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Education

PhD, University of British Columbia, Canada, 2010
Master of Science, University of Calgary, Canada, 2005
Bachelor of Science, Simon Fraser University, Canada, 2002

Academic Appointments

Associate Professor of Computer Science, School of Computing and Information Systems, SMU, Jan 2023 - Present

Academic Administrative Positions

IRB Deputy Chair (SCIS), SMU Institutional Review Board, SMU, Jul 2024 - Present
Member (SCIS), SMU Institutional Review Board, SMU, Jan 2023 - Jun 2024

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)

Uncovering inclusivity gaps in design pedagogy through the digital design marginalization framework, by SIN, Jaisie; MUNTEANU, Cosmin; NIXON, Michael; PANDELIEV, Velian; TIGWELL, Garreth W.; SHINOHARA, Kristen; TANG, Anthony; SZIGETI, Steve. (2022). *Frontiers in Computer Science*, 4 1-14. <https://doi.org/10.3389/fcomp.2022.822090> (Published)

RescueCASTR: Exploring photos and live streaming to support contextual awareness in the wilderness search and rescue command post, by JONES, Brennon; TANG, Anthony; NEUSTAEDTER, Carman. (2022). *Proceedings of the ACM on Human-Computer Interaction*, 6 1-32. <https://doi.org/10.1145/3512960> (Published)

Toward video-conferencing tools for hands-on activities in online teaching, by LABRIE, Audrey; MOK, Terrance; TANG, Anthony; LUI, Michelle; OEHLBERG, Lora; PORETSKI, Lev. (2022). *Proceedings of the ACM*

on *Human-Computer Interaction*, 6 1-22. <https://doi.org/10.1145/3492829> (Published)

Towards balancing VR immersion and bystander awareness, by KUDO, Yoshiki; TANG, Anthony; FUJITA, Kazuyuki; ENDO, Isamu; TAKASHIMA, Kazuki; KITAMURA, Yoshifumi. (2021). *Proceedings of the ACM on Human-Computer Interaction*, 5 1-22. <https://doi.org/10.1145/3486950> (Published)

Remote communication in wilderness search and rescue: Implications for the design of emergency distributed-collaboration tools for network-sparse environments, by JONES, Brennan; TANG, Anthony; NEUSTAEDTER, Carman. (2020). *Proceedings of the ACM on Human-Computer Interaction*, 4 1-26. <https://doi.org/10.1145/3375190> (Published)

Revisiting collaboration through mixed reality: The evolution of groupware, by ENS, Barrett; LANIR, Joel; TANG, Anthony; BATEMAN, Scott; LEE, Gun; PIUMSOMBOON, Thammathip; BILLINGHURST, Mark. (2019). *International Journal of Human-Computer Studies*, 131 81-98. <https://doi.org/10.1016/j.ijhcs.2019.05.011> (Published)

Applying geocaching principles to site-based citizen science and eliciting reactions via a technology probe, by DUNLAP, Matthew A.; HOI, TANG, Anthony; GREENBERG, Saul. (2015). *Personal and Ubiquitous Computing*, 19 (5-6), 897-913. <https://doi.org/10.1007/s00779-015-0837-0> (Published)

Personal Visualization and Personal Visual Analytics, by HUANG, Dandan; TORY, Melanie; ASENIERO, Bon Adriel; BARTRAM, Lyn; BATEMAN, Scott; CARPEDALE, Sheelagh; TANG, Anthony; WOODBURY, Robert. (2015). *IEEE Transactions on Visualization and Computer Graphics*, 21 (3), 420-433. <https://doi.org/10.1109/TVCG.2014.2359887> (Published)

Data Visualization on Interactive Surfaces: A Research Agenda, by ISENBERG, Petra; ISENBERG, Tobias; HESSELMANN, Tobias; LEE, Bongshin; VON ZADOW, Ulrich; TANG, Anthony. (2013). *IEEE Computer Graphics and Applications*, 33 (2), 16-24. <https://doi.org/10.1109/MCG.2013.24> (Published)

Creating scalable location-based games: lessons from Geocaching, by NEUSTAEDTER, Carman; TANG, Anthony; JUDGE, Tejinder K.. (2013). *Personal and Ubiquitous Computing*, 17 (2), 335-349. <https://doi.org/10.1007/s00779-011-0497-7> (Published)

