

YANG LI

Google, Research
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Mountain View, CA 94043

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RESEARCH INTERESTS

Human-Computer Interaction, Mobile Interaction, Ubiquitous Computing, User Interface Prototyping Tools, Gesture-Based Interaction, Intelligent User Interfaces.

EMPLOYMENT

- 5/2010 - present **Google, Research**, Mountain View, CA
Senior Research Scientist
- 12/2012 – present **University of Washington, Computer Science & Engineering**, Seattle, WA
Affiliate Associate Professor
- 6/2008 – 5/2010 **Google, Research**, Mountain View, CA
Research Scientist
- 9/2007 – 12/2007 **University of Washington, Computer Science & Engineering**, Seattle, WA
Course Instructor for CSE373
- 9/2005 – 6/2008 **University of Washington, Computer Science & Engineering**, Seattle, WA
Research Associate
- 10/2002 – 8/2005 **University of California at Berkeley, EECS**, Berkeley, CA
Postdoctoral Researcher
- 1/2001 – 4/2001 **Microsoft Research Asia**, Beijing, China
Research Intern
- 9/1999 – 7/2002 **Chinese Academy of Sciences, Institute of Software**, Beijing, China
Research Assistant
- 9/1996 – 7/1999 **Northwest University of China, Computer Science**, Xi'an, China
Research Assistant

EDUCATION

- 7/2002 **Ph.D. in Computer Science**, Chinese Academy of Sciences, Beijing
Dissertation: *Research on Pen-based User Interfaces: Theories, Techniques & Implementation*
- 7/1999 **M.S. in Computer Science**, Northwest University of China, Xi'an
Thesis: *Specifications & Systems for Constructing User Interfaces with Attribute Grammars*
- B.S. in Computer Science**
Thesis: *An Object-Oriented Interactive Graphical Toolkit*

REFEREED PUBLICATIONS

Quick stats since 2004 for papers: TOCHI (1), UIST (7 full, 1 short) and CHI (17 full, 3 short), IEEE Pervasive Computing (1), MobiSys (1), Book Chapter (1) and other venues (8); first authored (12), advisees as first authors (20) and other collaborations (8)

- CONFERENCE PAPERS Peggy Chi, **Yang Li**. Weave: Scripting Cross-Device Wearable Interaction, [c.43] Conditionally accepted to CHI 2015: ACM Conference on Human Factors in Computing Systems.
- [c.42] Hao Lu, **Yang Li**. Gesture On: Always-On Touch Gestures for Fast Mobile Access from Device Standby Mode, Conditionally accepted to CHI 2015: ACM Conference on Human Factors in Computing Systems.
- [c.41] **Yang Li**. Reflection: Enabling Event Prediction As an On-Device Service for Mobile Interaction, UIST 2014: ACM Symposium on User Interface Software and Technology: pp.689-698.
- [c.40] William McGrath, **Yang Li**. Detecting Tapping Motion on the Side of Mobile Devices By Probabilistically Combining Hand Postures, UIST 2014: ACM Symposium on User Interface Software and Technology: pp.215-219.
- [c.39] Ben Zhang, Yu-Hsiang Chen, Claire Tuna, Achal Dave, **Yang Li**, Edward Lee, Bjorn Hartmann. HOBBS: Head Orientation-Based Selection in Physical Spaces, SUI2014: ACM Symposium on Spatial User Interaction.
- [c.38] Haimo Zhang, **Yang Li**. GestKeyboard: Enabling Gesture-Based Interaction on Ordinary Physical Keyboard, CHI 2014: ACM Conference on Human Factors in Computing Systems: pp.1675-1684.
- [c.37] Yi Ren, **Yang Li**, Edward Lank. InkAnchor: Enhancing Informal Ink-Based Note Taking on Touchscreen Mobile Phones, CHI 2014: ACM Conference on Human Factors in Computing Systems: pp.1123-1132.
- [c.36] Hao Lu, James Fogarty, **Yang Li**. Gesture Script: Recognizing Gestures and their Structure using Rendering Scripts and Interactively Trained Parts, CHI 2014: ACM Conference on Human Factors in Computing Systems: pp.1685-1694.

