WEN-JIE TSENG

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EDUCATION

Ph.D. Student
HCI Group, Informatik, TU Darmstadt, Germany — *04.2023 – present*
DIVA Group, INFRES, Telecom Paris, LTCI, IP Paris, France — *03.2020 – 03.2023*
Supervisors: Jan Gugenheimer, Samuel Huron, and Eric Lecolinet

Master of Science
Dept. Computer Science, National Chiao Tung University, Taiwan, Supervisor: Liwei Chan — *09.2017 – 07.2019*

Bachelor of Science
Dept. Psychology, National Cheng Kung University, Taiwan — *09.2011 – 06.2015*

EXPERIENCE

Research Internship
with Kasper Hornbæk at HCC Section, Computer Science, Uni. Copenhagen, Denmark, — *04.2024 – 06.2024*
Research Assistant
with Liwei Chan at Dept. Computer Science, National Chiao Tung University, Taiwan — *08.2019 – 12.2019*
with Georg Jahn at Dept. Psychology, TU Chemnitz, Germany — *11.2016 – 01.2017*

Substitute Military Service
Taiwan — *08.2015 – 09.2016*

PUBLICATIONS

Full Papers

[1] Wen-Jie Tseng, Petros Dimitrios Kontrazis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. IEEE VR '24. Understanding Interaction and Breakouts of Safety Boundaries in VR Through Mixed-Method Studies.

[2] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. CHI '23. FingerMapper: Mapping Finger Motions onto Virtual Arms to Enable Safe Virtual Reality Interaction in Confined Spaces. 🔗

[3] Elise Bonnail, Wen-Jie Tseng, Mark McGill, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. CHI '23. Memory Manipulations in Extended Reality. 🔗

[4] Wen-Jie Tseng, Elise Bonnail, Mark McGill, Mohamed Khamis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. CHI '22. The Dark Side of Perceptual Manipulations in Virtual Reality. 🔗

[5] Wen-Jie Tseng, Yi-Chen Lee, Roshan Lalintha Peiris, and Liwei Chan. CHI '20. A Skin-Stroke Display on the Eye-Ring Through Head-Mounted Displays. 🔗

[6] Wen-Jie Tseng, Li-Yang Wang, and Liwei Chan. UIST '19. FaceWidgets: Exploring Tangible Interaction on Face with Head-Mounted Displays. 🔗

[7] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. UIST '18. FacePush: Introducing Normal Force on Face with Head-Mounted Displays. 🔗

Extended Abstracts

[8] Wen-Jie Tseng. Doctoral consortium at CHI '23. Understanding Physical Breakdowns in Virtual Reality. 🔗

[9] Gaëlle Clavelin, Mickael Bouhier, Wen-Jie Tseng, and Jan Gugenheimer. Poster at CHI EA '23. Exploring the Perception of Pain in Virtual Reality through Perceptual Manipulations. 🔗

[10] Jan Gugenheimer, Wen-Jie Tseng, Abraham Hani Mhaidli, Jan Ole Rixen, Mark McGill, Michael Nebeling, Mohamed Khamis, Florian Schaub, and Sanchari Das. Workshop at CHI '22. Novel Challenges of Safety, Security and Privacy in Extended Reality. 🔗

[11] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. Poster at IEEE VR '22. Enabling Virtual Reality Interactions in Confined Spaces by Re-Associating Finger Motions. 🔗

[12] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. Demo at CHI EA '21. FingerMapper: Enabling Arm Interaction in Confined Spaces for Virtual Reality through Finger Mappings. 🔗

[13] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. Demo at SIGGRAPH Asia '18. FacePush: experiencing pressure forces on face with HMDs. 🔗

[14] Wen-Jie Tseng and Ching-Fan Sheu. Creating Shiny Applications for Teaching Statistical Concepts. 2015. Presented at the 45th Annual Meeting of the Society for Computers in Psychology. Chicago, IL, USA.

PROFESSIONAL ACTIVITIES

Invited Talks
- FingerMapper Lightning Talk
  at 1st Workshop on Locomotion and Wayfinding in XR at IEEE VR '24 *16.03.2024*
- Understanding Physical Breakdowns in VR
  hosted by Anatole Lécuyer at Hybrid group, Inria Rennes, France *20.05.2022*
- Perceptual Manipulations in VR
  hosted by Colleen Macklin at Parsons School of Design, New York, USA *20.05.2022*

Community Activities
- I review papers in HCI and XR venues including CHI, UIST, IEEE VR, ISMAR, etc.
- CHI '24, LBW AC
- Co-organizing CHI '22 Workshop - *Novel Challenges of Safety, Security and Privacy in Extended Reality*
- Webmaster at SIGCHI Paris Chapter
- Student Volunteer at MobileHCI '19

Teaching Assistant
- Interaction in Virtual and Augmented Reality, Informatik, TU Darmstadt *2023/24 MS module*
- Mixed Reality and Human Computer Interaction, IP Paris *2020, 2021 Fall, IGD Master*

Student Supervision
- Bachelor thesis, Yara Hartenstein, *Measuring Presence in VR by Inducing Fear with Skin Conductance Data* *2024*
- Bachelor thesis, Samuel Wendt, *Enhancing Collision Avoidance in Virtual Reality* *2024*

Media Coverage
- New Scientist, Play VR games on a bus by wiggling your fingers as if they were arms 🔗 *03.2023*
- Le Monde, La réalité virtuelle face au risque de détournement malveillant de ses outils 🔗 *10.2022*

AWARDS & SCHOLARSHIPS

Appier Scholarship: $1,600
AI and Information Technology Research Award *2018 & 2019*

SKILLS

Programming Languages: Unity (C#), Python, R, Arduino, C, C++
Human Languages: English (fluent), Mandarin (native), Taiwanese (native), French (intermediate), German (basic)