Journal Articles [Non-Refereed]

Urban planning process: Can technology enhance participatory communication?, by VISHKAIE, Rojin; LEVY, Richard; TANG, Anthony. (2014). *Urban Planning and Design Research*, 2 20-31. (Published)

Editorials

Foreword to special section on Graphics Interface 2015, by ZHANG, Hao; TANG, Anthony. (2016). *Computers & Graphics*, 55 1-2. <https://doi.org/10.1016/j.cag.2015.12.002> (Published)

Conference Proceedings

Predicting the limits: Tailoring unnoticeable hand redirection offsets in virtual reality to individuals' perceptual boundaries, by FEICK, Martin; REGITZ, Kora Persephone; GEHRKE, Lukas; ZENNER, André; TANG, Anthony; JUNGBLUTH, Tobias Patrick; REKRUT, Maurice; KRÜGER, Antonio. (2024.0). *UIST '24: Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology, Pittsburgh, October 13-16*, (pp. 1-13) New York: ACM. <https://doi.org/10.1145/3654777.3676425> (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)

Detecting foot strikes during running with earbuds, by HU, Changshuo; KANDAPPU, Thivya; STUCHBURY-WASS, Jake; LIU, Yang; TANG, Anthony; MASCOLO, Cecelia; MA, Dong. (2024.0). *BodySYS '24: Proceedings of the 10th Workshop on Body-Centric Computing Systems, Tokyo, June 3-7*, (pp. 35-40) New York: ACM. <https://doi.org/10.1145/3662009.3662023> (Published)

JollyGesture: Exploring dual-purpose gestures in VR presentations, by PARK, Gun Woo Warren; TANG, Anthony; CHEVALIER, Fanny. (2024.0). *Proceedings of Graphics Interface 2024, Halifax, Nova Scotia, Canada, June 3-6*, (pp. 1-14) New York: ACM. <https://openreview.net/forum?id=KVUIRX0ExL> (Published)

The impact of avatar completeness on embodiment and the detectability of hand redirection in virtual reality, by FEICK, Martin; ZENNER, Andre; SEIBERT, Simon; TANG, Anthony; Krüger, Antonio. (2024.0). *CHI '24: Proceedings of the CHI Conference on Human Factors in Computing Systems, Honolulu, May 11-16*, (pp. 1-9) New York: ACM. <https://doi.org/10.1145/3613904.3641933> (Published)

HACKLES: Simulating and visually representing the anxiety of walking alone, by PRATTE, Sydney; TANG, Anthony; HOOVER, Shannon; OEHLBERG, Lora. (2024.0). *TEI '24: Proceedings of the Eighteenth International Conference on Tangible, Embedded, and Embodied Interaction, Cork Ireland, February 11-14*, (pp. 1-15) New York: ACM. <https://doi.org/10.1145/3623509.3633392> (Published)

VoxelHap: A toolkit for constructing proxies providing tactile and kinesthetic haptic feedback in virtual reality, by FEICK, Martin; BIYIKLI, Cihan; GANI, Kiran; WITTIG, Anton; TANG, Anthony; KRÜGER, Antonio. (2023.0). *UIST '23: Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology, San Francisco, October 29 - November 1*, (pp. 1-13) New York: ACM. <https://doi.org/10.1145/3586183.3606722> (Published)

Turn-it-up: Rendering resistance for knobs in virtual reality through undetectable pseudo-haptics, by FEICK, Martin; ZENNER, Andre; ARIZA, Oscar; TANG, Anthony; BIYIKLI, Cihan; KRUGER, Antonio. (2023.0). *UIST '23: Proceedings of the 36th ACM Symposium on User Interface Software and Technology, San Francisco, October 29 - November 1*, (pp. 1-10) New York: ACM. <https://doi.org/10.1145/3586183.3606787> (Published)

Experiences of autistic Twitch livestreamers: “I have made easily the most meaningful and impactful relationships” , by MOK, Terrance; TANG, Anthony; McCRIMMON, Adam; OEHLBERG, Lora. (2023.0). *ASSETS '23: Proceedings of the 25th International ACM SIGACCESS Conference on Computers and Accessibility, New York, October 22-25*, (pp. 1-15) New York: ACM. <https://doi.org/10.1145/3597638.3608416> (Published)