Best Paper Honorable Mention

- [c.35] Hao Lu, Matei Negulescu, **Yang Li**. Gesturermote: interacting with remote displays through touch gestures, AVI 2014: International Working Conference on Advanced Visual Interfaces: pp.325-328.
- [c.34] Noah Wang, **Yang Li**, Daisuke Sakamoto, Takeo Igarashi. Hierarchical Route Maps for Efficient Navigation, IUI 2014: International Conference on Intelligent User Interfaces: pp.169-178.

Best Paper Award

- [c.33] Ankit Kamal, **Yang Li**, Edward Lank. Teaching Motion Gestures via Recognizer Feedback, IUI 2014: International Conference on Intelligent User Interfaces: pp.73-82.
- [c.32] Shahriyar Amini, **Yang Li**, CrowdLearner: rapidly creating mobile recognizers using crowdsourcing, UIST 2013: ACM Symposium on User Interface Software and Technology: pp.163-172.

- [c.31] Matei Negulescu, **Yang Li**, Open Project: A Lightweight Framework for Remote Sharing of Mobile Applications, *UIST 2013: ACM Symposium on User Interface Software and Technology*: pp.281-290.
- [c.30] Hao Lu, **Yang Li**, Gesture Studio: Authoring Multi-Touch Interactions through Demonstration and Composition, *CHI 2013: ACM Conference on Human Factors in Computing Systems*: pp.257-266.
- [c.29] Xiaojun Bi, **Yang Li**, Shumin Zhai, FFitts Law: Modeling Finger Touch With Fitts' Law, *CHI 2013: ACM Conference on Human Factors in Computing Systems*: pp.1363-1372.
Selected to Google's Influential Papers for 2013
- [c.28] Hao Lu, **Yang Li**. Gesture Coder: A Tool for Programming Multi-Touch Gestures by Demonstration, *CHI 2012: ACM Conference on Human Factors in Computing Systems*: pp.2875-2884.
Best Paper Honorable Mention
- [c.27] Tom Ouyang, **Yang Li**. Bootstrapping Personal Gesture Shortcuts with the Wisdom of the Crowd and Handwriting Recognition, *CHI 2012: ACM Conference on Human Factors in Computing Systems*: pp.2895-2904.
- [c.26] Matei Negulescu, Jaime Ruiz, **Yang Li**, Edward Lank. Tap, Swipe, or Move: Attentional Demands for Distracted Smartphone Input, *AVI 2012: International Working Conference on Advanced Visual Interfaces*: pp.173-180.
- [c.25] Hao Lu, **Yang Li**. Gesture Avatar: A Technique for Operating Mobile User Interfaces Using Gestures, *CHI 2011: ACM Conference on Human Factors in Computing Systems*: pp.207-216.
- [c.24] Tsung-Hsiang Chang, **Yang Li**. Deep Shot: A Framework for Migrating Tasks Across Devices Using Mobile Phone Cameras, *CHI 2011: ACM Conference on Human Factors in Computing Systems*: pp.2163-2172.
- [c.23] Jaime Ruiz, **Yang Li**. DoubleFlip: A Motion Gesture Delimiter for Mobile Interaction, *CHI 2011: ACM Conference on Human Factors in Computing Systems*: pp.2717-2720.
Adopted by Motorola™ MotoX smartphones for activating the camera functionality
- [c.22] Jaime Ruiz, **Yang Li**, Edward Lank. User-Defined Motion Gestures for Mobile Interaction, *CHI 2011: ACM Conference on Human Factors in Computing Systems*: pp.197-206.
Selected to Google's Excellent Papers for 2011
- [c.21] Andrew Bragdon, Eugene Nelson, **Yang Li**, Ken Hinckley. Experimental Analysis of Touch-Screen Gesture Designs in Mobile Environments, *CHI 2011: ACM Conference on Human Factors in Computing Systems*: pp.403-412.
- [c.20] **Yang Li**. Gesture Search: A Tool for Fast Mobile Data Access. *UIST 2010: ACM Symposium on User Interface Software and Technology*: pp.87-96.
Launched as a Google Product; rated one of the most popular applications on Google Play (4.2 / 5 based on 54,000 ratings).
- [c.19] **Yang Li**, Xiang Cao, Katherine Everitt, Morgan Dixon, James Landay. FrameWire: A Tool for Automatically Extracting Interaction Logic from Paper Prototyping Tests, *CHI*

2010: *ACM Conference on Human Factors in Computing Systems*: pp.503-512.

