

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
Ph.D. in Computer Science
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.7] Chengyuan Xu, Radha Kuruma, Noah Stier, **Kangyou Yu**, Tobias Höllerer. (In submission to **IEEE ISMAR 2024**)
- [C.6] Xuetong Wang, Ziyang Wang, Mingmin Zhang, **Kangyou Yu**, Pan Hui, Mingming Fan. "*Avatar Appearance and Behavior of Potential Harassers Affect Users' Perceptions and Response Strategies in Social Virtual Reality (VR): A Mixed-Methods Study*"
Conditionnaly accepted by **CSCW 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. "Exploring the effect of the Group Size and Feedback of non-player character spectators in virtual reality exergames." **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 Baghaei, 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, **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 **UC-Santa Barbara (UCSB)**, Santa Barbara, CA
Graduate Research Assistant
FourEyesLab, Advisor: [Tobias Höllerer](#)
- 06/2022- 10/2022 **The Hong Kong University of Science and Technology (Guangzhou)**, Guangzhou, China
Undergraduate Research Intern
APEX Lab, Advisor: [Mingming Fan](#)
- 04/2021- 10/2022 **Simon Fraser University (SFU)**, Vancouver, Canada
Undergraduate Research Intern
VVISE Lab, Advisor: [Wolfgang Stuerzlinger](#) and [Anil Ufuk Batmaz](#)
- 04/2019- 07/2022 **Xi'an Jiaotong-Liverpool University (XJTLU)**, Suzhou, China
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%)
- 2019 Summer Undergraduate Research Fellowship (SURF) at XJTLU

Teaching Experience

- 04/2024-06/2024 Teaching Assistant-CMPSC 16 Problem Solving I
- 09/2023-12/2023 Teaching Assistant-CMPSC 9 Intermediate Python
- 04/2023-06/2023 Teaching Assistant-CMPSC 9 Intermediate Python

Professional Services

Reviewer: ACM CHI 2023, IJHCI 2023, ACM CHI Play 2024, ACM VRST 2024

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