Supporting artefact awareness in partially-replicated workspaces, by POH, Emran; TANG, Anthony; LEE, Jenanie S.; SHENGDONG, Zhao. (2023.0). *2023 IEEE International Symposium on Mixed and Augmented Reality Adjunct, ISMAR-Adjunct: Sydney, October 16-20: Proceedings*, (pp. 55-59) Piscataway, NJ: IEEE. <https://doi.org/10.1109/ISMAR-Adjunct60411.2023.00019> (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 noticeable hand redirection in virtual reality using physiological and interaction data, by FEICK, Martin; REGITZ, Kora; TANG, Anthony; JUNGBLUTH. (2023.0). *Proceedings of the 2023 IEEE Conference Virtual Reality and 3D User Interfaces (VR), Shanghai, China, March 25-29*, (pp. 194-204) Shanghai, China: IEEE. <https://doi.org/10.1109/VR55154.2023.00035> (Published)

Towards a design space for storytelling on the fashion technology runway, by PRATTE, Sydney; TANG, Anthony; HOOVER, Shannon; HOOVER, Maria Elena; LAPRARIE, Matt; LAROSE, Catherine; OEHLBERG, Lora. (2023.0). *TEI '23: Proceedings of the Seventeenth International Conference on Tangible, Embedded, and Embodied Interaction, Warsaw, Poland, 2023 February 26 - March 1*, (pp. 1-15) Warsaw, Poland: ACM. <https://doi.org/10.1145/3569009.3573899> (Published)

CSCW 2022 Chairs' Welcome, by HSIEH, Gary; TANG, Anthony . (2022.0). *Proceedings of the CSCW '22: Computer Supported Cooperative Work and Social Computing, Virtual Conference, 2022 November 8-22*, (pp. iii-iii) Virtual Conference: ACM. <https://doi.org/10.1145/3500868> (Published)

Mimic: In-situ recording and re-use of demonstrations to support robot teleoperation, by MAHADEVAN, Karthik; CHEN, Yan; CAKMAK, Maya; TANG, Anthony; GROSSMAN, Tovi. (2022.0). *Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology, Bend, USA, 2022 October 29 - 2 November*, New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/3526113.3545639> (Published)

Flavor-Videos: Enhancing the flavor perception of food while eating with videos, by JAMES, Meetha Nesam; RANASINGHE, Nimesha; TANG, Anthony; OEHLBERG, Lora. (2022.0). *IMX '22: Proceedings of the ACM International Conference on Interactive Media Experiences, Aveiro, Portugal, June 22-24*, (pp. 33-45)

New York: ACM. <https://doi.org/10.1145/3505284.3529967> (Published)

Press A to jump: Design strategies for video game learnability, by PORETSKI, Lev; TANG, Anthony. (2022.0). *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems, New Orleans, United States, April 29-May 5*, New York: Association for Computing Machinery. <https://doi.org/10.1145/3491102.3517685> (Published)

Designing visuo-haptic illusions with proxies in virtual reality: Exploration of grasp, movement trajectory and object mass, by FEICK, Martin; REGITZ, Kora Persephone; TANG, Anthony; KRUGER, Antonio. (2022.0). *CHI '22: Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems, New Orleans, USA, April 29 - May 5*, (pp. 1-15) New Orleans: ACM. <https://doi.org/10.1145/3491102.3517671> (Published)

Route tapestries: Navigating 360° virtual tour videos using slit-scan visualizations, by LI, Jiannan; LYU, Jiahe; SOUSA, Maurício; 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)

Visuo-haptic Illusions for Linear Translation and Stretching using Physical Proxies in Virtual Reality, by FEICK, Martin; KLEER, Niko; ZENNER, André; TANG, Anthony; KRUGER, Antonio. (2021.0). *CHI '21: Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama, Japan, May 8-13*, (pp. 1-13) New York: ACM. <https://doi.org/10.1145/3411764.3445456> (Published)