- [c.18] **Yang Li**. Protractor: A Fast and Accurate Gesture Recognizer, *CHI 2010: ACM Conference on Human Factors in Computing Systems*: pp.2169-2172.
Widely used by others in research and shipped to the Android core platform
- [c.17] Evan Welbourne, Nodira Khousainova, Julie Letchner, **Yang Li**, Magdalena Balazinska, Gaetano Borriello, Dan Suci. Cascadia: A System for Specifying, Detecting, and Managing RFID Events, *MobiSys 2008: The International Conference on Mobile Systems, Applications, and Services*.
- [c.16] **Yang Li**, James A. Landay. Activity-Based Prototyping of Ubicomp Applications for Long-Lived, Everyday Human Activities, *CHI 2008: ACM Conference on Human Factors in Computing Systems*: pp. 1303-1312.
Best Paper Honorable Mention
- [c.15] Jacob Wobbrock, Andy Wilson, **Yang Li**. Gestures without libraries, toolkits or Training: a \$1.00 Recognizer for User Interface Prototypes, *UIST 2007: ACM Symposium on User Interface Software and Technology*: pp. 159-168.
Invited to the SIGGRAPH 2008 UIST Reprise Session
- [c.14] Alan Liu, **Yang Li**. BrickRoad: A Light-Weight Tool for Spontaneous Design of Location-Enhanced Applications, *CHI 2007: ACM Conference on Human Factors in Computing Systems*: pp. 295-298.
- [c.13] Xiangshi Ren, Jinbin Ying, Shengdong Zhao, **Yang Li**. the Adaptive Hybrid Cursor: A Pressure-based Target Selection Technique for Pen-based Interfaces, *Interact 2007: IFIP Conference on Human Computer Interaction*: pp. 310-323.
- [c.12] **Yang Li**, Evan Welbourne, James A. Landay. Design and Experimental Analysis of Continuous Location Tracking Techniques for Wizard of Oz Testing, *CHI 2006: ACM Conference on Human Factors in Computing Systems*: pp. 1019-1022.
- [c.11] Steven Dow, Scott Saponas, **Yang Li**, James A. Landay. External Representations in Ubiquitous Computing Design and the Implications for Authoring Tools, *DIS 2006: ACM Conference on Designing Interactive Systems*: pp. 241-250.
- [c.10] **Yang Li**, James A. Landay. Informal Prototyping of Continuous Graphical Interactions by Demonstration, *UIST 2005: ACM Symposium on User Interface Software and Technology*: pp. 221-230. **Invited to the SIGGRAPH 2006 UIST Reprise Session**
- [c.9] **Yang Li**, Ken Hinckley, Zhiwei Guan, James A. Landay, Experimental Analysis of Mode Switching Techniques in Pen-based User Interfaces, *CHI 2005: ACM Conference on Human Factors in Computing Systems*: pp. 461-470.
- [c.8] **Yang Li**, Jason, I. Hong, James A. Landay. Topiary: A Tool for Prototyping Location-Enhanced Applications, *UIST 2004: ACM Symposium on User Interface Software and Technology: CHI Letters*, 6(2): pp. 217-226.
- [c.7] **Yang Li**, James A. Landay, Zhiwei Guan, Xiangshi Ren, Guozhong Dai. Sketching Informal Presentations, *ICMI 2003: Conference on Multimodal Interfaces*: pp. 234-241.
- [c.6] **Yang Li**, Zhiwei Guan, Hongan Wang, Guozhong Dai, Xiangshi Ren. Structuralizing

Freeform Notes by Implicit Sketch Understanding, *AAAI 2002 Spring Symposium on Sketch Understanding*. AAAI Press: pp. 91-98.

