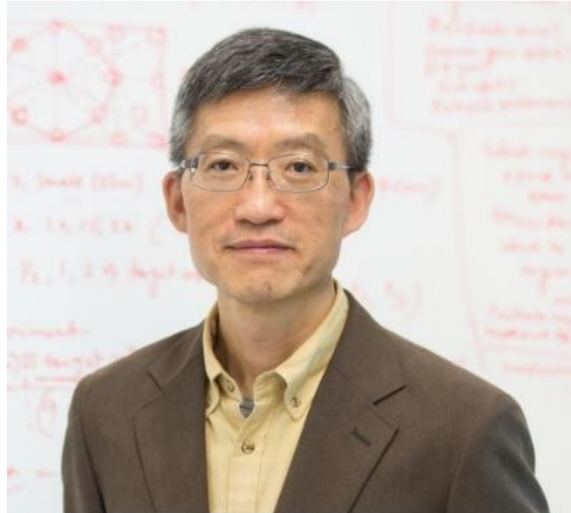


# Curriculum Vitae



Xiangshi Ren

February 20, 2020

Xiangshi REN is a lifetime tenured professor in the School of Information and founding director of the Center for Human-Engaged Computing (CHEC) at Kochi University of Technology. He is founding president and honorary lifetime president of the International Chinese Association of Computer Human Interaction (ICACHI). He has been named as one of the Asian Human-Computer Interaction Heroes in ACM CHI 2015. He was a visiting professor at the University of Toronto, visiting faculty researcher at IBM Research (Almaden), and visiting/guest/chair professor at several universities in China. Currently he is adjunct professor of Beijing Normal University. He is Senior Member of the ACM, Senior Member of the IEEE, Senior Member of IPSJ, and Fellow of the Engineering Academy of Japan.

Prof. Ren has been working on fundamental studies in the field of human-computer Interaction (HCI) for around 30 years. His research interests include all aspects of human-computer interaction, particularly human performance models, pen-based interaction, multi-touch interaction, eye-based interaction, haptic interaction, gesture input, game interaction, mindfulness interaction, user interfaces for older users and for blind users. In recent years, he and his colleagues have established a new conceptual framework: Human-Engaged Computing (HEC) for rethinking the relationship between humans and computers which refers to the synergism of human capacities and technological capabilities. This framework (HEC) has been briefed in an IEEE article (*Computer*, August 2016) and in CCF Transactions (Jan 2019), and presented in an invited panel about the future relationship between humans and computers (AI) at ACM CHI 2017 as well as various keynote talks, which are highly recognized by HCI pioneers and researchers. He and his colleagues have established a unique research framework based on information technology, incorporating methodologies such as user studies, human performance modeling, the development of new algorithms and systematically applying HCI and HEC theories to technical design, development and applications for the augmentation of human capacities, wellbeing and enhancement.

He has received 30 grants (25 as principal investigator) from various institutions and 26 awards for various achievements including ACM ISS 2016 best paper award, ACM CHI 2017 best paper award, CHI 2019 honourable mention award, IEEE SmartComp 2017 best community paper award, and CCF Transactions best paper award 2019. He has credits in more than 300 published research papers including top-tier HCI journal papers, e.g. ACM TOCHI, Computer

(IEEE) and IJHCS, and flagship conference papers such as ACM CHI, UIST, ISS, SIGGRAPH. Eighteen Ph.D. students have obtained their Ph.D. degrees and five postdoctoral fellowships have been supervised under Prof. Ren's direction.

Prof. Ren has presented talks at various institutions and international conferences. He often serves as a reviewer, associate editor, guest editor, conference/program chair or program/steering committee member. He co-founded the International Symposium on Interactive Technology and Ageing Populations 2016 (IxAP 2016) and the International Workshop on Human-Engaged Computing (IWHEC 2017, 2019, 2020, 2021), and was the general conference co-chair of two conferences. He has organized several workshops and Special Interesting Groups at ACM CHI and ACM ISS on interactive technologies for aging, engagement, and computational aesthetics (ACM CHI 2015, CHI 2016, CHI 2017, CHI 2018 and ISS 2018).

More detailed information can be found at <http://xiangshiren.com>

Full resume can be downloaded at <http://www.info.kochi-tech.ac.jp/ren/pdf/Xiangshi-REN-CV.pdf>

The Center for Human-Engaged Computing (CHEC) at <http://xrenlab.com/>

## 任向実教授略歴（日本語）

任向実教授は、現在、高知工科大学情報学群教授、同大学 Human-Engaged Computing 研究センター(CHEC)の創設者でありセンター長。International Chinese Association of Computer Human Interaction (ICACHI)の創立者、初代会長および終身名誉会長。ヒューマン・コンピュータ・インタラクション (HCI) 分野の最高峰の国際学会 ACM CHI 2015 において、アジアのヒューマン・コンピュータ・インタラクション・ヒーローズの一人に選ばれる。2001 年から 2010 年まで IBM アルマデン研究センターの客員研究員を務める。2006 年ワシントン大学の客員教授、2007 年吉林大学の客員教授、2010 年 IBM 研究所 (アルマデン) の客員研究員およびトロント大学の客員教授を歴任。現在北京師範大学の客員教授、ACM、IEEE、情報処理学会の、シニアメンバー、日本工学アカデミーフェローある。

任教授は、ヒューマン・コンピュータ・インタラクション (HCI) 分野の基礎的研究を 30 年に渡り行ってきた。その研究対象は、ヒューマン・パフォーマンス・モデル、ペンベース・インタラクション、マルチタッチ・インタラクション、アイベース・インタラクション、触覚インタラクション、ジェスチャ・インプット、ゲーム・インタラクション、マインドフルネスインタラクション、高齢者および障害者のためのユーザインタフェースなどに渡っている。任教授と彼の共同研究者らはユーザ研究、ヒューマン・パフォーマンス・モデリング、新たなアルゴリズムの開発などの手法を組み入れ、HCI と Human-Engaged Computing (HEC)理論をアプリケーションへ体系的に適用し、情報技術に基づく独自の研究フレームワークを確立した。

近年、ヒトと技術(Computer, AI、ICT 技術)の未来の理想関係像についての新しいコンセプトである Human-Engaged Computing (HEC) を提唱し、IEEE Computer Society のフラッグシップ出版物である Computer 誌 (“Rethinking the Relationship between

Humans and Computers. Computer, 49(8), 104-108, 2016) および CCF Transactions Jan 2019)に発表した。また、国内外での(招待・基調)講演を通じて、HECのコンセプトを提唱している。これは、ヒトの本来の能力と技術力の相乗作用(シナジー)を利用して、特にヒトの高次レベルの能力を最大限に増強させ、現実世界の複雑な問題を解決しようとする考え方である。3000名ほどが参加したHCI分野最高峰の国際会議CHI 2017で、メリーランド大学のShneiderman教授、マサチューセッツ工科大学のMaes教授とともに、パネルディスカッションに招聘され、次世代のヒューマン・コンピュータインタラクション(HCI)の在り方に関するディスカッションを行った。その際にHECのコンセプトも提示した。

これまで様々な研究機関から30項目の研究助成金を受け、発表論文は300以上に及ぶ。様々な研究業績に対し26の賞を受賞しており、例えば、1999年東京電機大学で、2005年高知工科大学で、優秀教員賞を2回受賞している。近年では、ACM ISS 2016論文賞、ACM CHI 2017論文賞、IEEE Smart Comp 2017論文賞、CHI 2019 honourable mention award、CCF Transactions best paper award 2019などを受賞。ここ数年の国際学会活動では、ACM CHI 2017, CHI 2015, CHI 2013 および ACM DIS 2016の副プログラム委員長を務める。また、ヒューマンコンピュータインタラクションについての国際シンポジウム Chinese CHI 2013、高齢者のためのインタラクティブ技術に関する国際シンポジウム 2016 (IxAP 2016) および Human-Engaged Computing (HEC)国際ワークショップ (IWHEC 2017) を創設し、それぞれの大会長を務めている。また、トップクラスの国際会議 (ACM CHI 2015, CHI 2016, CHI 2017, CHI 2018 and ISS 2018)では、分野の研究の方向性を示す高齢者のためのインタラクティブ技術、エンゲージメント、計算的美学に関するワークショップやスペシャルインタレストグループ (SIG) を主催している。

任教授はこれまで、様々な国からのポスドク研究員5名(そのうちの1名 JSPS Postdoctoral Fellowships)、JASSO Research Fellowship (独立行政法人日本学生支援機構) 2名を指導した。博士課程の大学院生18名を育て、全員が博士号を取得している。これらのポスドク研究員および学生は、現在、国内外の大学で教員またはポスドクを務め、HCIまたはHEC関連の研究に従事している。

高知工科大学に着任して以来、自身の留学生としての経験、長年海外での研究教育の経験および理念に基づき、所在大学に積極的に提言し、大学の国際化の発展に寄与してきた。例えば、UC Berkeley と所在大学のコーディネーターとして、所在大学教職員30名をUC Berkeleyに派遣し、大学の管理と国際化に関する海外研修会の実現に尽力してきた。また、北京理工大学、昆明理工大学、吉林大学、香港理工大学、北京科技大学、吉林大学珠海学院、インド IIT との協定の結び、さまざまな交流教育プログラムの実現に尽力してきた。これまで、海外からの短期訪問学生50名を受け入れた。国内外の著名研究者85名は任教授の研究センターを訪問された。