Grip-that-there: An investigation of explicit and implicit task allocation techniques for human-robot collaboration, by MAHADEVAN, Karthik; SOUSA, Mauricio; TANG, Anthony; GROSSMAN, Tovi. (2021.0). *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama, Japan, May 8 - 13*, New York: Association for Computing Machinery. <https://doi.org/10.1145/3411764.3445355> (Published)

Evoking empathy: A framework for describing empathy tools, by PRATTE, Sydney; TANG, Anthony; OEHLBERG, Lora. (2021.0). *TEI '21: Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction, Salzburg, Austria, 2021 February 14-17*, (pp. 1-15) Salzburg, Austria: ACM. <https://doi.org/10.1145/3430524.3440644> (Published)

Tangi: Tangible proxies for embodied object exploration and manipulation in virtual reality, by FEICK, Martin; BATEMAN, Scott; TANG, Anthony; MIEDE, André; MARQUARDT, Nicolai. (2020.0). *Proceedings of the 2020 IEEE International Symposium on Mixed and Augmented Reality (ISMAR), Virtual Conference, November 9-13*, (pp. 195-206) Virtual Conference: IEEE. <https://doi.org/10.1109/ISMAR50242.2020.00042> (Published)

ZoomWalls: Dynamic walls that simulate haptic infrastructure for room-scale VR world, by YIXIAN, Yan; TAKASHIMA, Kazuki; TANG, Anthony; TANNO, Takayuki; FUJITA, Kazuyuki; KITAMURA, Yoshifumi. (2020.0). *UIST '20: Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology, Virtual Conference, 2020 October 20-23*, (pp. 223-235) Virtual Conference: ACM. <https://doi.org/10.1145/3379337.3415859> (Published)

Activity river: Visualizing planned and logged personal activities for reflection, by ASENIERO, Bon Adriel; PERIN, Charles; WILLETT, Wesley; TANG, Anthony; CARPENDALE, Sheelagh. (2020.0). *AVI '20: Proceedings of the International Conference on Advanced Visual Interfaces, Salerno, Italy, 2020 September 28-October 2*, (pp. 1-9) Salerno, Italy: ACM. <https://doi.org/10.1145/3399715.3399921> (Published)

Assistance for target selection in mobile augmented reality, by ASOKAN, Vinod; BATEMAN, Scott; TANG, Anthony. (2020.0). *Proceedings of Graphics Interface 2020, University of Toronto, May 28-29*, (pp. 1-10) Toronto, Canada: Canadian Information Processing Society. (Published)

Why do people watch others eat food? An empirical study on the motivations and practices of mukbang viewers, by ANJANI, Laurensia; MOK, Terrance; TANG, Anthony; OEHLBERG, Lora; GOH, Wooi Boon. (2020.0). *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems, Honolulu, United States, April 25-30*, New York: Association for Computing Machinery. <https://doi.org/10.1145/3313831.3376567> (Published)

Mannequette: Understanding and enabling collaboration and creativity on avant-garde fashion-tech runways, by SEYED, Teddy; TANG, Anthony. (2019.0). *Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego, United States, June 23 - 28*, (pp. 317-329) New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/3322276.3322305> (Published)

WindyWall: Exploring creative wind simulations, by TOLLEY, David; NGUYEN, Thi Ngoc Tram; TANG, Anthony; RANASINGHE, Nimesha; KAWAUCHI, Kensaku; YEN, Ching-Chiuan. (2019.0). *Proceedings of the 13th International Conference on Tangible, Embedded, and Embodied Interaction, Tempe, United States, 2019 March 17-20*, (pp. 635-644) New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/3294109.3295624> (Published)

The living wall display: Physical augmentation of interactive content using an autonomous mobile display, by ONISHI, Yuki; KUDO, Yoshiki; TAKASHIMA, Kazuki; TANG, Anthony; KITAMURA, Yoshifumi. (2018.0). *SA '18: SIGGRAPH Asia 2018 Emerging Technologies, Tokyo, Japan, December 3-7*, (pp. 1-2) Tokyo, Japan: ACM. <https://doi.org/10.1145/3275476.3275489> (Published)

VR Safari park: A concept-based world building interface using blocks and world tree, by ICHIKAWA, Shotaro; TANG, Anthony; TAKASHIMA, Kazuki; KITAMURA, Yoshifumi. (2018.0). *VRST '18: Proceedings of the 24th ACM Symposium on Virtual Reality Software and Technology, Tokyo, Japan, November 28 - December 1*, (pp. 1-5) Tokyo, Japan: ACM. <https://doi.org/10.1145/3281505.3281517> (Published)

