

Kangyou (Calvin) Yu

Phone: +1 (805)-689-5662

Email: kangyouyu@ucsb.edu

Personal Email: yukangyou99@gmail.com

Personal Website: <https://kangyouyu.github.io/>

Research Interest

Human-Computer Interaction (HCI), AR/VR/MR

Education

2022-now **University of California, Santa Barbara (UCSB)**, Santa Barbara, CA
Ph.D. in Computer Science
Advisor: [Professor Tobias Höllerer](#)

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)
Advisor: [Professor Hai-Ning Liang](#) and [Professor Wenge Xu](#)

Publications

CONFERENCE PAPERS

- [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** (Conditionally Accepted)
- [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, section Human-Media Interaction** (Under Review)
- [J.4] **Kangyou Yu**, Shaoyue Wen, Wenge Xu, Hai-Ning Liang. **Virtual Reality** (Conditionally Accepted)
- [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 Baghaeil, 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, **Kangyou Yu**, Yuzheng Chen. "Results and Guidelines From a Repeated-Measures Design Experiment Comparing Standing and Seated Full-Body Gesture-Based Immersive Virtual Reality Exergames: Within-Subjects Evaluation." **JMIR Serious Game 2020**

Research Experience

- 10/2022-present **University of California, Santa Barbara (UCSB)**, Santa Barbara, CA
Graduate Research Assistant
FourEyesLab, Advisor: Professor Tobias Höllerer
- 06/2022-10/2022 **The Hong Kong University of Science and Technology (Guangzhou)**, Guangzhou, China
Undergraduate Research Intern
APEX (Accessible & Pervasive User Experience) Lab, Advisor: Professor Mingming Fan
- 04/2021-10/2022 **Simon Fraser University (SFU)**, Vancouver, Canada
Undergraduate Research Intern
VVISE Lab, Advisor: Professor Wolfgang Stuerzlinger and Professor Anil Ufuk Batmaz
- 04/2019-07/2022 **Xi'an Jiaotong-Liverpool University (XJTLU)**, Suzhou, China
Undergraduate Research Assistant
X-CHI Lab, Advisor: Professor Hai-Ning Liang and Professor Wenge Xu

Awards and Honors

- 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%)
2019 Summer Undergraduate Research Fellowship (SURF) at XJTLU

Professional Services

Reviewer: ACM CHI 2023 Late Breaking Work

Student Volunteer: ACM CHI 2023, ACM SUI 2022, IEEE ISMAR 2021, ACM IUI 2021, IEEE AIVR 2020