## 任向实教授简介 (中文)

任向实现任日本高知工科大学 (Kochi University of Technology) 信息学院终身教授，博士生导师，高知工科大学人机共协计算研究所 (Center for Human-Engaged

Computing, CHEC)创所所长, 曾任国际交流中心委员。日本工程院 Fellow, 世界华人华侨人机交互协会创会会长(ICACHI), 终身名誉会长, 中国科学技术协会首批海外“海智计划”专家, 吉林省海外交流协会海外理事, 教育部“春晖计划”专家和“长江学者奖励计划”海外评审专家; 日本信息处理学会、电子信息通信学会、人机交互学会会员、日本华人教授会议会员; ACM (国际计算机信息领域最大学会) 高级会员, IEEE (国际电子信息通信领域最大学会) 高级会员, 在 ACM CHI 2015 (人机交互领域顶级会议) 入选 Asian Human-Computer Interaction Heroes, 2016 年入选世界华人华侨协会人机交互领军人物。下一代人机交互—人机共协计算理论 (Human-Engaged Computing, HEC) 的创立者。

任向实教授分别于 1991 年、1993 年及 1996 年在东京电机大学 (Tokyo Denki University) 工学部获得电气通信工程学士学位、信息通信工学硕士学位及工学博士学位, 并于 1996 — 1999 年期间留校担任助理教授; 2000 年至今先后担任日本高知工科大学信息系统工学系及该校研究生院信息系统专业助理教授、副教授、教授。此外, 多年来先后担任 IBM Almaden 研究中心 (IBM Almaden Research Center) 客座研究员, 美国华盛顿大学 (University of Washington) 客座教授和加拿大多伦多大学 (University of Toronto) 访问教授, 吉林大学唐敖庆讲座教授。目前担任北京师范大学兼职教授。

任向实教授自 1990 年以来一直从事人机交互领域的基础和应用研究, 2000 年在高知工科大学创立人机交互研究室, 2012 年创立人机交互研究所, 2015 年创立人机共协计算研究所, 其研究兴趣涵盖整个人机交互 (Human-Computer Interaction, HCI) 领域, 主要研究内容包括用户界面设计 (User Interface Design)、人体行为模型 (Human Performance Models)、基于笔式、眼式、触觉、手势的交互 (Pen/eye/touch/gesture-based Interaction)、游戏交互 (视频和 VR)、正念冥想交互、计算美学、软能力提升、老年人人机交互以及人机共协计算 (Human-Engaged Computing) 理论和实践。目前已经获得各种研究资助 30 项 (其中 25 项作为项目负责人、教育奖 2 项、研究论文奖等 12 项, 近年如 ACM ISS 2016 最佳论文奖、ACM CHI 2017 最佳论文奖, IEEE SmartComp 2017 业界 (Community) 最佳论文奖, ACM CHI 2019 荣誉论文奖, CCF Transactions on Pervasive Computing and Interaction 2019 年度最佳论文奖等。

任向实教授多年来担任国内外学术会议的程序 (或组织) 主席 (或委员), 多个国际学术期刊或国际会议的审稿人。曾担任 2012 年 8 月在日本召开的第十届环太平洋地区人机交互国际会议 APCHI 2012 (10th Asia Pacific Conference on Computer Human Interaction) 大会程序委员会主席, 人机交互领域顶会 ACM CHI 2013, CHI 2015, CHI 2017 大会程序委员会副主席, 组织了首届华人华侨人机交互国际论坛 (Chinese CHI 2013) 大会, 担任大会主席及担任 Chinese CHI 2014, Chinese CHI 2015, Chinese CHI 2016 Steering Committee, Chinese CHI 2017 名誉主席。此外, 创办了首届国际老年人人机交互 (IxAP 2016) 会议和首届人机共协计算国际研讨会并担任大会主席 (IWHEC 2017)。近年来, 他也在人机交互领域顶级国际会议 (ACM CHI 2015, CHI 2016, CHI 2017, CHI 2018 and ISS 2018) 上组织有关老龄化, 用户沉浸 (Engagement), 计算美学等新研究方向的研讨会和特别兴趣小组 (Special Interesting Groups)。

任向实教授目前在海内外重要学术期刊及国际会议上发表研究论文 300 多篇, 其中主要研究成果发表在人机交互领域的国际顶级或代表性期刊 (如 IEEE 相关期刊, ACM TOCHI, IHCS, BIT)、A+ 或 A 排名的国际会议。多年来, 任向实教授培养了来自世界 8 个国家的博士 18 名, 博士后 5 名, 其学生在国内外大学和研究机构作为教员或博士后, 积极从事人机交互或人机共协相关的研究。

2006 年 5 月, 任向实教授在美国硅谷拜会人机交互开创者 Douglas Engelbart (鼠标,

互联网架构，图形界面等关键技术奠基人），并从 Engelbart 的题词中受到启发，开始思考人类和技术未来的关系，并于近年提出了“Human-Engaged Computing（人机共协计算）”的概念，发表在 IEEE Computer (August 2016) 以及 CCF Transactions (Jan 2019)，受到国内外同行的关注。在世界人机交互顶会 ACM CHI 2017 上做为 Panelist 之一，任向实教授和领域内著名学者 University of Maryland 的 Ben Shneiderman 教授，MIT 的 Pattie Maes 教授就下一代的人机交互发展进行讨论，其观点倍受关注并引起广泛讨论。任向实教授预测人机共协计算 (Human-Engaged Computing) 是继人工智能浪潮后的一大长期研究、教育和投资热点。

任向实教授自 1987 年留学日本以来，积极参加社会公益活动：1992—1993 年期间任东京地区中国留学生学友会生活部部长，1993—1994 年期间任副会长；1994—1995 年期间任全日本中国人学友会理事；1991—1993 年期间任留学生大学入学说明会实行委员会委员；1994 年任全日本留学生研讨会委员。作为全日本中国人博士协会发起人之一，1998-2017 年期间担任博士协会理事，2001-2017 年期间担任博士协会副会长。

担任日本教职以来，任向实教授基于常年对海外研究教育交流的国际经验和理念的思考，对所在大学管理积极建言，并推进其国际化的发展。经其个人联系，所在大学向美国加州大学 Berkeley 分校派遣了 30 名教职员进行大学管理和国际化经验的学习。此外，通过任向实教授的努力推动，所在大学分别和北京理工大学，昆明理工大学，吉林大学，香港理工大学，北京科技大学，吉林大学珠海学院，印度理工学院签署了校际协议，包括联合培养双博士、双硕士、本科生短期访问等项目。多年来，任向实教授领导的研究所业已接待了来自多个国家的近百名访问学者和短期访问学生。

心含促进世界和亚洲人机交互事业发展之情怀，任向实教授在 2012 年和来自世界各国家和地区的 27 名海外华人华侨学者们于美国奥斯丁 ACM CHI 2012 期间创建了世界华人华侨人机交互协会 (International Chinese Association of Computer Human Interaction, icachi.org)。协会大多数会员在海外取得博士或硕士学位，且在国外各大学或企业工作多年，为海外建业创业的科技和专业精英，部分会员已在中国大学任职或成功围绕人机交互技术创业。作为一个有效的平台，协会多年来在交流学习、资源及人才方面为国内有关部门和企业提供了高质量的支持和服务，受到工业界和学术界的广泛支持，在国际上已成为极有影响力和口碑的华人学术团体。其年会 Chinese CHI 已经成为华人华侨人机交互领域的世界级论坛。在任向实教授促成法国巴黎召开的首届华人华侨人机交互国际论坛 (Chinese CHI 2013) 大会后，Chinese CHI 2014, Chinese CHI 2015, Chinese CHI 2016, Chinese CHI 2017, Chinese CHI 2018 分别在加拿大多伦多，韩国首尔、美国硅谷的圣何塞、中国广州和加拿大在蒙特利尔成功举办，这些学术活动有效推动了中国人机交互领域的教育和研究面向世界的进一步发展。

任向实教授学术之余，更关注人类社会问题，并为此开展了诸如针对老年人的人机交互研究等。而通过思考人类和技术的关系，其提出的人机共协计算思想将助力于提升人类个体与集体智慧。任向实教授志于把多年积累的人才培养、大学教育与管理和国际化经验充分发挥回馈社会。

## 1. Personal information

### a. Last Name, First Name, Contact Information

Last Name: Ren

First Name: Xiangshi

In Chinese: 任 向实

Mailing Address:

School of Information, Kochi University of Technology

185 Miyanokuchi, Tosayamada-cho, Kami-shi, Kochi 782-8502, Japan

Tel & Fax : +81-887-57-2209 (Direct)

Fax: +81-887-57-2220 (Dept. Office)

Email: xsren@acm.org

### b. Educational Background

| Institution            | Degrees            | Majors                                    |
|------------------------|--------------------|---|
| Tokyo Denki University | Ph.D., March, 1996 | Information and Communication Engineering |
| Tokyo Denki University | M.E., March, 1993  | Information and Communication Engineering |
| Tokyo Denki University | B.E., March, 1991  | Electrical and Communication Engineering  |