- [c.5] Zhiwei Guan, **Yang Li**, Hongan Wang, Guozhong Dai. A Comparison of Free Interaction Modes for Mobile Layout System, *HUC 2000: Symposium on Handheld and Ubiquitous Computing*: Springer Verlag: LNCS 1927: pp. 63-71.
- [c.4] **Yang Li**, Zhiwei Guan, Youdi Chen, Guozhong Dai. Penbuilder: Platform for the Development of Pen-based User Interface, *ICMI 2000: Conference on Multimodal Interfaces*: Springer Verlag: LNCS 1948: pp. 534-541.
- [c.3] Zhiwei Guan, **Yang Li**, Youdi Chen, Guozhong Dai. Heuristic Walkthroughs Evaluation of Pen-based Chinese Word Edit System (PCWES) Usability, *ICMI 2000: Conference on Multimodal Interfaces*: Springer Verlag: LNCS 1948: pp. 488-495.
- [c.2] Zhiwei Guan, **Yang Li**, Hongan Wang, Guozhong Dai. An Empirical Evaluation of Five Interaction Modes for Layout System, *IFIP 2000 Biannual World Computer Congress on Software: Theory and Practice*: pp. 697-704.
- [c.1] **Yang Li**, Zhiwei Guan, Hongan Wang, Qingyi Hua, Guozhong Dai. Design and Implementation of a UIMS for Component-based GUI Development, *IFIP 2000 Biannual World Computer Congress on Software: Theory and Practice*.

BOOK CHAPTERS **Yang Li**, Scott Klemmer, James A. Landay. Tools for Rapidly Prototyping Mobile

- [b.1] Interactions, *Handbook of Research on User Interface Design and Evaluation for Mobile Technology*, January 2008.

JOURNAL ARTICLES **Yang Li**, Hao Lu, Haimo Zhang. Optimistic Programming of Touch Interaction, *TOCHI:*

- [j.8] *ACM Transactions on Computer-Human Interaction*. 2014, 21(4).
- [j.7] **Yang Li**, Jason I. Hong, James A. Landay. Design Challenges and Principles for Wizard of Oz Testing of Ubicomp Applications, *IEEE Pervasive Computing*, April-June, 2007, 6(2): 70-75.
- [j.6] Zhiwei Guan, Xiangshi Ren, **Yang Li**, Guozhong Dai. Zoom Selector: A Pen-based Interaction Technique for Small Target Selection, *Journal of IPSJ of Japan*, 2004, 45(8): pp. 2087-2097.
- [j.5] **Yang Li**, Zhiwei Guan, Guozhong Dai, Xiangshi Ren, Yong Han. A Context-aware Infrastructure for Supporting Applications with Pen-based Interaction, *Journal of Computer Science and Technology*, 2003, 18(3): pp. 343-353.
- [j.4] **Yang Li**, Zhiwei Guan, Guozhong Dai. Research on Development Tools of Pen-based User Interfaces, *Journal of Software of China*, 2003, 14(3): pp. 392-400. [in Chinese]
- [j.3] **Yang Li**, Zhiwei Guan, Xiangshi Ren, Guozhong Dai. A Smooth Bridge from Idea Capture to Communication, *Special issue of the Journal of Asian Information, Science and Life (AISL)*, 2003. Nova Science Inc., NY, 2(2).
- [j.2] **Yang Li**, Zhiwei Guan, Guozhong Dai. Modeling Post-WIMP User Interfaces Based on Hybrid Automata, *Journal of Software of China*, 2001, 12(5): pp. 633-644.
- [j.1] **Yang Li**, Zhiwei Guan, Youdi Chen, Guozhong Dai. Research on Gesture-based Human-Computer Interaction, *Journal of System Simulation of China*, 2000, 12(5): pp.

