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RESEARCH INTERESTS	Human-Computer Interaction (HCI) , Inclusive Design, Accessibility, Creativity Support, Human-AI Collaboration, Data Visualization, Social Computing	
EDUCATION	ShanghaiTech University , Shanghai, China B.Eng. in Computer Science (<i>Major</i>), Interaction Design (<i>Minor</i>) Sept. 2021 - Jun. 2025 (expected) Advisor: Quan Li GPA: 3.56/4.0 (Until Sept. 2024), Ranked First 34%	
ACADEMIC EXPERIENCE	ShanghaiTech University , Shanghai, China <i>Undergraduate Research Assistant</i> (Advisor: Quan Li) May. 2023 - Present Participate in multiple research projects, establishing a solid foundation for HCI research. Please see PAPERS IN PREPARATION for the outcome.	
PAPERS IN PREPARATION	Yuchen Wu, Shengxin Li , Shizhen Zhang, Xingbo Wang, Quan Li. <i>Trinity: Synchronizing Verbal, Nonverbal, and Visual Channels to Support Academic Oral Presentation Delivery.</i> To be appear · Full Paper <ul style="list-style-type: none">• Academic Oral Presentation allows students to express ideas and present research findings. However, students often face the challenge of integrating verbal, nonverbal and visual elements into the presentation.• Based on a need-finding survey, a design study and an expert interview, we proposed <i>Trinity</i>, a hybrid delivery support system that provides guidance for multichannel delivery on-the-fly.• We conducted a controlled between-subject user study to investigate the usability, effectiveness, interaction, influence, trust and collaboration of <i>Trinity</i>. Longfei Chen*, Shengxin Li* , Ziang Li, Quan Li. <i>DancingBoard: Streamlining the Creation of Motion Comics to Enhance Narratives.</i> Under Review · Full Paper <ul style="list-style-type: none">• Motion Comic, a form of animation that appropriates an existing comic book into a screen-based animated narrative, proposes challenges for amateur creators as they lack proficiency with professional creation tools.• We conducted (1) a formative study to identify challenges faced by amateurs and (2) a review of the Motion Comics design space. Based on these results, we developed <i>DancingBoard</i>, an integrated authoring tool streamlines motion comic creation for amateur creators.• We evaluated <i>DancingBoard's</i> usability and the outcome's efficiency in conveying the story through two user studies and semi-structured interviews. Yuchen Wu, Shizhen Zhang, Shengxin Li , Qian Zhu, Quan Li. <i>UPinch: Enabling Unaligned Gaze-Hand Coordination for Selection in 3D Environments.</i> Under Review · Full Paper <ul style="list-style-type: none">• Interaction techniques in virtual environments (such as Mixed Reality) necessitate <u>Gaze-Hand Alignment</u>, which requires gaze fixation and hand selection on the same target at the same time. However, people's gaze-hand behaviour in real world is often <u>unaligned</u>.• We proposed UPinch, a gaze-hand based selection technique that adapts the inherent gaze-hand coordination observed in human reach-to-grasp process to 3D environments.• We conducted a series of cross-reality experiments comparing UPinch to Gaze + Pinch, Gaze + Handray and Reality, identifying their gaze-hand characteristics in diverse tasks.	

Shengxin Li, Someone Else. *ADHD Support?*.

In Progress

- Still need ChenDian. [TO BE DONE]

COURSE
PROJECTS

Jiahe Dong*, **Shengxin Li***. *What a witty comment! Identify Clever Comments in Online Media Platforms.*
Data Mining · 2024 Spring

- Comments with *cleverness* can make positive contributions to the community atmosphere. We established a framework for evaluating the cleverness of a given comment from online media platforms, and implemented an BERT-based model applying the framework.

Shengxin Li, Shizhen Zhang. *Heating System Simulation and Interaction.*

Environment Simulation and Interaction · 2023 Fall

- To propose a more efficient policy for centralized heating, we developed an Deep Learning model for simulating the room environment, and applied multiple Reinforcement Learning algorithms on this model.

Yutao Ming*, **Shengxin Li***, Wenxuan Li*, Xiaotian Zhao*, Haiyu Song*. *ComfortaBot: a ChatGPT-Based Customized Multimodal Interactive Accompany System.*

Human-Computer Interaction · 2023 Spring

- Addressing the need for accompany when people are undergoing a hard time, we proposed *Comfortabot*, a GPT-Based chatbot capturing user's current status and providing companionship while avoiding limitations of human interaction such as social costs and privacy concern.

Shengxin Li*, Shizhen Zhang*, Yuxiao Wu*. *Epidemiology Dissemination for Children.*

User Experience and Innovative Design · 2023 Spring

- Understanding the pandemic is challenging for children. We designed an Interaction Video to help them learn about epidemiology considering their interests and receptivity.

Shengxin Li*, Huaqiu Wang*, Kecheng Ye*, Shizhen Zhang*. *Shanghai COVID-19 Pandemic Visual Analysis System.*

Data Visualization · 2022 Spring

- We analyzed the Shanghai 2022 COVID-19 pandemic data, and developed a visual analysis system to show the development of the outbreak on a daily basis.

SERVICES

ShanghaiTech University, Shanghai, China

Teaching Assistant

- Studio 3: Interactive Design (with lab) Spring 2023, 2024
- Human Factors & Ergonomics Fall 2023
- Human-Computer Interaction Spring 2024

SKILLS

Computer Science: HCI, AI&ML, Web Programming, Application Development, Data Visualization, Hardware Programming, Data Mining.

Design: Human-Centered Design, Interaction Design & Prototyping, Graphic Design, Video Editing, 3D Modeling.

HCI Research: Quantitative & Qualitative Research, User Study, Interview, Iterative Design.

Softwares: Figma, Adobe Illustrator, Adobe PS, Adobe Pr, GraphPad Prism, Blender.

Programming: Python (Basics, DS Libraries & PyTorch), C/C++, Frontend (JavaScript, Vue, HTML, CSS), Arduino C++, SQL, Kotlin (Android), Assembly (RISC-V), Matlab.

Languages: Chinese (Mandarin; native), English (proficient, TOEFL 105/120), Japanese (beginner).
Visualization, L^AT_EX.