### c. Employment background

| Institution  | Dates        | Titles                     |
|--|--------------|----------------------------|
| Kochi University of Technology, Center for Human-Engaged Computing,              | 2015 –       | Director & Professor       |
| Kochi University of Technology, Center for Human-Computer Interaction,           | 2012 –2014,  | Director & Professor       |
| Kochi University of Technology, School of Information,                           | 2013 –       | Lifetime tenured professor |
| Kochi University of Technology, School of Information,                           | 2010 –       | Professor                  |
| Kochi University of Technology, Department of Information Systems Engineering,   | 2008 –2009,  | Professor                  |
| Kochi University of Technology, Department of Information Systems Engineering,   | 2005 – 2008, | Associate Professor        |
| Kochi University of Technology, Department of Information Systems Engineering,   | 2000 – 2004, | Assistant Professor        |
| Tokyo Denki University, Department of Information and Communication Engineering, | 1996-99      | Instructor                 |

## 2. Teaching and advising

### a. Courses taught

#### (i) Tokyo Denki University

College of Engineering I

Department of Information and Communication Engineering (Department C)

**Year (student) Name of Course Year (taught)**

2<sup>nd</sup> year, Fundamental Laboratory on Information and Communication Engineering, 96 - 2000  
2<sup>nd</sup> year, Electromagnetism II and Seminar, Spring 2000  
3<sup>rd</sup> year, Information and Communication Engineering Laboratory I, 96, 97  
3<sup>rd</sup> year, Information and Communication Engineering Laboratory, 98 - 2000  
4<sup>th</sup> year, Information and Communication Engineering Laboratory II, 96  
4<sup>th</sup> year, Information and Communication Projects, 97 - 2000

College of Engineering II (Evening Division)

Department of Information and Communication Engineering (Department C)

**Year (student) Name of Course Year (taught)**

1<sup>st</sup> year, Introduction to Information and Communication Technology, 98  
1<sup>st</sup> year, Fundamental Electrical Theory, 2000  
2<sup>nd</sup> year, Electromagnetism and Seminar II, Spring 96 - 2000  
2<sup>nd</sup> year, Electromagnetism and Seminar III, Fall 96 - 98  
4<sup>th</sup> year, Information and Communication Engineering Laboratory II, 96  
4<sup>th</sup> year, Information and Communication Projects, 97 - 2000

Junior College

Department of Electronics Engineering (Department E)

2<sup>nd</sup> year, Introduction to HCI (Human-Computer Interaction), 96 - 98

**(ii) Kochi University of Technology**

College of Engineering

Department of Information Systems Engineering

**Year (student) Name of Course Year (taught)**

1<sup>st</sup> year, Computer literacy I, 1<sup>st</sup> quarter 2001  
1<sup>st</sup> year, Guidance for professional education, 1<sup>st</sup> quarter, 2001-  
1<sup>st</sup> year, Seminar I, 1<sup>st</sup>, 2<sup>nd</sup> quarter, 2001- 2002  
3<sup>rd</sup> year, Seminar II, 1<sup>st</sup>, 2<sup>nd</sup> quarter, 2001  
3<sup>rd</sup> year, Seminar III, 3<sup>rd</sup>, 4<sup>th</sup> quarter, 2001- 2002  
1<sup>st</sup> year, Computer literacy III, 3<sup>rd</sup> quarter 2001  
2<sup>nd</sup> year, Computer language II (Java), 4<sup>th</sup> quarter 2001  
2<sup>nd</sup> year, Information Systems Laboratory II, 3<sup>rd</sup>, 4<sup>th</sup> quarter 2001-2003  
3<sup>rd</sup> year, Information Systems Laboratory III, 3<sup>rd</sup> quarter 4/2002 – 3/2010  
3<sup>rd</sup> year, Information Systems Laboratory IV, 3<sup>rd</sup>, 4<sup>th</sup> quarter 4/2002 -3/2010  
3<sup>rd</sup> year, Database Systems, 4<sup>th</sup> quarter, 2001; 2<sup>nd</sup> quarter 2002 -2014  
3<sup>rd</sup> year, Internship, 2<sup>nd</sup> quarter, 2001 – 2004  
4<sup>th</sup> year, Introduction to Human Computer Interaction, 2007 –

4<sup>th</sup> year, Graduation Theses, 2001 –

Graduate School of Engineering

Course on Information Systems Engineering

Year (student) Name of Course Year (taught)

Science and technology, 3<sup>rd</sup> quarter and 4<sup>th</sup> quarter 2019 –

Advanced Human-Computer Interaction, 3<sup>rd</sup> quarter 2001, 4<sup>th</sup> quarter 2002 –

**b. Advising: research direction**

| <b>(i) Postdoc (5)</b>                      | <b>Date</b>                        | <b>Current</b>                          |
|---|------------------------------------|---|
| William Delamare<br>Institute of Technology | October 1, 2017 – August 31, 2019, | Assistant Professor, ESTIA              |
| Zhenxin Wang<br>Technology                  | June 2015 – March 2018,            | Visiting Researcher, Kochi Univ. of     |
| Sayan Sarcar                                | Feb 2015 – Jan 2018,               | Assistant Professor, Tsukuba University |
| Chaklam Silpasuwanchai<br>Technology        | April 2015 – March 2017,           | Assistant Professor, Asian Institute of |
| Kibum Kim                                   | Oct 2012 – Sept 2014,              | Associate Professor, Hanyang University |

| <b>(ii) Doctoral Students (17)</b>              | <b>Thesis Title</b>   | <b>Date</b> |
|---|---|-------------|
| 1. Chen Wang (expected September 2021)          |   |             |
| 2. Yang Li (expected March 2021)                |   |             |
| 3. Xinhui Jiang (expected March 2021)           |   |             |
| 4. Kavous Salehzadeh Niksirat (September 2018), | An Empirical Investigation of Human-Engaged Computing through Mindfulness-based Mobile Applications (Postdoc, EPFL)   |             |
| 5. Mahmoud Mohamed Hussien (Jan 2017),          | Effectiveness of the Virtual Environment to Develop Skills of Producing Three-Dimension Learning Objects and Self-Regulation of Students in the Instructional Technology Department (Assistant Professor, South Valley University, Qena, Egypt) |             |
| 6. Handtyo Aulia (September 2016),              | A Study of Air-Based Interaction: Input and Haptic Feedback (Assistant Professor, Keimyung University)  |             |
| 7. Nem Khan Dim (March 2016),                   | Understanding and Designing Motion Gesture Interfaces for People with Visual Impairments (Assistant Professor, Yangon University)   |             |
| 8. Chaklam Silpasuwanchai,                      | Enhancing HCI Design through Game Engagement Principles: Large-scale Investigation and Empirical Study (Assistant Professor, Asian Institute of Technology, Thailand)   |             |
| 9. Huawei Tu,                                   | Designing Touch-based Gesture Interactions, September 2012 (Assistant Professor, Latrobe University)  |             |
| 10. Minghui Sun,                                | A Study of Haptic Input and Output Modalities in Pen-based User Interfaces: Vibration, Texture and Hand Posture, March 2011 (Associate Professor, College of Computer Science and Technology, Jilin University, China)                          |             |
| 11. Feng Wang,                                  | Leveraging Finger Properties for Natural Interaction with Direct-Touch Surfaces, March 2011 (Professor, Guangzhou University, China)  |             |
| 12. Yizhong Xin,                                | Pen pressure, tilt, and azimuth in pen-based interfaces: Human capability and utilization, March 2010 (Professor, School of Information Science & Engineering, Shenyang University of Technology, China)  |             |



13. Chuanyi Liu, Natural and Smooth Pen-based Interaction Utilizing Multiple Pen Input Channels, March 2010 (Associate Professor, School of Information Science & Engineering, Lanzhou University, China)
14. Xiaolei Zhou, Modeling Speed-Accuracy Tradeoff in Trajectory-based Tasks with Subjective Bias and Temporal Constraint for User Interface Design, September 2009 (Assistant Professor, School of Information, Capital University of Economics and Business, China)
15. Xinyong Zhang, Improving Usability of Eye-based Interaction, March 2008 (Associate Professor, School of Information, Renmin University of China, China)
16. Jibin Yin, Interaction Techniques Utilizing Pen Device Characteristics & Various Input Modalities for Pen Computing, August, 2007. (Associate Professor, Kunming University of Sci. and Tech., China)
17. Jing Kong, Considering Subjective Factors in Performance Models for Human-Computer Interface Design and Evaluation, March, 2006. (Research fellow, Nagoya University, Japan)