Scale impacts elicited gestures for manipulating holograms: Implications for AR gesture design, by PHAM, Tran; VERMEULEN, Jo; TANG, Anthony; MACDONALD, Lindsay. (2018.0). *DIS '18: Proceedings of the 2018 Designing Interactive Systems Conference, Hong Kong, June 9-13*, (pp. 227-240) Hong Kong: ACM. <https://doi.org/10.1145/3196709.3196719> (Published)

Geocaching with a beam: Shared outdoor activities through a telepresence robot with 360 degree viewing, by HESHMAT, Yasamin; JONES, Brennan; XIONG, Xiaoxuan; NEUSTAEDTER, Carman; TANG, Anthony; RIECKE, Bernhard E.; YANG, Lillian. (2018.0). *CHI '18: Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada, April 21-26*, (pp. 1-13) Montreal, Canada: ACM. <https://doi.org/10.1145/3173574.3173933> (Published)

Perspective on and re-orientation of physical proxies in object-focused remote collaboration, by FEICK, Martin; MOK, Terrance; TANG, Anthony; OEHLBERG, Lora; SHARLIN, Ehud. (2018.0). *CHI '18: Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada, April 21-26*, (pp. 1-13) Montreal, Canada: ACM. <https://doi.org/10.1145/3173574.3173855> (Published)

A design framework for awareness cues in distributed multiplayer games, by WUERTZ, Jason; ALHARTHI, Sultan A.; HAMILTON, William A.; BATEMAN, Scott; GUTWIN, Carl; TANG, Anthony; TOUPS, Zachary O.; HAMMER, Jessica. (2018.0). *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada, 2018 April 21-26*, (pp. 1-14) New York: Association for Computing Machinery. <https://doi.org/10.1145/3173574.3173817> (Published)

A visual interaction cue framework from video game environments for augmented reality, by DILLMAN, Kody R.; MOK, Terrance Tin Hoi; TANG, Anthony; OEHLBERG, Lora; MITCHELL, Alex. (2018.0). *CHI '18: Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada, April 21-26*, (pp. 1-12) Montreal, Canada: ACM. <https://doi.org/10.1145/3173574.3173714> (Published)

Escaping together: The design and evaluation of a distributed real-life escape room, by SHAKERI, Hanieh; SINGHAL, Samarth; PAN, Rui; NEUSTAEDTER, Carman; TANG, Anthony. (2017.0). *Proceedings of the Annual Symposium on Computer-Human Interaction in Play, Amsterdam, Netherlands, 2017 October 15 - 18*, (pp. 115-128) New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/3116595.3116601> (Published)

Collaboration in 360° videochat: Challenges and opportunities, by TANG, Anthony; FAKOURFAR, Omid; NEUSTAEDTER, Carman; BATEMAN, Scott. (2017.0). *DIS '17: Proceedings of the 2017 Conference on Designing Interactive Systems, Edinburgh, June 10-14*, (pp. 1327-1339) Edinburgh: ACM. <https://doi.org/10.1145/3064663.3064707> (Published)

Watching 360° videos together, by TANG, Anthony; FAKOURFAR, Omid. (2017.0). *CHI '17: Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems, Denver, USA, May 6-11*, (pp. 4501-4506) Denver: ACM. <https://doi.org/10.1145/3025453.3025519> (Published)

Why players use pings and annotations in Dota 2, by WUERTZ, Jason; BATEMAN, Scott; TANG, Anthony. (2017.0). *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems, Denver, United States, May 6 - 11*, (pp. 1978-1982) New York: Association for Computing Machinery. <https://doi.org/10.1145/3025453.3025967> (Published)

Help me help you: Shared reflection for personal data, by GRAHAM, Lisa; TANG, Anthony; NEUSTAEDTER, Carman. (2016.0). *Proceedings of the 2016 ACM International Conference on Supporting Group Work, Florida, United States, November 13-16*, (pp. 99-109) New York: Association for Computing Machinery.