528-533. [in Chinese]

- WORKSHOP PAPERS James A. Landay, **Yang Li**, Richard Davis. Activity-based Pen Computing. Invited [w.3] Workshop on *Pen-Centric Computing Research*, Brown University, March 26-28, 2007.
- [w.2] **Yang Li**, James A. Landay. Exploring Activity-Based Ubiquitous Computing: Interaction Styles, Models and Tool Support, CHI 2006 Workshop on *What is the Next Generation of Human-Computer Interaction?* Montreal, Quebec, Canada, 2006.
- [w.1] **Yang Li**, James A. Landay. Rapid Prototyping Tools for Context-Aware Applications, CHI 2005 Workshop on *The Future of User Interface Design Tools*. Portland, Oregon, 2005.
- POSTERS & DEMOS Nodira Khoussainova, Evan Welbourne, Magdalena Balazinska, Gaetano Borriello, [p.3] Garrett Cole, Julie Letcner, **Yang Li**, Christopher Re, Dan Suciu, and Jordan Walke. A Demonstration of Cascadia through a Digital Diary Application, *SIGMOD 2008*.
- [p.2] Joseph Ting-Chun Lai, **Yang Li**, Richard Anderson. Donuts: Chinese Input with Pressure-Sensitive Marking Menu, *UIST 2005: ACM Symposium on User Interface Software and Technology*.
- [p.1] **Yang Li**, Jason, I. Hong, James A. Landay. ContextMap: Modeling Scenes of the Real World for Context-Aware Computing, *Ubicomp 2003: Conference on Ubiquitous Computing*. pp. 187-188.

UNREFEREED PUBLICATIONS

- INVITED ARTICLES **Yang Li**. Gesture-Based Interaction: A New Dimension for Mobile User Interfaces, [m.4] *Invited Keynote at AVI 2012: International Working Conference on Advanced Visual Interfaces*, May 2012.
- [m.3] **Yang Li**. Gesture Search: Random Access to Smartphone Content, *IEEE Computer: Pervasive Computing*, January 2012.
- [m.2] **Yang Li**. Beyond Pinch and Flick: Enriching Mobile Gesture Interaction, *IEEE Computer: Invisible Computing*, December 2009.
- [m.1] **Yang Li** and James A. Landay. Into the Wild: Low-Cost Ubicomp Prototype Testing. In *IEEE Computer: Invisible Computing*, June 2008, 41(6): 94-97.
- TECHNICAL REPORTS **Yang Li**, Jason I. Hong, James A. Landay. Using Electronic Tools in the Iterative Design [t.3] of a Context-Aware Tour Guide: A Case Study, CS Technical Report, University of California, Berkeley. May 2005. UCB//CSD-05-1389.
- [t.2] **Yang Li**. Incremental Sketch Understanding for Intention Extraction in Sketch-based User Interfaces, CS Technical Report, University of California, Berkeley. October 2003. UCB//CSD-03-1284.
- [t.1] **Yang Li**, James A. Landay. Interaction-based Rendering Optimization in Sketch-based User Interfaces, Technical Report of CS Division, University of California, Berkeley. June 2003. UCB//CSD-03-1248.

INVITED TALKS

Interactive Computing on Informal User Input for Mobile Interaction

Stanford Seminar on People, Computers and Design, Stanford University, March 6th, 2015

Interactive Computing on Informal User Input for Mobile Interaction

DUB Seminar, University of Washington, Seattle, January 21, 2015

Novel Tools for Programming Mobile Interaction

Korea HCI Premier Session: Invited Reviews, Seoul, Korea, December 11, 2014

Optimistic Computing for Mobile Interaction

GVU Brown Bag Speaker Series, Georgia Tech, Atlanta, Georgia, November 14, 2013

Empowering Mobile Computing with New Interaction Dimensions

iSchool Invited Faculty Talk, Michigan University, Ann Arbor, Michigan, March 15, 2013

Empowering Mobile Computing with New Interaction Dimensions

HCDE UX Speaker Series, University of Washington, Seattle, Washington, March 8, 2013