**(iii) PhD committees served on as internal/external examiner**

1. Subrata Tikadar, Indian Institute of Technology Guwahati
2. Ranjan Maity, Indian Institute of Technology Guwahati, November 2018
3. Mitra Tagizadeh, Kochi University of Technology, March 2018
4. Saifur Rahman Sabuj, Kochi University of Technology, September 2016
5. Kittipong Warasup, Kochi University of Technology, March 2016
6. Jingyun Wang, Kochi University of Technology, March 2014
7. Yingsong Li, Kochi University of Technology, March 2014
8. Dingyun Zhu, Natural Interaction for Camera Viewpoint Control in Teleoperation, December 2011, Research School of Computer Science, The Australian National University
9. Jie Ma, June 2011, JiLin University
10. Xin Ma, June 2011, JiLin University
11. Gang Wang, June 2011, JiLin University
12. Xiangli Xu, June 2011, JiLin University
13. Wei Du, June 2011, JiLin University
14. Yanwen Li, June 2011, JiLin University
15. Chen Zhang, June 2011, JiLin University
16. Jie Dong, June 2011, JiLin University
17. Junping Zhou, June 2011, JiLin University
18. Yu Jiang, June 2011, JiLin University
19. Jie Dong, June 2011, JiLin University
20. Yuanfang Dong, December 2011, JiLin University
21. Hui Zhao, December 2011, JiLin University
22. Wei Wei, December 2011, JiLin University
23. Michinari Yuyama, Building and use of advanced materials database for research and development, March 2009, Kochi University of Technology
24. Miao Song, A psychophysical investigation of recognition strategy and function modeling for the human face-responsive neural system, September 2009, Kochi University of Technology
25. Christopher Pilgrim, User Goals and Web Site Navigation – Implications for the Design of Sitemaps, 2007, Pro-Vice Chancellor, Swinburne University of Technology

| <b>(iv) Master's students</b> | <b>Thesis Title</b>   | <b>Date</b> |
|-------------------------------|---|-------------|
| 1.                            | Takaaki Kubo (expected March 2023)  |             |
| 2.                            | Junlin Sun (expected Sept 2022)   |             |
| 3.                            | Xiaofei Zhu (expected Sept 2022)  |             |
| 4.                            | Chunyuan Lan (expected Sept 2021)   |             |
| 5.                            | Yilin Zheng (expected March 2021)   |             |
| 6.                            | Fitra Rahma Muliani, Sept 2020  |             |
| 7.                            | Ayumu Ono, March 2020   |             |
| 8.                            | Jingxin Liu, March 2020   |             |
| 9.                            | Zhengyi Han, March 2019   |             |
| 10.                           | Fang Qi, Sept 2017  |             |
| 11.                           | Masaki Obata, March 2017  |             |
| 12.                           | Toshiaki Shiraki, March 2017  |             |
| 13.                           | Naoteru Jinjo, March 2016   |             |
| 14.                           | Kousuke Kume, March 2016  |             |
| 15.                           | Ryo Mizobata, March 2015  |             |
| 16.                           | Masashi Okamoto, March 2015   |             |
| 17.                           | Taiga Machida, March 2015   |             |
| 18.                           | Ohara Yoshitaka, March 2014   |             |
| 19.                           | Masatoshi Kusuba, March 2013  |             |
| 20.                           | Yusuke Hayashi, March 2013  |             |
| 21.                           | Tomoki Ooya, Multimodal feedbacks for steering and hovering tasks in pen input systems, March 2009  |             |
| 22.                           | Fumiya Fukutoku, A study of stroke interface in trajectory-based tasks, March 2009  |             |
| 23.                           | Tomoaki Tsuchida, Pen Tilt and Azimuth Characteristics, March, 2008   |             |
| 24.                           | Taishi Kato, The Optimal Size of Pen-Input Character Boxes and Development of the Handwriting Character Input Interface, March 2005           |             |
| 25.                           | Masafumi Ogasawara, The Physical Design of Handheld Devices and Development of the System for Measuring Human Performance Indices, March 2005 |             |
| 26.                           | Kinya Tamura, The Influence of Conversion candidate Display Styles in Japanese and Chinese on Input Efficiency, March 2005                    |             |
| 27.                           | Ryusuke Ueta, Designing a Pen-based Application for Note-Taking and Informal Presentations, March 2005  |             |

(v) Visiting PhD/Master/Bachelor students (52)

1. Xiaoxuan Li, BNU (2019.11-2020.8)
2. Yanyin Zhou, Kunming University of Science and Technology (2019.11- 2020.2)
3. Jaiyuan Geng, Zhuhai College of Jilin University (2019.10- 2020.4)
4. Meihui Jin, Huazhong University of Technology (2019.7)
5. Anran Wu, Zhuhai College of Jilin University (2018.10-2019.5)
6. Yugandhara Suren Hiray (B.Des, 3rd year, IDC, IIT Bombay) (2018.10-2019.3)

7. Junlin Sun (3rd year, HIT, China), July 2018
8. Xinyue Hu, BNU (2018.4-2018.7)
9. Heyue Wang, BNU (2018.4-2018.7)
10. Shuang Wang, BNU (2018.4-2018.7)
11. Luxi Wang, BNU (2018.4-2018.7)
12. Mengyao Wu, BNU (2018.4-2018.7)
13. Yilin Zheng, Zhuhai College of Jilin University (2017.10- 2018.5)
14. Ming-Wei Hung, Troy High School (2017.6)
15. Ratnadira Widyasari, ITB (2017.6-8)
16. Chi Zhang, BNU (2017.4-2017.8)
17. Xiaoxu Wang, BNU (2017.4-2017.8)
18. Qihong Xu, BNU (2017.4-2017.8)
19. Xueying Wang, BNU (2017.4-2017.8)
20. Yiqun Wang, BNU (2017.4-2017.8)
21. Zhuang Li , Jilin Univ. (2017.1)
22. Tao Yu, Jilin Univ. (2016.11-2017.4)
23. Donglei Song, Jilin Univ. (2016.11-2017.4)
24. Jingxin Liu, Jilin Univ. (2016.11-2017.5)
25. Chunyuan Lan, Jilin Univ. (2016.10-2017.5)
26. Ruimin Lyu (2016.2; 2016.8)
27. Wenxing Liu (2016.8)
28. Qiuheqi Zhong, Tsinghua Univ. (2016.8-2017.2)
29. Fitra Rahmamuliani, ITB (2016.6-2016.8)
30. Xue Wang, BIT (2016.3-2016.8)
31. Jing Fan, BIT (2016.3-2016.8)
32. Chen Wang, Jilin Univ. (2016.2-2016.3)
33. Jiaxin Yu, Jilin Univ. (2016.1-2016.2)
34. Dongcai Wen, Jilin Univ. (2015.11-2016.5)
35. Guanghui Chen, Jilin Univ. (2015.11-2016.5)
36. Zijing Yang, USTB (2015.10 – 2016.9)
37. Qinglong Wang, Jilin Univ. (2015.6 – 2016.12)
38. Jiabing Wang, BIT (2015.4 – 2015. 9)
39. Ping Ju, Jilin Univ. (2015.2 – 2015.5)
40. Mahmoud Mohamed Hussein Ahmed, South Valley University (2015.2 – 2017.2)
41. Shiming Ren, BIT, 2012.6
42. Kuo Pang, Jilin Univ. (2014.4 - 2015.2)
43. Shaowei Chu, Tsukuba Univ. (2013.7)
44. Yan Pei, Kyushu Univ. (2013.7)
45. Yingda Lu, Jilin Univ. 2013
46. Yang Gao, Jilin Univ. (2011.10 – 2012.9)

47. Yuan Fu, Jilin Univ. 2011
48. Xin Li, Jilin Univ. 2010
49. Ying-Dong Yang, University of Alberta 2010
50. Xiang Cao, University of Toronto, 2008
51. Shengdong Zhao, University of Toronto, 2009
52. Dongxing Bao, 2009

(vi) Visiting Professor/Researcher (85)

1. Prof. Liang Sun, Dalian University of Technology (2019.9 - 12) JASSO Research Fellowship
2. Dr. Shumin Zhai, Google Research (2019.7)
3. Prof. Wen Gao, Peking University (2019.4)
4. Prof. Guozhong Dai, CAS of China (2019.3)
5. Dr. Aliaksei Miniukovich, University of Trento (2019.1)
6. Prof. Kibum Kim, Hanyang University (2019.1)
7. Dr. Sayan Sarcar, University of Tsukuba (2019.1)
8. Prof. Tomoo Inoue, University of Tsukuba (2019.1)
9. Prof. Toshio Fukuda, Meijo University (2018.12)
10. Prof. Dongdong Wen, Beijing Institute of Technology (2018.12)
11. Prof. Etsuko Harada, University of Tsukuba (December 7, 2018)
12. Prof. Antti Oulasvirta, Aalto University (2018.8)
13. Prof. Rong Rong, University of Massachusetts Amherst (July 1, 2018)
14. Prof. Kibum Kim, Hanyang University (May 10-12, 2018)
15. Prof. Miwako Doi, National Institute of Information and Communications Technology (January 18, 2018)
16. Prof. Yanchun Liang, Zhuhai College of Jilin University (January 10, 2018)
17. Prof. Masa Inakage, Keio University (2017.12)
18. Prof. Alan Borning, University of Washington (2017.11)
19. Prof. Huatong Sun, UW Tacoma (2017.11)
20. Prof. Effie Law, University of Leicester (2017.11)
21. Prof. Antti Oulasvirta, Aalto University (2017.11)
22. Prof. Ann Light, University of Sussex (2017.11)
23. Prof. Torkil Clemmensen, Copenhagen Business School (2017.11)
24. Prof. Jeffrey Bardzell, Indiana University (2017.11)
25. Prof. Kibum Kim, Keimyung University (2017.7)
26. Prof. Huawei Tu, Nanjing University of Aeronautics and Astronautics (2017.7-9) JASSO Research Fellowship
27. Yiqiang Chen, Institute of Computing Technology, Chinese Academy of Sciences (2017.3)
28. Barry Brown, Stockholm University, Sweden (2017.3)
29. Airi Lampinen, Stockholm University, Sweden (2017.3)
30. Donny McMillan, Stockholm University, Sweden (2017.3)
31. Feng Yao, Kagawa Univ. (2017.2)