<https://doi.org/10.1145/2957276.2957293> (Published)

Elevating communication, collaboration, and shared experiences in mobile video through drones, by JONES, Brennan; DILLMAN, Kody; TANG, Richard; TANG, Anthony; SHARLIN, Ehud; OEHLBERG, Lora; NEUSTAEDTER, Carman; BATEMAN, Scott. (2016.0). *Proceedings of the 2016 ACM Conference on Designing Interactive Systems, Brisbane, Australia June 4 - 8*, (pp. 1123-1135) New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/2901790.2901847> (Published)

The frustrations and benefits of mobile device usage in the home when co-present with family members, by ODUOR, Erick; NEUSTAEDTER, Carman; ODOM, William; TANG, Anthony; MOALLEM, Niala; TORY, Melanie; IRANI, Pourang. (2016.0). *Proceedings of the 2016 ACM Conference on Designing Interactive Systems, Brisbane, Australia, June 4-8*, (pp. 1315-1327) New York: Association for Computing Machinery, Inc. <https://doi.org/10.1145/2901790.2901809> (Published)

Stabilized annotations for mobile remote assistance, by FAKOURFAR, Omid; TA, Kevin; TANG, Richard; BATEMAN, Scott; TANG, Anthony. (2016.0). *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, San Jose, United States, May 7-12*, (pp. 1548-1560) New York: Association for Computing Machinery. <https://doi.org/10.1145/2858036.2858171> (Published)

HappyFeet: Embodiments for joint remote dancing, by ALIZADEH, Hesam; WITCRAFT, Anna; TANG, Anthony; SHARLIN, Ehud. (2016.0). *Proceedings of the 2016 Graphics Interface, Victoria, Canada, June, 1-3*, (pp. 117-124) Mississauga: Canadian Information Processing Society. <https://doi.org/10.20380/GI2016.15> (Published)

EXCITE: Exploring collaborative interaction in tracked environments, by MARQUARDT, Nicolai; SCHARDONG, Frederico; TANG, Anthony. (2015.0). *Proceedings of 15th IFIP TC 13 International Conference, Bamberg, Germany, 2015 September 14-18*, germany: Springer Verlag. https://doi.org/10.1007/978-3-319-22668-2_8 (Published)

Ciphercard: A token-based approach against camera-based shoulder surfing attacks on common touchscreen devices, by SEYED, Teddy; YANG, Xing-Dong; TANG, Anthony; GREENBERG, Saul; GU, Jiawei; ZHU, Bin; CIAO, Xiang. (2015.0). *Proceedings of the 15th IFIP TC 13 International Conference Bamberg, Germany, 2015 September 14-18*, (pp. 436-454) Cham: Springer. https://doi.org/10.1007/978-3-319-22668-2_34 (Published)

Physio@Home: Exploring visual guidance and feedback techniques for physiotherapy exercises, by TANG, Richard; YANG, Xing-Dong; BATEMAN, Scott; JORGE, Joaquim; TANG, Anthony. (2015.0). *CHI '15: Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, Seoul, 2015 April 18-23*, (pp. 4123-4132) Seoul: Association for Computing Machinery. <https://doi.org/10.1145/2702123.2702401> (Published)

Mapping out work in a mixed reality project room, by REILLY, Derek; ECHENIQUE, Andy; WU, Andy; TANG, Anthony; EDWARDS, W. Keith. (2015.0). *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, Seoul, Republic of Korea, 2015 April 18 - 23*, (pp. 887-896) New York: Association for Computing Machinery. <https://doi.org/10.1145/2702123.2702506> (Published)

STRATOS: Using visualization to support decisions in strategic software release planning, by ASENIERO, Bon Adriel; WUN, Tiffany; LEDO, David; RUHE, Guenther H.; TANG, Anthony; CARPENDALE, Sheelagh. (2015.0). *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, Seoul, Republic of Korea, 2015 April 18 - 23*, (pp. 1479-1488) New York: Association for Computing Machinery. <https://doi.org/10.1145/2702123.2702426> (Published)

Constructive visualization, by HURON, Samuel; CARPENDALE, Sheelagh; THUDT, Alice; TANG, Anthony; MAUERER, Michael. (2014.0). *DIS '14: Proceedings of the 2014 conference on Designing interactive systems*, (pp. 433-442) New York: ACM. <https://doi.org/10.1145/2598510.2598566> (Published)