Gesture-Based Interaction: A New Dimension for Mobile User Interfaces

Keynote Speaker for AVI'12, Capri Island (Naples), Italy, May 21, 2012

Enhancing Mobile User Experience with New Modalities and Search

Berkeley Institute of Design, Berkeley, CA, May 25, 2011

Supporting Everyday Activities Across All Levels: from Gesture Search to Activity Studio

Stanford HCI Group, Stanford, CA, March 2, 2011

Gesture-Based Mobile Interaction

Nokia Palo Alto Research Center, Palo Alto, CA, February 24, 2011

Rapid Prototyping of Ubiquitous Computing Applications

Nokia Palo Alto Research Center, Palo Alto, CA, May 30, 2008

Rapid Prototyping of Ubiquitous Computing Applications

IBM Almaden Research Center, San Jose, CA, May 23, 2008

Rapid Prototyping of Ubiquitous Computing Applications: Tools & Frameworks

Intel Research Seattle, Seattle, WA, February 27, 2008

Towards Effective Computer-Mediated Activities in Ubiquitous Computing

Chinese Academy of Sciences, Institute of Software, Beijing, China, July 16, 2007

Informal Prototyping of Continuous Graphical Interactions by Demonstration

SIGGRAPH 2006 UIST Reprise Session, Boston, MA, July 31, 2006

Topiary: A Tool for Prototyping Location-Enhanced Applications

Intel Research Seattle, Seattle, WA, March 31, 2004

PATENTS

30+ U.S. (and international) patents issued or pending, 1 China patent.

TEACHING

- COURSE INSTRUCTOR *CSE373: Data Structures & Algorithms*, 69 undergraduate students
University of Washington, Computer Science & Engineering, Autumn 2007
Introductory Computing, continuing education course for 10 government employees,
Yulin, China, August 1995
- GUEST LECTURER *Course 498: Input & Interaction: Pen-Based Interaction*, 12 undergraduate/graduate
students, University of Washington, Information School, April 24, 2008
Java Programming, 10 graduate/undergraduate students
Northwest University of China, Computer Science, December, 1997
- TEACHING ASSISTANT *Computer Graphics*, 80 undergraduate students
Northwest University of China, Computer Science, September 1997 – January 1998

ADVISING

- INTERNS Peggy Chi, UC Berkeley, *cross-device wearable interaction scripting [c.43]*, 2014
Ramik Sadana, Georgia Tech, *touch gesture design tools*, 2014
Haimo Zhang, National University of Singapore, *gestkeyboard & touch [c.38]*, 2013
William McGrath, Stanford University, *side-tap motion gestures [c.40]*, 2013
Hao Lu, University of Washington, *gestures tools [c.25, c.28, c.30]*, 2010-2013
Noah Wang, Tokyo University, *structural map navigation [c.34]*, 2013
Matei Negulescu, University of Waterloo, *novel mobile interaction, [c.31]*, 2012
Shahriyar Amini, CMU, *mobile recognition crowdsourcing, [c.32]*, 2012
Tom Ouyang, MIT, *gesture shortcuts bootstrapping via crowdsourcing [c.27]*, 2011
XiaoJun Bi, University of Toronto, *touch behavior modeling [c.29]*, 2011
Tsung-Hsiang Chang, MIT, *mobile camera-based task migration [c.24]*, 2010
Jaime Ruiz, University of Waterloo, *motion interaction [c.22, c.23]*, 2010
- GRADS Hao Lu, University of Washington, PhD Dissertation Committee [c.36], 2012
Evan Welbourne, University of Washington, *location-based computing [c.12, c.17]*,
2007–2008
Alan Liu, University of Washington, *spontaneous design for ubicomp [c.14]*, 2006–2007
- UNDERGRADS Joseph Lai, University of Washington, *pen-based text entry [p.2]*, 2005

PROFESSIONAL ACTIVITIES

- ASSOCIATE CHAIRS / CHI 2012-2015, UIST 2012, 14 & 15, WWW 2013, Mobile HCI 2012-2014, MobiSys 2012
PROGRAM COMMITTEES Ubicomp 2011, 2013, SBIM 2007, 2009-2011, IUI 2009

