Xingyu Yang

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Google Scholar LinkedIn

RESEARCH INTERESTS

Human-computer interaction, Wearables, Smart textiles, Affective feedback, Tangible interaction

EDUCATION

Ph.D., Human-computer Interaction **Hong Kong SAR**
2021.09 - now

City University of Hong Kong
Multimodal and Embodied Interaction Lab
Supervised by Prof. Kening Zhu

M.Sc., Design for Interaction **Delft, the Netherlands**
2017.09 - 2019.08

Delft University of Technology
Thesis: Thermotion: An exploration of facilitating emotion perception with wearable thermal displays

B.Sc., Industrial Design **Dalian, China**
2012.09 - 2016.06

Dalian University of Technology

PUBLICATIONS

ThermalWear: Exploring Wearable On-chest Thermal Displays to Augment Voice Messages with Affect

Abdallah El Ali, **Xingyu Yang,** Swamy Ananthanarayan, Thomas Röggla, Jack Jansen, Jess Hartcher-O'Brien, Kaspar Jansen, Pablo Cesar

Proceedings of the 2020 CHI Conference on Human Factors in Computing systems

EFRing: Enabling Thumb-to-Index-Finger Microgesture Interaction through Electric Field Sensing Using Single Smart Ring

Taizhou Chen, Tianpei Li, **Xingyu Yang,** Kening Zhu

Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies

TEACHING

SM1103 Creative Coding

Lecturers: Kening Zhu and Daniel Howe — **Teaching Assistant**

Teaching basic programming of P5.js — 2012.09 - 2016.06

EXPERIENCE

HCI Design Intern — **Shenzhen, China**

Human Machine Interaction Lab, Huawei Company — 2020.07 - 2021.07

I was responsible for tracking emerging technology and design in both industries and academia, proposing new ideas for the next generation of wearable sports products and in-home ambiguous interfaces, making prototypes to demonstrate design ideas, and collaborating with scientists and the production department to advance the proposed product or interactive functions.

HCI Researcher — **Amsterdam, NL**

Distributed and Interactive Systems Group, Centrum Wiskunde & Informatica — 2019.01 - 2019.08

I investigated how the wearable, on-chest thermal displays might influence voice processing (supervised by Abdallah El Ali) . Our work contributes to a better understanding of how thermal displays can augment voice perception, which can enhance voice assistants and support individuals with emotional prosody impairments. I made the ThermalWear prototype and conducted controlled experiments. This work results in a full paper at CHI 2020.

Student Researcher — **Delft, NL**

TU Delft & Delft international school — 2018.11 - 2019.02

We designed and evaluated a card collection game which aims to promote children's physical play and peer interaction. We invited primary school students to experience the game and record their feedbacks. We found that the competitiveness of the game would inhibit the interaction between players, and the card hierarchy was not noticable enough to engage the children in collecting. Enriching game plots and the storytelling based on card content is a direction to improve the play quality. I was involved in the concept design and prototyping. Besides, I was responsible for observing participants, doing records and analysing the test results during the user studies.

Design Intern for VR/AR — **Utrecht, NL**

Dreamlake — 2018.11 - 2019.02

Dreamlake is a start-up offering VR/AR solutions to increase clients' business vitality. I participated in the bidding of VR interior design for a top Dutch physical retail company. I was responsible for generating and visualising design concepts, writing business proposal.

Entrepreneurship Program — **Dalian, China**

Maoni APP — 2015.05

I created Maoni, an anonymous location-based social APP, with students from computer science. We had more than 200 daily active users on peak times. Our team was shortlisted for the Alibaba's Alibaichuan Hackson.

SKILLS

User Research

User-centered design, usability testing (controlled, field), contextual inquiry, participatory design, Wizard-of-Oz, interviews (+ open coding), surveys, data analysis (R)

Physical Prototyping

Arduino, soldering, 3D modeling (Rhino), 3D printing and laser cutting, textile fabricating

Digital Prototyping

Processing, P5.js, HTML, Sketch, Figma, ProtoPie

Communicating

Video editing, animation making, graphic and lay out design, illustration

Language

Mandarin Chinese (Native), English (Fluent), Cantonese (Competent)

SERVICE

Paper Reviewing

CHI 2023 Late-Breaking Work

Chinese CHI 2022