32. Koji Yatani, University of Tokyo (2016.12)
33. Zhengjie Liu, Sino-European Usability Center, Dalian Maritime University (2016.12)
34. Dongyi Chen, Mobile Computing Center, University of Electronic Science and Technology (2016.12)
35. Zhiliang Wang, USTB (2016.12)
36. Jiannan Chi, USTB (2016.12)
37. Anirusha Joshi, Industrial Design Centre, IIT Bombay (2016.12)
38. Stephen Brewster, University of Glasgow (2016.11)
39. Abd El-Rahem Ahmed Ahmed Salama, South Valley University (2016.11)
40. Yongtian Wang, BIT (2016.10)
41. Effie Law, University of Leicester (2016.10)
42. Yue Liu, BIT (2016.10)
43. Jiro Tanaka, Waseda Univ. (2016.10)
44. Hai-Ning Liang, Xi'an Jiaotong-Liverpool University (2016.10)
45. Seungmoon Choi, POSTTECH (2013.7;2016.10)
46. Fu Zhiyong, Tsinghua Univ. (2016.10)
47. Haipeng Mi, Tsinghua Univ. (2016.10)
48. Huawei Tu, Nanjing University of Aeronautics and Astronautics (2016.10)
49. Hai-Ning Liang (2016.10)
50. Kibum Kim, Keimyung University (2016.10)
51. Joanna MCGrenere, University of British Columbia (2016.10)
52. Harold Thimbleby, Swansea University (2016.10)
53. Frank Vetere, University of Melbourne (2016.10)
54. Kazuki Takashima, Tohoku University (2016.10)
55. Hiroshi Miyamoto, Nankoku Central Hospital, Japan (2016.10)
56. Toshiya Murai, Kyoto Univ. (2016.4)
57. Jussi Jokinen (2016.3-2016.4; 2017.3)
58. Ruimin Lyu, Jiangnan Univ. (2016.2; 2016.8)
59. Daisuke Sakamoto, University of Tokyo (2015.12)
60. Shuxiang Guo, Kagawa Univ. (2015.12)
61. You Zhou, Jilin Univ. (2015.11)
62. Shili Xu, Jilin Univ. (2015.10)
63. Jingchuan Fu, Jilin Univ. (2015.10)
64. Yanchun Liang, Jilin Univ. (2015.10)
65. Shouyi Chen, Jilin Univ. (2015.10)
66. Antti Oulasvirta, Aalto University (2015.10; 2016.10)
67. Huatong Sun, University of Washington Tacoma (2015.4)
68. Xu Hao, Jilin Univ. (2015.2)
69. Huang Lan, Jilin Univ. (2015.2)
70. Toshiyuki Masui, Keio Univ. (2014.4)
71. Ichiro SIIO, Ochaomizu Univ. (2013.12)

72. Jiannong Cao, Hong Kong Polytechnic University (2013.11)
73. Shinsuke Shimojo, Caltech (2013.10)
74. Minghui Sun, Jilin Univ. (2013.7)
75. Henry B. Duh, University of Tasmania (2013.7)
76. Paula Alexandra Silva, Universidade Portucalense (2013.6)
77. Edward Yagi, Nanzan University (2013.6)
78. Parisa Eslambolchilar, Swansea University (2013.6)
79. Yixin Yin, USTB (2013.4)
80. Jijun Shan, York University (2012.11)
81. Hideki Koike, Tokyo Institute of Technology (2012.11)
82. Fuji Ren, Tokushima Univ. (2012.11)
83. Kentaro Kotani, Kansai Univ. (2012.10)
84. Koki Kyo, Obihiro University (2012.6)
85. Yen-Wei Chen, Ritsumeikan University (2012.5)

### **3. Service**

#### **a. Professional**

##### **(i) Offices held in professional societies**

###### *(Senior) Member, (Vice) President*

Fellow, The Engineering Academy of Japan, 2021 -

Member, The society of Chinese Professors in Japan 日本华人教授会議, 2019 -

Honorary lifetime president of the International Chinese Association of Computer Human Interaction (ICACHI), 2016 -

President, International Chinese Association of Human Computer Interaction (ICAHCI), 2012 -2016

Founding President, International Chinese Association of Human Computer Interaction (ICAHCI), 2012 – 2014

Senior Member, ACM (Association for Computing Machinery), 2011 -

吉林省海外交流协会海外理事, 2010 –

中国科学技术协会海外海智计划专家, 2010 -

Senior Member, IEEE (The Institute of Electrical and Electronics Engineers), 2007-

中华全国青年联合会 IT 青年联谊会 海外会员, 2007 –

Vice president, Chinese Academy of Science and Engineering in Japan (CASEJ), 2001-

Member, ACM (Association for Computing Machinery), ACM SIGCHI (Special Interest Group on Computer-Human Interaction), 2000-

Member, IEEE Computer Society, 2000-2006

Member, HIS (Human Interface Society), Japan, 1999-

Member, BCS (British Computer Society) HCI (Human-Computer Interaction) Group, 1998-

Member, CASEJ (Chinese Academy of Science and Engineering in Japan), 1996-2018

Member, IPSJ (Information Processing Society of Japan), 1991-

Member, IEICE (Institute of Electronics, Information and Communication Engineers), Japan, 1990-

Founding member, Human Interface Society, Japan, 1998

***Program/ Organizing committee***

AEIT 2020 PC members (August 2020 - January 1, 2021)

計測自動制御学会 SI2019 実行委員会委員(December 2018 - December, 2019)

Conference Co-Chair, International Workshop on Human-Engaged Computing (IWHEC 2017, Nov 10; IWHEC 2019 Jan 12; IWHEC 2020, Jan 10, all in Kochi, Japan).

Honorary Chairman for sixth International Symposium of Chinese CHI (Chinese CHI 2019, June 27-30, Xiamen, China)

Honorary Chairman for fifth International Symposium of Chinese CHI (Chinese CHI 2017, June 8-9, Guangzhou, China)

Program committee member (Associate Program Chair) for ACM CHI 2017, CHI 2015, CHI 2013 (ACM Annual SIGCHI Conference: Human Factors in Computing Systems)

バイオメディカルファジィシステム学会 BMFSA2016 の実行委員会メンバー

Advisory Council Chairs, International Symposium on Interaction design and Human Factors (IDHF 2014, Nov 25-27, 2014, Kochi, Japan; IDHF 2016, October 20-22, 2016, Kochi, Japan)

Conference General Co-Chairs, International Symposium on Interactive Technology and Ageing Populations 2016 (IxAP 2016, October 20-22, 2016, Kochi, Japan)

Program committee member (Associate Program Chair) for DIS 2016 (ACM SIGCHI Conference on Designing Interactive)

Steering committee member for the second, third, fourth International Symposium of Chinese CHI (Chinese CHI 2014, 2015, 2016, 26-27 April in Toronto, 18-19 April in Seoul, 8 April in San Jose)

Advisory Council Chairs, International Symposium on Interaction design and Human Factors (IDHF 2014)

Conference Co-Chair, The First International Symposium of Chinese CHI (Chinese CHI 2013, 27-28 April in Paris, France).

Program committee member for the Eighth International Conference on Innovative Computing, Information and Control (ICICIC2013)

Organizing Chair, International Workshop on the Next Generation Human Computer Interaction Jointly with the 2nd International Chinese Scholar Workshop on Human Computer Interaction (August 29, Matsue, Japan)

Program Chair, APCHI 2012 (10th Asia Pacific Conference on Computer Human Interaction, Matsue, Japan, <http://www.apchi2012.org/>)

Organizing Chair, International Workshop on the Next Generation Human Computer Interaction Jointly with the 1st International Chinese Scholar Workshop on Human Computer Interaction (May 10, Austin, USA)

Program Chair, ICINIS2011 (The 4th International Conference on Intelligent Networks and Intelligent Systems, November 1-3, 2011, Kunming, China, <http://www.inass.org/conferences.asp>)

Program Chair, IEEE ICIA 2010 (2010 IEEE International Conference on Information and Automation)

Program committee member for 3rd International Conference on Complex, Intelligent and Software Intensive Systems (CISIS-2009)

日本機械学会 福祉工学シンポジウム 2009 委員会 実行委員

Program Committee of the Eighth Annual Pre-ICIS HCI/MIS Workshop, 2009

Program committee member for the first (ISII2008), second (ISII2009), third (ISII2010) International Symposium on Intelligent Informatics

Program committee member for the International Conference on Advances in Computer-Human Interaction (ACHI 2008 - 2016)

Program committee member for the Second (ICICIC2007), third (ICICIC2008), fourth (ICICIC2009), fifth (ICICIC2010) International Conference on Innovative Computing, Information and Control

