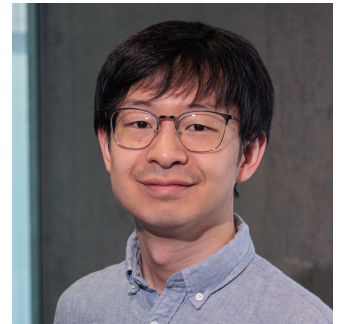


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Education

Doctor in Prof Studies by Public Works, University of Toronto, Canada, 2024

Master of Science, University of Calgary, Canada, 2015

Bachelor of Engineering, Southeast University, China, 2012

Academic Appointments

Assistant Professor of Computer Science, School of Computing and Information Systems, SMU, Jan 2024 - Present

Assistant Professor of Computer Science (ABD), School of Computing and Information Systems, SMU, Jul 2023 - Dec 2023

Other Positions and Affiliations

Research Intern, Microsoft Research, United States of America, Apr 2022 - Jul 2022

Software Developer, Nureva Inc, Canada, May 2015 - Jul 2016

Awards and Honors

CHI Best Paper Honorable Mention, ACM CHI 2022, 2022

Ontario Trillium Scholarship, Ontario Provincial Government , 2016

RESEARCH

Publications

Journal Articles [Refereed]

Tourgether360: Collaborative exploration of 360° videos using pseudo-spatial navigation, by KUMAR, Kartikaeya; PORETSKI, Lev; LI, Jianan; TANG, Anthony. (2022). *Proceedings of the ACM on Human-Computer Interaction*, 6 1-27. <https://doi.org/10.1145/3555604> (Published)

A two-sided collaborative transparent display supporting workspace awareness, by LI, Jiannan; GREENBERG, Saul; SHARLIN, Ehud. (2017). *International Journal of Human-Computer Studies*, 101 23-44.

<https://doi.org/10.1016/j.ijhcs.2017.01.003> (Published)

Conference Proceedings

Desk2Desk : Optimization-based mixed reality workspace integration for remote side-by-side collaboration, by SIDENMARK, Ludwig; ZHANG, Tianyu; LABABIDI, Leen Al; LI, Jiannan; GROSSMAN, Tovi. (2024.0). *Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology (UIST 2024) : Pittsburgh, PA, USA, October 13-16*, (pp. 1-15) Pittsburgh, PA, USA: ACM Digital Library. <https://doi.org/10.1145/3654777.3676339> (Published)

How people prompt generative AI to create interactive VR scenes, by AGHEL MANESH, Setareh; ZHANG, Tianyi; ONISHI, Yuki; HARA, Kotaro; BATEMAN, Scott; LI, Jiannan; TANG, Anthony. (2024.0). *DIS '24: Proceedings of the 2024 ACM Designing Interactive Systems Conference, Copenhagen Denmark, July 1-5*, (pp. 2319-2340) New York: ACM. <https://doi.org/10.1145/3643834.3661547> (Published)

Stargazer: An interactive camera robot for capturing how-to videos based on subtle instructor cues, by LI, Jiannan; SOUSA, Mauricio; MAHADEVAN, Karthik; WANG, Bryan; AOYAGUI, Paula Akemi; YU, Nicole; YANG, Angela; BALAKRISHNAN, Ravin; TANG, Anthony; GROSSMAN, Tovi. (2023.0). *CHI '23: Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems, Hamburg, Germany, April 23-28*, (pp. 1-16) New York, NY, USA: Association for Computing Machinery Press. <https://doi.org/10.1145/3544548.3580896> (Published)

Investigating guardian awareness techniques to promote safety in virtual reality, by WU, Sixuan; LI, Jiannan; SOUSA, Mauricio; GROSSMAN, Tovi. (2023.0). *Proceedings of the 30th IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Shanghai, China, 2023 March 25-29*, (pp. 631-640) Piscataway, NJ: IEEE. <https://doi.org/10.1109/VR55154.2023.00078> (Published)

ASTEROIDS: Exploring swarms of mini-telepresence robots for physical skill demonstration, by LI, Jiannan; SOUSA, Mauricio; LI, Chu; LIU, Jessie; CHEN, Yan; BALAKRISHNAN, Ravin; GROSSMAN, Tovi. (2022.0). *CHI '22: Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems, New Orleans, USA, April 22-29*, (pp. 1-14) New York, USA: ACM. <https://doi.org/10.1145/3491102.3501927> (Published)

immersivePOV: Filming how-to videos with a head-mounted 360° action camera, by HUANG, Kevin; LI, Jiannan; SOUSA, Mauricio; GROSSMAN, Tovi. (2022.0). *CHI '22: Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems, New Orleans, USA, April 22-29*, (pp. 1-13) New York, USA: ACM. <https://doi.org/10.1145/3491102.3517468> (Published)