REFeree	TOCHI, IEEE Pervasive Computing, CHI since 2005, UIST since 2004, ICMI 2005, 2007, Pervasive 2006, Ubicomp 2007, 2008, GI 2006, 2007, IUI 2012
STUDENT VOLUNTEER	IFIP 2000
EDITORIAL BOARD	International Journal of Mobile Human Computer Interaction
DUB CO-FOUNDER	A founding member of DUB, a cross-campus HCI community at the University of Washington: initiated DUB weekly seminars in October 2005; served as the DUB event organizer for three quarters; created the initial version of the DUB web site and was the major maintainer until early 2006.

MEDIA COVERAGE

GESTURE SEARCH	Featured in 100+ news articles including: [c.20] <i>TechCrunch</i> , Android's Awesome Gesture Search: Turn Your Phone And Write With Your Finger, August, 2010. <i>PC World</i> , Google's Android Gesture Search: A Fingers-On Tour, March, 2010. <i>CNet News</i> : Gesture Search launched for Android, March 4, 2010.
DEEP SHOT	Featured in 100+ news articles including: [c.24] <i>MIT News</i> , You can take it with you: A new system lets you transfer open applications between a computer and a cellphone simply by pointing the phone's camera at the computer's screen, June 2011. <i>All Things D</i> , <i>The Wall Street Journal</i> , Want to Transfer Data to Your Phone? Just Point and Shoot, June 2011. <i>Popular Science</i> , Finally, A Simple Way to Throw Applications Between Your Computer and Your Phone, While They're Running, June 2011. <i>CNet News</i> , DeepShot syncs running apps between computer, phone, June 2011.
OPEN PROJECT	Featured in popular news articles, including: [c.31] <i>TechCrunch</i> , Google Research's Open Project Makes It Easy To Project Android Apps Onto Touch Screens, September 2013. <i>Engadget</i> , Google's Open Project mirrors Android apps on any connected touchscreen, September 2013. <i>TheNextWeb</i> , Google Research's Open Project lets you beam apps to an external display using only your smartphone's camera, September 2013. <i>PC Magazine</i> , Google 'Open Project' Sends Mobile Apps to Any Display, September 2013.

AWARDS AND RECOGNITION

Q4 2014	The Featured Researcher at Google
4/2014	Best Paper Honorable Mention, CHI 2014

ACM SIGCHI 2012

- 2/2014 Best Paper Award, IUI 2014: Intelligent User Interfaces
- 6/2014 Google's Influential Papers for 2013
<http://googleresearch.blogspot.com/2014/06/influential-papers-for-2013.html>
- 5/2012 Best Paper Honorable Mention, CHI 2012
ACM SIGCHI 2012
- 3/2012 Google's Excellent Papers for 2011
<http://googleresearch.blogspot.com/2012/03/excellent-papers-for-2011.html>
- 12/2011 ACM Senior Member
- 4/2008 Best Paper Honorable Mention, CHI 2008
ACM SIGCHI 2008
- 8/2008 ACM SIGGRAPH UIST Reprise
- 8/2006 ACM SIGGRAPH UIST Reprise
- 6/2002 Excellent Ph.D. Dissertation
Institute of Software, Chinese Academy of Sciences
- 3/2002 Chinese NSF Grant for International Academic Exchange
Chinese Academy of Sciences
- 7/2000 First Prize for Advancement in Sciences and Technologies
Shaanxi Province of China
- 2001 Huawei Excellent Graduate Scholarship
Chinese Academy of Sciences
- 1999 Outstanding Graduate Award
Northwest University of China
- 1997 Excellent Student Paper Award
Northwest University of China
- 1996–1998 Excellent Graduate Student Scholarship for every academic year
Northwest University of China
- 1996 Honor Student exempt from taking the graduate entrance exams
Granted to one student in the CS department every year (out of 83 students in 1996)
- 1994 Second Prize in Advanced Mathematics Competition
Northwest University of China
- 1992–1995 Excellent Student Scholarship for every academic year
Northwest University of China