Program committee member the 2007, 2008, 2009, 2019, 2020 IEEE International Conference on Mechatronics and Automation (ICMA 2007, ICMA2008, ICMA2009, ICMA 2019, ICMA 2020)

Program committee member for the 2006, 2007 International Conference on Intelligent User Interfaces (IUI 2006, IUI2007) <http://iuiconf.org/>

Program committee member for the Fifth (2006), Sixth (2007) Annual Pre-ICIS HCI/MIS Workshop

Program committee member for International Conference on Information and Communication Technology (ICICT2006)

Program committee member for Information-MFCSIT'06 (4rd International Conference on Information)

Program committee member for the Third International Conference on Active Media Technology (ATM2005)

Program committee member for the 2005 International Conference on Embedded and Ubiquitous Computing (EUC2005)

Program committee member for Information 2004 (3rd International Conference on Information)

Program committee for the 2004 International Conference on Computer and Information Technology (CIT2004)

Organizing Committee for the International Conference on Next Era Information Networking (NEINE'04, NEINE'05, NEINE'06, NEINE'07, NEINE'08)

Organizing committee member for 2003 Japanese-Chinese Academic Symposium in Fujihakone

Program committee member for 2003 International Academic Symposium - Fusion and Development of Science & Technology in the Twenty-First Century

Organizing Chair for 2002 International Academic Symposium of Science & Technology in the Twenty-First Century

Program committee member for APCHI 2002 (5th Asia Pacific Conference on Computer Human Interaction)

Program committee member for INTERACTION 2001, 2002, 2003, 2004, 2005, 2006 (IPSI' symposium in Japan)

### ***Session Chairs***

Session Chair for many international conferences and local conferences

### ***(Guest) Editor, Steering committee***

Guest editor, MDPI Sustainability Special Issue of Sustainable Human-Computer Interaction, 2020-

Guest editor, Signal Processing: Image Communication Special Issue on Deep Image/Video Feature Engineering for Human-Computer Interaction, 2019-2020

Guest editor, Special Issue of International Journal of Human-Computer Interaction (IJHCI), 2012-2014

Guest editor, Special Issue of International Journal of Innovational Computing & Information Control (IJICIC), 2012 –2013

Guest editor, Special Issue of ICIC Express Letter, 2012

Associate Editor, Journal of Jilin University (Engineering and Technology Edition) , 2011-2022



Associate Editor, International Journal of Advanced Intelligence (IJAI), 2009-  
Associate Editor, International Journal of Innovational Computing & Information Control (IJICIC),  
January 2008 –2012  
Committee member, Best Paper Awards of IPSJ Journal (Information Processing Society of Japan),  
June 2008 – June 2012.  
Associate Editor, IPSJ Journal (Information Processing Society of Japan), June 2008 – May 2012.  
Councilman of IEICE (Institute of Electronics, Information and Communication Engineers) Shikoku  
Section, 2008-2010  
Special issue editor, Special Issue of Information on the 10<sup>th</sup> Anniversary Symposium of CASEJ, 2007  
Steering committee member for Pen Input Community in Japan, 2006-  
Councilman of Human Centered Design Organization (HCD-Net), 2005-  
Steering committee member for SIGHCI of IPSJ, 2005-2009  
Professional Activities Chair, IEEE Shikoku Section, 2005-2007  
Editorial board, International Journal of Asian Information-Science-Life (Published by Nova Science  
Publishers Inc., NY, USA), 2002 - 2004  
Guest editor, Special Issue of International Journal of Asian Information-Science-Life on Human-  
Computer Interaction, 2002 –2003  
Steering committee member for HIS (Human Interface Society in Japan) Special Interest Group on  
Usability, 2001-2003  
Steering committee member for HIS Special Interest Group on Ubiquitous Interface and Application,  
2001-

## **(ii) Reviewing**

Assessment for University of Macau Multi-Year Research Grant 2020, 2020  
Aalto University, faculty promotion, Feb 2020  
KAIST, faculty promotion, Sept 2019  
International Journal of Industrial Ergonomics (ERGON), 2017-  
Xi'an Jiaotong-Liverpool University (XJTLU), application for RDF (Research Development Fund)  
project, 2016  
National Tsing Hua University, faculty promotion, March 2016  
Judges for SRC (Student Research Competition) at ACM CHI 2015, 2015  
The Ministry of Education (MOE) China, Chang Jiang Scholars Program, 2015 -  
Journal of Computer Science and Technology (JCST, <http://jcst.ict.ac.cn>), 2014 –  
State University of New York (Albany), faculty promotion, Feb 2013  
IEEE Transactions on Neural Systems & Rehabilitation Engineering, 2013 -  
Human Factors (Journal), 2012-  
Sensors (Journal), 2012 -  
IEEE Transactions on Vehicular Technology, 2011-  
The ACM International Conference on Interactive Tabletops and Surfaces (ITS), 2010-  
IEICE Transactions on Information and Systems, 2010-  
Journal of Visual Languages and Computation, 2009-  
International Journal of Advanced Intelligence, 2009-  
International Journal of Human-Computer Studies (IJHCS) , 2007-

ACM IUI, 2007-  
FIT (Forum on Information Technology), 2006-  
IEEE SMC-C Trans. 2005-  
ACM CHI, 2004-  
ACM UIST, 2004-  
Oversea reviewer for Institute of Software, Chinese Academy of Sciences, 2004-  
International Journal of Human-Computer Interaction (IJHCI), 2003-  
IPJS (Information Processing Society of Japan) Journal, 2002-  
HIS (Transactions of Human Interface Society) Journal, 2002-  
ACM (Association for Computing Machinery) Transactions on Computer-Human Interaction, 1999-

## **b. University**

Advising: research direction for 6 undergraduate students, 4 master students, 3 doctoral students in 2020

Advisor: research direction for 12 undergraduate students, 4 master students, 3 doctoral students in 2018

...

Advisor: research direction for 7 undergraduate students, 2 master students, 3 doctoral students in 2012

Advisor: research direction for 8 undergraduate students, 2 master students, 1 doctoral student in 2011

Advisor: research direction for 5 undergraduate students, 3 doctoral students in 2010

Advisor: research direction for 8 undergraduate students, 2 master students, 4 doctoral students in 2009

Advisor: research direction for 12 undergraduate students, 3 master students, 5 doctoral students in 2008

2007 入学生募集促進特別委員会 委員

Advisor: research direction for 13 undergraduate students, 3 master students, 4 doctoral students in 2007

Advisor: research direction for 14 undergraduate students, 1 master student, 3 doctoral students in 2006

Advisor: research direction for 12 undergraduate students, 3 doctoral students in 2005

Board of International Relations Center (2005 - )

Advisor on research direction for 6 undergraduate students, 4 master students, 3 doctoral students in 2004

Liaison and coordination committee of Internship (2002-2004)

Member of WG for study skills of university students (2002-2003)

Test writer, entrance examination (2001-2002; 2019)

Member, College of Library and Information Services (2001-2003)

Member of WG for graduate presentation of the department (2001, 2002, 2003)

Advisor on research direction for 5, 6, 5 undergraduate students, in 2001, 2002, 2003 respectively

Committee member on five other boards (2000 - 2008)

## **c. Other activities**

Member of the Executive Committee of CASEJ, 1998-2018

Committee member for Life & Culture Association of Tokyo Ota Commemoration Pavilion, 1995 –

Vice-chairman of the Association of Chinese Childhood Education Support, 1995 -2000

Panelist for Foreign Students in Japan forum 1994 in Hiroshima, August, 1994

Committee member for the orientation of foreign students attending Japanese universities, 1992 – 93

#### **4. Honors, Grants and Collaboration**

##### **a. Grants**

1. JSPS fellowship FY 2017-2018 (1,100, 000 JPY)
2. FY2014 Strategic International Collaborative Research Program (SICORP), User Interface Design for the Ageing Population, 18, 000,000 JP Yen, April 2015- March 2018.
3. Gran-in-Aid for CHEC by KUT (25,000,000 JPY), 2015-2019.
4. Gran-in-Aid for CHCI by KUT (12,000,000 JPY), 2012-2014.
5. \*Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No. 25330241) (4,940,000 JPY), Assisting Blind People to Interact with Public Displays, April 1, 2013 – March 31, 2016.
6. National Natural Science Foundation of China (No. 61228206, 海外及港澳学者合作研究基金) (200,000 CHY), 基于设备属性融合的人机交互技术研究, January 2013 – December 2014.
7. \*National Natural Science Foundation of China (No. 61100091) (280,000 CHY), 基于压力和角度的多自由度笔式交互策略研究, January 2012 – December 2014.
8. Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No. 23300048)(20,540,000 JPY), Development of Next generation user interface through pen and touch properties, April 1, 2011 – March 31, 2014.
9. \*National Natural Science Foundation of China (No. 61063027) (230,000 CHY), 触控技术中的界面范式与交互关键技术研究, January 2011 – December 2013.
10. The 8th Collaborative Research Project in Japan by Microsoft Research (FY12-Q2\_CORE8 \_Project)(1,800,000 JPY), Enhancing Kinect-based Interaction Effectiveness by Utilizing Various Input and Output Modalities, April 1, 2012 – March 31, 2013.
11. Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No.20500118)(4,550,000 JPY), An Investigation into the Human Capability to Control Pen Pressure, Tilt and Azimuth and Development of Pen Input Techniques, April 1, 2008 – March 31, 2011.
12. CASIO Science Promotion Foundation Travel Grant (300,000 JPY): ACM Conference on Human Factors in Computing Systems (CHI 2008, 5- 10 April 2008, Florence, Italy).
13. A Special Grant-in-Aid for Graduate School Enhancement (1,000,000 JPY), April 1, 2007- March 31, 2008.
14. The award given by Microsoft Co., Ltd.(Microsoft IJARC Collaborative Research Projects) (2,000,000 JPY) 2007 - 2008
15. Japan Society for the Promotion of Science (JSPS) Travel Grant (350,000 JPY): The eleventh IFIP Conference on Human-Computer Interaction, Rio De Janeiro, Brazil, September, 2007.
16. A Special Grant-in-Aid for Graduate School Enhancement (1,000,000 JPY), April 1, 2006- March 31, 2007.
17. Academic Frontiers Promotion Program by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (5,000,000 JPY), April 1, 2006- March 31, 2011.

