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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

ResWORK Fellow, SMU Resilient Workforces Institute, SMU, Oct 2025 - Present
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]

Rethinking teaching evaluation reports: Designing AI-transformed student feedback for instructor engagement, by SHANG, Ruoxi; MALLARI, Keri; AU YEONG, Wei Bin; YASUHARA, Ken; TANG, Anthony; HSIEH, Gary. (2025). *Proceedings of the ACM on Human-Computer Interaction*, 9 (7), 1-40. <https://dl.acm.org/doi/10.1145/3757501> (Published)

Building narratives and probing concepts: Preparing materials for co-design with autistic livestreamers, by MOK, Terrance; HARTLEY, Tyson; TANG, Anthony; MCCRIMMON, Adam; OEHLBERG, Lora. (2024). *ACM Transactions on Accessible Computing*, 18 (2), 1-24. <https://doi.org/10.1145/3706575> (Advance Online)

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

Enhancing spatial understanding in mixed-reality presentations, by VO, Nam-Dang; THAI, Van-Vinh; DO, Nam-Hoi; HUYNH, Viet-Tham; TANG, Anthony; LE, Khan-Duy. (2025.0). *Proceedings of the 31st ACM Symposium on Virtual Reality Software and Technology, VRST 2025, Montreal, Canada November 12-14*, (pp. 1-11) New York : ACM. <https://doi.org/10.1145/3756884.3766024> (Published)

Prompting an embodied AI agent: How embodiment and multimodal signaling affects prompting behaviour, by ZHANG, Tianyi; AU YEUNG, Colin; AURELIA, Emily; ONISHI, Yuki; CHULPONGSATORN, Neil; LI, Jiannan; TANG, Anthony. (2025.0). *CHI '25: Proceedings of the 2025 CHI Conference on Human Factors*

in Computing Systems, Yokohama Japan, April 26 - May 1

, (pp. 1-25) New York: ACM. <https://doi.org/10.1145/3706598.3713110> (Published)

Enhancing deliberativeness: Evaluating the impact of multimodal reflection nudges, by YEO, Shun Yi; JIANG, Zhuoqun; TANG, Anthony; PERRAULT, Simon Tangi. (2025.0). *CHI '25: Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems, Yokohama Japan, April 26 - May 1*

, (pp. 1-26) New York: ACM. <https://doi.org/10.1145/3706598.371418> (Published)

ImageInThat: Manipulating images to convey user instructions to robots, by MAHADEVAN, Karthik; LEWIS, Blaine; LI, Jiannan; MUTLU, Bilge; TANG, Anthony; GROSSMAN, Tovi. (2025.0). *HRI '25: Proceedings of the 2025 ACM/IEEE International Conference on Human-Robot Interaction, Melbourne, Australia, March 4-6*, (pp. 757-766) New York: ACM. <https://doi.org/10.5555/3721488.3721582> (Published)

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)

HapticPuppet: A kinesthetic mid-air multidirectional force-feedback drone-based interface, by FEICK, Martin; TANG, Anthony; KRUGER, Antonio. (2022.0). *UIST '22 Adjunct: Adjunct Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology, Bend, OR*, (pp. 1-3) New York: ACM. <https://doi.org/10.1145/3526114.3558694> (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)

Social access and representation for autistic adult livestreamers, by MOK, Terrance; TANG, Anthony; McCRIMMON, Adam; OEHLBERG, Lora. (2022.0). *ASSETS '22: Proceedings of the 24th International ACM SIGACCESS Conference on Computers and Accessibility, Athens, October 23-26*, (pp. 1-4) New York: ACM. <https://doi.org/10.1145/3517428.3550400> (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)

Watch your flavors: Augmenting people's flavor perceptions and associated emotions based on videos watched while eating, by JAMES, Meetha Nesam; RANASINGHE, Nimesha; TANG, Anthony; OEHLBERG, Lora. (2022.0). *CHI '22: Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems, New Orleans, 2022 April 29 - May 5*, (pp. 1-8) New York: ACM. <https://doi.org/10.1145/3491101.3519846> (Published)

Tourgether360: Exploring 360° tour videos with others, by KUMAR, Kartikaeya; PORETSKI, Lev; LI, Jiannan; TANG, Anthony. (2022.0). *CHI '22: Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems, New Orleans, April 29-May 5*, (pp. 1-7) New York: ACM. <https://doi.org/10.1145/3491101.3519738> (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)
- 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)
- 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)
- Immigrant families' health-related information behavior on instant messaging platforms: Health-related information exchange in immigrant family groups on instant messaging platforms, by PORETSKI, Lev; TAABASSUM, Taamannae; TANG, Anthony . (2021.0). *CHI '21: Extended Abstracts of the CHI Conference on Human Factors in Computing Systems, Yokohama, May 8-13*, (pp. 1-6) New York: ACM. <https://doi.org/10.1145/3411763.3451751> (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)
- The virtual reality questionnaire toolkit, by FEICK, Martin; KLEER, Niko; TANG, Anthony; KRUGER, Antonio. (2020.0). *UIST '20 Adjunct: Adjunct Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology, Virtual, October 20-23*, (pp. 68-69) New York: ACM. <https://doi.org/10.1145/3379350.3416188> (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)
- Talk like somebody is watching: Understanding and supporting novice live streamers, by MOK, Terrance; AU YUENG, Colin Matthew; TANG, Anthony; OEHLBERG, Lora. (2020.0). *IMX '20: Proceeding of the ACM International Conference on Interactive Media Experiences Cornella, Barcelona, Spain June 17-19*, (pp. 154-159) New York: ACM. <https://doi.org/10.1145/3391614.3399392> (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-Chiu. (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)

Designing a tangible interface for manager awareness in wilderness search and rescue, by JONES, Brennan; TANG, Anthony; NEUSTAEDTER, Carman; ANTLE, Alissa N.; MCLAREN, Elgin-Skye. (2018.0). *CSCW '18: Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing, New Jersey, November 3-7*, (pp. 161-164) New York: ACM. <https://doi.org/10.1145/3272973.3274045> (Published)

Mixed-reality for object-focused remote collaboration, by FEICK, Martin; TANG, Anthony; BATEMAN, Scott. (2018.0). *UIST '18 Adjunct: Adjunct Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology, Berlin, October 14-17*, (pp. 63-65) New York: ACM. <https://doi.org/10.1145/3266037.3266102> (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)

The way you move: The effect of a robot surrogate movement in remote collaboration, by FEICK, Martin; OEHLBERG, Lora; TANG, Anthony; MIEDE, André; SHARLIN, Ehud. (2018.0). *HRI '18: Companion of the ACM/IEEE International Conference on Human-Robot Interaction, Chicago, March 5-8*, (pp. 105-106) New York: ACM. <https://doi.org/10.1145/3173386.3176959> (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.

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GI '15: Proceedings of the 41st Graphics Interface Conference, edited by ZHANG, Hao Richard; TANG, Anthony. (03/06/2015). Toronto, Canada: Canadian Information Processing Society. <https://doi.org/10.5555/2788890> (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

Conference Co-Chair, International Conference on Human-Engaged Computing (ICHEC) 2025, 2025

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