# Kangyou (Calvin) Yu

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#### Research Interest

Human-Computer Interaction (HCI), AR/VR/MR, Adaptive User Interfaces, Computational Interaction, Body Interaction, Multi-modality input technologies...

### Education

- 2022-now **University of California, Santa Barbara (UCSB)**, Santa Barbara, USA Master of Science in Computer Science
- 2018-2022 **Xi'an Jiaotong-Liverpool University (XJTLU)**, Suzhou, China **University of Liverpool (UoL)**, Liverpool, United Kingdom B.Sc. in Information and Computing Science (With Honors)

### **Publications**

Conference Papers

- [ C.6 ] You-Jin Kim, Kangyou Yu, Radha Kuruma, Misha Sra, Tobias Höllerer. (In submission to IEEE VR 2024)
- [C.5] Abby Wysopal, Vivian Ross, Joyce Passananti, **Kangyou Yu**, Brandon Huynh, Tobias Höllerer. "Level-of-Detail AR: Dynamically Adjusting Augmented Reality Level of Detail Based on Visual Angle." **IEEE VR 2023**
- [ C.4 ] Anil Ufuk Batmaz, Kangyou Yu, Hai-Ning Liang, Wolfgang Stuerzlinger.

  "Improving Effective Throughput Performance using Auditory Feedback in Virtual Reality." ACM SUI 2022
- [C.3] Wenge Xu, Xuanru Meng, Kangyou Yu, Hai-Ning Liang, Sayan Sarcar. "Evaluation of Text Selection Techniques in Virtual Reality Head-Mounted Displays." IEEE ISMAR 2022
- [C.2] Wenge Xu, Hai-Ning Liang, Kangyou Yu, Nilufar Baghaei. "Effect of Gameplay Uncertainty, Display Type, and Age on Virtual Reality Exergames." CHI 2021
- [C.1] Wenge Xu, Hai-Ning Liang, Yuzheng Chen, Xiang Li, Kangyou Yu. "Exploring Visual Techniques for Boundary Awareness During Interaction in Augmented Reality Head-Mounted Displays." IEEE VR 2020, Best Paper Nomination (5%)

- JOURNAL ARTICLES
- [J.5] Wenge Xu, Kangyou Yu, Xuanru Meng, Diego Vilela Monteiro, Dominic Kao, Hai-Ning Liang. Frontiers in Psychology (Human-Media Interaction section)
- [J.4] Kangyou Yu, Shaoyue Wen, Wenge Xu, Maurizio Caon, Nilufar Baghaei, Hai-Ning Liang. "Cheer for Me: Effect of Non-Player Character Audience Feedback on Older Adult Users of Virtual Reality Exergames." Springer Virtual Reality (VIRE) 2023
- [J.3] Wenge Xu, Hai-Ning Liang, Kangyou Yu, Shaoyue Wen, Nilufar Baghaeil, Huawei Tu. "Acceptance of Virtual Reality Exergame Among Chinese Older Adults."

  International Journal of Human-Computer Interaction 2021
- [J.2] Wenge Xu, Hai-Ning Liang, Nilufar Baghaei, Xiaoyue Ma, Kangyou Yu Xuanru Meng, Shaoyue Wen. "Effects of an Immersive Virtual Reality Exergame on University Students' Anxiety, Depression, and Perceived Stress: Pilot Feasibility and Usability Study." JMIR Serious Game 2021
- [J.1] Wenge Xu, Hai-Ning Liang, Qiuyu He, Xiang Li, <u>Kangyou Yu</u>, Yuzheng Chen. "Results and Guidelines From a Repeated-Measures <u>Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Evaluation." JMIR Serious Game 2020</u>

### **Research Experience**

- 10/2022- University of California, Santa Barbara (UCSB), Santa Barbara, CA
- present Graduate Research Assistant

FourEyesLab, Advisor: Tobias Höllerer

- 06/2022- The Hong Kong University of Science and Technology (Guangzhou),
- 10/2022 Guangzhou, China

Undergraduate Research Intern

APEX Lab, Advisor: Mingming Fan

- 04/2021- Simon Fraser University (SFU), Vancouver, Canada
- 10/2022 Undergraduate Research Intern

VVISE Lab, Advisor: Wolfgang Stuerzlinger and Anil Ufuk Batmaz

- 04/2019- Xi'an Jiaotong-Liverpool University (XJTLU), Suzhou, China
- 07/2022 Undergraduate Research Assistant

X-CHI Lab, Advisor: Hai-Ning Liang and Wenge Xu

### **Awards and Honors**

- 2023 SIGCHI Gray Marsden Travel Award (\$2000)
- 2022 Academic Excellence Fellowship from UCSB (\$2000)
- 2021 ACM UIST 2021 Registration Scholarship
- 2020 Research Assistant Fellowship at XJTLU (\$1,400)
- 2020 IEEE VR & 3DUI 2020 Best Conference Paper Nominee (5%)

## **Teaching Experience**

### **Professional Services**

Reviewer: ACM CHI 2023, IJHCI 2023

Student Volunteer: IEEE ISMAR 2023, ACM CHI 2023, IEEE VR 2023, ACM SUI

2022, IEEE ISMAR 2021, ACM IUI 2021, IEEE AIVR 2020