18. Invited to the 7th Microsoft Research Asia Faculty Summit (<http://124.42.126.180/microsoft/index.htm>), October, 2006.
19. CASIO Science Promotion Foundation, December 1, 2006 - November 31, 2007 (1,000,000 JPY)
20. Exploratory Software Project of IPA (Information-technology promotion agency, Japan), November 2006 – September 15, 2007. (4,000,000 JPY) 未踏ソフトウェア創造事業 個人入選 独立行政法人 情報処理推進機構
21. A Special Grant-in-Aid for Graduate School Enhancement (2,561,000 JPY), April 1, 2005-March 31, 2006.
22. A Special Grant-in-Aid for Graduate School Enhancement (1,000,000 JPY), April 1, 2005-March 31, 2006.
23. Foundation for C&C Promotion Travel Grant (150,000 JPY): WEC2004 (the World Engineers Convention, Shanghai, China, November 2-6, 2004).
24. SSR corp. (300,000 JPY), Human-Computer Interaction Research, July 1, 2003- March 31, 2004.
25. \*Ministry of Science and Technology in Yunna, China, A study on Multi-functional digital pen interaction and pen/video based on net-meeting system. 2004.
26. Grant-in-Aid for Scientific Research by MEXT (Ministry of Education, Culture, Sports, Science and Technology) in Japan (No.14780338)(3,200,000 JPY), Pen-based note-taking system, April 1, 2002 – March 31, 2005.
27. Denso IT laboratory, Inc. (1,000,000 JPY), Human-Computer Interaction Research, October 1, 2001- March 31, 2002.
28. \*High-Tech Research Center Development Program (10,600,000 JPY), Human interface, April 1, 2001- March 31, 2006.
29. Tokyo Denki University Research Foundation Travel Grant (250,000 JPY): The Seventh IFIP Conference on Human-Computer Interaction, Edinburgh, UK, 1999.
30. The Telecommunications Advancement Foundation (TAF) Travel Grant (310,000 JPY): HCI98: the primary European annual conference on human-computer interaction, Sheffield Hallam University, UK, 1998.
31. The TEPCO Research Foundation Travel Grant (410,000 JPY): IFIP Working Conference on Engineering for Human-Computer Interaction, Crete, Greece, 1998.
32. \*The National High Technology Research and Development Programme (863) in China, Project No. 863-306-ZD-11-5. July 1997 – June 1998.
33. The International Information Science Foundation (IISF) Travel Grant (250,000 JPY): The Sixth IFIP Conference on Human-Computer Interaction, Sydney, Australia, 1997.
34. Foundation for C&C Promotion Travel Grant (250,000 JPY): The 5th International Conference on Human-Computer Interaction (HCI International '93), Florida, USA, 1993.
35. Research Subsidy, Tokyo Denki University, 4/91 – 3/96.  
*All as principal investigator except \**

## **b. Honors/Awards**

1. CCF TPCI best paper award (one of two papers selected from all publications in 2019)
2. ACM CHI 2019 honourable mention award top 5% of the submissions
3. ACM CHI 2017 Best Paper Award, top 1% of the submissions
4. IEEE SmartComp 2017 best community paper award.
5. ACM ISS 2016 Best Paper Award, top 1% of the submissions

6. Honorary Life Time President, International Chinese Association of Human Computer Interaction (ICAHCI), 2016 -
7. ACM CHI 2015 Local hero (April 2015)
8. IxAP 2016 best poster (Nov 2016)
9. Best Poster/Demonstration Award at APCHI 2012 (August, 2012)
10. Senior Member, ACM (Association for Computing Machinery), 2011 -
11. National Institute of Standards and Technology (NIST is an agency of the U.S. Department of Commerce) Award (July, 2010)
12. Best paper Award at FIT2009 (FIT: Forum on Information Technology) (Sept., 2009)
13. Four Best Student Paper Awards at NEINE 2008 (Tomoki Oya, Fumiya Fukutoku, Yizhong Xin, Chanyi Liu)
14. Senior Member, IEEE (The Institute of Electrical and Electronics Engineers), 2007-
15. Best Student Paper Award (Xinyong Zhang) determined by Awards Committee APCHI 2006 (from the Seventh Asia-Pacific Conference on Computer Human Interaction)
16. Best Student Paper Award (Jibin Yin) determined by Awards Committee APCHI 2006 (from the Seventh Asia-Pacific Conference on Computer Human Interaction)
17. Best Evaluation of Faculty Award at Kochi University of Technology (November, 2005).
18. Best Evaluation of Faculty Award at Tokyo Denki University (March, 1999).
19. Best Paper Awards in Tokyo Denki University (1999, 2001). 東京電機大学研究振興会論文賞
20. Best Paper Award: The NTCS/W-97 (New Technologies on Computer Software): 1st International Symposium on Computer Software New Technologies, Beijing, China, 1997.
21. Niwa Yasujiro Prize in Tokyo Denki University, 1996.
22. Scholarship student, Tokyu Foundation For Inbound Students, 4/94 – 3/96
23. Scholarship student, Kanbayashi Foundation For Inbound Students, 4/92 – 3/94
24. Scholarship student, Tokyo Denki University, 4/91 – 3/96
25. Scholarship student, Kawamoto Scholarship Foundation, 4/89 – 3/93

### **c. Collaboration/visiting**

1. Tang Aoqing Chair Professor, Jilin University (Changchun, China), Sept 2017 – August 2020
2. Guest professor, Zhuhai College of Jilin University, April 2016 – March 2021
3. Adjunct professor, Beijing Normal University, April 2017 –
4. Doctoral supervisor, The University of Science and Technology Beijing (USTB), July 2014 – June 2019
5. Adjunct professor, The University of Science and Technology Beijing (USTB), June 2013 – June 2016
6. Tang Aoqing Chair Professor, Jilin University (Changchun, China), March 2010 – March 2013
7. Visiting faculty researcher, IBM Almaden Research Center (San Jose, USA), April 2010
8. Visiting professor, University of Toronto (Toronto, Canada), May – September 2010
9. Visiting professor, Changchun University (Changchun, China), March 2009 –
10. Visiting professor, Kunming University of Science and Technology, September 2008 – August 2013

11. Visiting professor, Jilin University (Changchun, China), December 2008 – December 2013
12. Visiting professor, Northeast Dianli University (Jilin, China), August 2007 – July 2012
13. Visiting professor, University of Washington (Seattle, USA), May 2006
14. Collaborating faculty research, NIME (National Institute of Multimedia Education, Japan), 2003-2005
15. Chief scientist, SSR corp. 2003
16. Visiting faculty researcher, Microsoft Research Asia (Beijing, China), March 2002
17. Collaborating faculty researcher, IBM Almaden Research Center (San Jose, USA), 2001-2010
18. Collaboration with Nokia Research Center, Fujitsu Laboratory, Tokyo Denki University, Asahigawa University, Institute of Software (Chinese Academy of Sciences), Peking University, University of Manitoba, Microsoft Research Cambridge (UK), Microsoft Research Asia, University of Toronto, 2001 -

### **5. Invited Talk/Keynote (not including regular presentations at conferences) - 85 items**

2020

1. ISAIMS 2020, Sept 12, 2020
2. 未来城市与智能媒体交互, June 19, 2020
3. ICACHI 云论坛第一期 人机共协计算 May 23, 2020

2019

4. 日本華人教授會議 2019年度 (第16回) シンポジウム Nov 16, 2019
5. CarlxD International Forum 2019, Shanghai, Oct 18, 2019
6. Fuzhou Univ., Sept 11, 2019
7. Google Beijing, July 16, 2019
8. Chinese CHI 2019, June 29, 2019
9. KAIST, May 23, 2019
10. Panel in CHI 2019 workshop – HCI in China, May 4, 2019
11. Jilin University, March 7, 2019