HoloBoard: A large-format immersive teaching board based on pseudo HoloGraphics, by GONG, Jiangtao; HAN, Teng; GUO, Siling; LI, Jiannan; ZHA, Siyu; ZHANG, Liuxin; TIAN, Feng; WANG, Qianying; RUI, Yong. (2021.0). *Proceedings of the The 34th Annual ACM Symposium on User Interface Software and Technology, Virtual Conference, 2021 October 10-14*, (pp. 1-16) New York: ACM. <https://doi.org/10.1145/3472749.3474761> (Published)

Route tapestries: Navigating 360° virtual tour videos using slit-scan visualizations, by LI, Jiannan; LYU, Jiahe; SOUSA, Mauricio; BALAKRISHNAN, Ravin; TANG, Anthony; GROSSMAN, Tovi. (2021.0). *UIST '21: The 34th Annual ACM Symposium on User Interface Software and Technology, Virtual Conference, 2021 October 10-14*, (pp. 223-238) New York, NY, USA: ACM. <https://doi.org/10.1145/3472749.3474746> (Published)

More Kawaii than a real-person live streamer: Understanding how the Otaku Community engages with and perceives virtual YouTubers, by LU, Zhicong; SHEN, Chenxinran; LI, Jiannan; SHEN, Hong; WIGDOR, Daniel. (2021.0). *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama, Japan, May 8-13*, (pp. 1-14) New York: ACM. <https://doi.org/10.1145/3411764.3445660> (Published)

StarHopper: A touch interface for remote object-centric drone navigation, by LI, Jiannan; BALAKRISHNAN, Ravin; GROSSMAN, Tovi. (2020.0). *Proceedings of Graphics Interface 2020, Toronto, Canada, May 28-29*, (pp. 317-326) Mississauga, Canada: Canadian Human-Computer Communications Society. <https://doi.org/10.20380/GI2020.32> (Published)

PinchList: Leveraging pinch gestures for hierarchical list navigation on smartphones, by HAN, Teng; LIU, Jie; HASAN, Khalad; FAN, Mingming; KIM, Junhyeok; LI, Jiannan; FAN, Xiangmin; TIAN, Feng; LANK, Edward; IRANI, Pourang. (2019.0). *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow, Scotland, May 4-9*, (pp. 1-13) New York: ACM. <https://doi.org/10.1145/3290605.3300731> (Published)

PageFlip: Leveraging page-flipping gestures for efficient command and value selection on smartwatches, by HAN, Teng; LI, Jiannan; HASAN, Khalad; NAKAMURA, Keisuke; GOMEZ, Randy; BALAKRISHNAN, Ravin; IRANI, Pourang. (2018.0). *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada, April 21-26*, (pp. 1-12) New York: ACM. <https://doi.org/10.1145/3173574.3174103> (Published)

Interactive two-sided transparent displays: designing for collaboration, by LI, Jiannan; GREENBERG, Saul; SHARLIN, Ehud; JORGE, Joaquim. (2014.0). *Proceedings of the 2014 conference on Designing interactive systems, Vancouver, Canada, June 21-25*, (pp. 395-404) New York: ACM. <https://doi.org/10.1145/2598510.2598518> (Published)

Research Grants

Singapore Management University

Developing Intelligent Agents that Assist with Human Situational Difficulties, SMU Internal Grant, Ministry of Education (MOE) Tier 1 , PI (Project Level): LI Jiannan, 2023, S\$119,333

TEACHING

Courses Taught

Singapore Management University

Undergraduate Programmes :

Web Application Development I

Postgraduate Research Programmes :

Empirical Research Project 1

Empirical Research Project 2

Empirical Research Project 4

OTHER ACADEMIC AND PROFESSIONAL ACTIVITIES

Media Contributions and Citations

Researchers develop interactive ‘Stargazer’ camera robot that can help film tutorial videos, University of Toronto News, 19 May 2023
<https://www.utoronto.ca/news/researchers-develop-interactive-stargazer-camera-robot-can-help-film-tutorial-videos>

EXTERNAL SERVICE – PROFESSIONAL

Committee Member, Technical Program Committee , ACM CHI 2025, 2024 - 2025

Member, Doctoral Consortium Panel, Greater Bay ACM SIGCHI Chapter, 2024

Committee Member, Technical Program Committee, The 2024 ACM CHI conference on Human Factors in Computing Systems, 2023 - Present