Exploring video streaming in public settings: Shared geocaching over distance using mobile video chat, by PROCYK, Jason; NEUSTAEDTER, Carman; PANG, Carolyn; TANG, Anthony; JUDGE, Tejinder K.. (2014.0). *CHI '14: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, Ontario, Canada, 2014 April 26 - May 1*, (pp. 2163-2172) Toronto, Canada: ACM. <https://doi.org/10.1145/2556288.2557198> (Published)

WaaZam! Supporting creative play at a distance in customized video environments, by HUNTER, Seth E.; MAES, Pattie; TANG, Anthony; INKPEN, Kori. (2014.0). *Proceedings of the 32nd Annual ACM Conference on Human Factors in Computing Systems, Toronto, Canada, 2014 April 26-May 1*, (pp. 1197-1206) New York: Association for Computing Machinery.

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One space: Shared visual scenes for active free play, by COHEN, Maayan; DILLMAN, Kody; MACLEOD, Haley; HUNTER, Seth; TANG, Anthony . (2014.0). *CHI '14: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, Toronto, Canada, 2014 April 26 - May 01*, (pp. 2177-2180) Toronto, Canada: Association for Computing Machinery. <https://doi.org/10.1145/2556288.2557117> (Published)

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Other Outputs and Contributions

Posters

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Designing an immersive and entertaining pervasive gameplay experience with spheros as game and interface elements, by JONES, Brennan; DILLMAN, Kody; MANESH, Setareh Aghel; SHARLIN, Ehud; TANG, Anthony. (22 Oct 2014). <https://doi.org/10.1145/2658537.2661301> (Published)

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Medical imaging specialists and 3D: A domain perspective on mobile 3D interactions, by SEYED, Teddy; MAURER, Frank; RODRIGUES, Francisco Marinho; TANG, Anthony. (01 May 2014). *CHI EA '14: CHI '14 Extended Abstracts on Human Factors in Computing Systems, Toronto, Canada, 2014 April 26 - May 1*, <https://doi.org/10.1145/2559206.2581301> (Published)

Haptics in remote collaborative exercise systems for seniors, by ALIZADEH, Hesam; TANG, Richard; SHARLIN, Ehud; TANG, Anthony Tang. (01 May 2014). *Proceedings of the 32nd Annual ACM Conference on Human Factors in Computing Systems, Toronto, Canada, 2014 26 April - 1 May*, <https://doi.org/10.1145/2559206.258131> (Published)

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Spalendar: Visualizing a group's calendar events over a geographic space on a public display, by XIANG, Chen; BORING, Sebastian; CARPENDALE, Sheelagh; TANG, Anthony; GREENBERG, Saul. (25 May 2012). *Proceedings of the International Working Conference on Advanced Visual Interfaces, Capri Island, Italy, 2012 May 21-25*, <https://doi.org/10.1145/2254556.2254686> (Published)

Research Grants

Singapore Management University

Enhancing Situated Learning with Mixed-Reality Avatars Driven by mmWave Motion Capture, SMU Internal Grant, Ministry of Education (MOE) Tier 1, PI (Project Level): TANG, Tony, 2023, S\$125,000

Designing Ubiquitous Computing Experiences with a Virtual Reality Toolkit, SMU Internal Grant, Ministry of Education (MOE) Tier 1 , PI (Project Level): TANG, Tony, 2022, S\$100,000

Other Institutions

Enhancing Situated Learning with Mixed-Reality Avatars Driven by mmWave Motion Capture, SMU-SUTD Internal Research Grant, SMU-SUTD Internal Research Grant PI (Project Level): TANG, Tony, Co-PI (Project Level): MA Dong, Wenchao Jiang, 2023, SGD125,000

TEACHING

Courses Taught

Singapore Management University

Undergraduate Programmes :

- Computational Thinking and Programming
- Computer Architecture
- Computer Hardware and Embedded Systems

Postgraduate Research Programmes :

- Empirical Research Project 1

EXTERNAL SERVICE – PROFESSIONAL

General Co-Chair, Organizing Committee, ACM Conference On Computer-Supported Cooperative Work And Social Computing, 2022