Bachelor Thesis)	2020

INTERNSHIP

Beijing Tianhongbo technology co. LTD **Beijing, China**

Unity 3D Intern Engineer Apr. 2017-Sept. 2017

Duty: Design the user interface for the major software product and complete the code programming. This software can simulate an air battle depending on the data.

Beijing InSenth Inc. **Beijing, China**

Unity 3D Intern Engineer May. 2016-Sept. 2016

Duty: Lead the development of a stereoscopic painting application run on HoloLens.