2018

12. ICVRV & ChinaVR 2018, Qingdao, October 23 <http://www.icrvv.org/keynote.html>
13. IxAP & IDHF 2018, Qingdao, October 23
14. 2018 Beibu-Gulf International Forum for Advanced Science and Technology Development, Qinzhou, Sept 21
15. 中国计算机学会 第十四届和谐人机环境联合学术会议, Tianjing, Sept 15, (HHME 2018) <http://hhme.ccf.org.cn/meeting/thematicForum.html>
16. Huawei (Canada) Technologies CO., LTD, April 27
17. The GIAN program on Advances of Neuro-Technology and its Applications to Brain Computing Interfaces, in IIT Kharagpur, Jan 15

2017

18. Harbin Engineering University, Dec 30,
19. International Symposium of Big Data Industry Applications in China Science and Technology City, Mianyang, Dec 20
20. Summit Symposium of “the Preventive Disease Treatment and Health Management”– under “the Prospective of Health China”, Hangzhou, Dec 8
21. Zhuhai College of Jilin Univ., December 1
22. The 22<sup>nd</sup> Annual Conference of the Virtual Reality Society of Japan, in Tokushima, Sept 29
23. Chinese Association for Artificial Intelligence, in Qingdao, July 6
24. East China Jiaotong University, June 10
25. Chinese CHI 2017, June 8
26. Nanjing University of Aeronautics and Astronautics, April 18
27. Beijing Institute of Technology, April 17
28. Jilin Univ., Jan 4

2016

29. Zhuhai College of Jilin Univ., December 23
30. The Symposium on HCI, Internet and VR in Hangzhou, September 24
31. The 2016 Symposium on Internet of Things and AI in Beijing, September 20
32. Jilin Univ., September 3
33. Shenzhen Univ., April 22
34. Zhuhai College of Jilin Univ., April 20
35. Jilin Univ., April 29

2015

36. Zhuhai College of Jilin Univ., Dec
37. Tokushima Univ., Nov
38. Beijing Institute of Technology, Oct
39. Jilin Univ. September
40. USTB, July
41. Nanjing Univ. July
42. Jilin Univ. May

2014

43. Jilin University, December 30, 2014
44. Anhui University, November 15, 2014
45. Jilin University, May 28, 2014
46. Beijing Institute of Technology, March 20, 2014
47. University of Science and Technology Beijing (USTB), March 15, 2014
48. Huawei Technologies CO., LTD (Shenzhen), March 12, 2014
49. Hong Kong Polytechnic University, March 10, 2014

2013

50. Dalian Nationalities University (DNU), Nov 20, 2013
51. Dalian Maritime University, Nov 19, 2013
52. University of Science and Technology Beijing (USTB), May 24, 2013
53. Hong Kong Polytechnic University, April 2, 2013
54. Ristumeikan University, February 4, 2013

2012

55. 4th FCPAE Europe - China Forum 2012, Vienna, November 17, 2012
56. Microsoft Research Asia Faculty Summit 2012, Tanjin, October 27, 2012
57. Beijing Institute of Technology, September 14, 2012
58. Jilin University, August 15, 2012
59. Nokia Research Center Beijing, June 6, 2012
60. University of Huston, May 11, 2012

2011

61. Northeast Normal University, December 7, 2011
62. ICINIS2011, November 1, 2011
63. Jilin University, September 21, 2011
64. Beijing Institute of Technology, September 14, 2011
65. Xihua University, September 6, 2011
66. Xidian University, September 2, 2011
67. Northwestern Polytechnical University, September 1, 2011
68. Taiyuan University of Technology, August 29, 2011
69. Jilin University, June 13, 2011
70. Changchun University, June 10, 2011
71. University of Alberta, May 16, 2011
72. Kagawa University, January 12, 2011
73. Microsoft Research Asia, January 4, 2011

2010

74. University of Toronto, DGP Seminar, September 28, 2010
75. Beijing University of Institute, September 8, 2010
76. Beijing University of Chemical Technology, September 7, 2010
77. University of Manitoba, August 20, 2010
78. Autodesk Research, August 18, 2010
79. IBM Research (Almaden), May 12, 2010
80. Jilin University, March 24, 2010



2009

81. Jilin University, June 12, 2009
82. MCE workshop, Beijing, China, March 6, 2009

2006

83. Microsoft Research Asia, May, 2006

1997

84. Monash University (Victoria, Australia), March, 1997
85. NEC C&C Research Inc., NEC Research Institute Inc. (Princeton, USA), March, 1997

## 6. Publications

### a. Books (9 items)

(i) Books edited

1. Go, K., Karashima, M., Fukuzumi, S., and Ren, X.: Proceedings of the APCHI2012 (10th Asia Pacific Conference on Computer Human Interaction), ACM Press, August, 2012.
2. Ren, X., and Dai, G.: *Evolution of the Human-Computer Interaction*, Nova Science Publishers, April, 2005.
3. Dai, G., Dong, S., Chen, Y., and Ren, X.: *Proceedings of the APCHI2002 (5th Asia Pacific Conference on Computer Human Interaction)*, Vol.1 & Vol.2, Science Press, November, 2002.
4. co-editor: *Frontiers in research science and technology*, Chinese Science and Technology Publisher, December 2002.

(ii) Chapters in books

5. Silpasuwanchai, C., & Ren, X. (2018). A Quick Look at Game Engagement Theories. *The Wiley Handbook of Human Computer Interaction*, Vol. 2, pp.657-679.
6. Zhou, X. and Ren, X. (2012). Speed-Accuracy Tradeoff Models in Target-based and Trajectory-based Movements, *Biomedical Engineering and Cognitive Neuroscience for Healthcare: Interdisciplinary Applications*, pp.355-368, IGI Global. DOI: 10.4018/978-1-4666-2113-8, ISBN13: 9781466621138
7. Ren, X., Yin, J., Zhao, S. and Li, Y. Improving Target Acquisitions through Utilizing Pen Pressure, *Chapter 11 in Human-Computer Interaction*, Excellence in Education and Publishing, 2008, pp.163-176.
8. Ren, X., A survey of human-computer interaction research and development, *in Frontiers in research science and technology*, Chinese Science and Technology Publisher, December 2002.
9. Ren, X., The minimal sizes and the quasi-optimal sizes for the input square during pen-input of characters, *in Collectanea of research results of Chinese students in Japan*, Science Press, 1993.

### b. Articles in refereed journals (86 papers)

1. Li, X., Salehzadeh N.K., Chen, S., Weng, D., Sarcar, S., Ren, X. (2020). The Impact of a Multitasking-based Virtual Reality Motion Video Game on the Cognitive and Physical Abilities of Older Adults. Special Issue of "Sustainable Human-Computer Interaction" in *Sustainability*, MDPI AG, 2020, Impact Factor: 2.576.
2. Chen Wang, Xiaojun (Jenny) Yuan and Xiangshi Ren (2020). Twelve Agendas on Interacting

- with Information: A Human-Engaged Computing Perspective, *Data and Information Management*, 4(3), 191-199, Sciendo.
3. Huawei Tu, Weiyang Huan, Xingdong Yang, Xiangshi Ren, Feng Tian (2020). ArmMenu: command input on distant displays with proprioception based lateral arm movements, *Behaviour & Information Technology*. 1-20, Taylor & Francis
  4. Jussi Pekka Jokinen, Zhenxin Wang, Sayan Sarcar; Antti Oulasvirta, Xiangshi Ren (2019). Adaptive Feature Guidance: Modelling Visual Search with Graphical Layouts, *Int J of Human-Computer Studies (IJHCS)*, Vol.136. <https://doi.org/10.1016/j.ijhcs.2019.102376>
  5. Salehzadeh Niksirat, K., Silpasuwanchai, C., Cheng, P. & Ren, X. (2019). Attention Regulation Framework: Designing Self-Regulated Mindfulness Technologies, in *ACM Transactions on Computer-Human Interaction (TOCHI)*, 26(6), 39.
  6. Ren, X., Silpasuwanchai, C., and Cahill, J. (2019). Human-Engaged Computing: The Future of Human-Computer Interaction, in *CCF Transactions on Pervasive Computing and Interaction*, Springer. **Selected feature paper, and CCF TPCI best paper award (one of two papers selected from all publications in 2019)**
  7. Salehzadeh Niksirat, K., Park, K., Silpasuwanchai, C., Wang, Z., & Ren, X. (2019). The relationship between flow proneness in everyday life and variations in the volume of gray matter in the dopaminergic system: a cross-sectional study. *Personality and Individual Differences*, Elsevier (5-year impact factor: 2.39, Accepted).
  8. Huawei Tu, Qiulong Yang, Xiaohan Liu, Jiabin Yuan, Xiangshi Ren, Feng Tian (2018). Differences and Similarities between Dominant and Non-dominant Thumbs for Pointing and Gesturing Tasks with Bimanual Tablet Gripping Interaction, *Interacting with Computers*, Oxford University Press.
  9. Sarcar, S., Jokinen, J., Oulasvirta, A., Slipsuwanchai, C., Ren, X. (2018). Ability-Based Optimization of Touchscreen Interactions, *Pervasive Computing: Special Issue – Accessibility*, 17(1) : 15-26, IEEE.
  10. Nem Khan Dim, Kibum Kim, Xiangshi Ren (2018). Designing motion marking menus for people with visual impairments. *International Journal of Human Computer Studies (IJHCS)*,109: 79-88.
  11. Tian, F., Lyu, F., Zhang, X., Ren, X. and Wang, H. (2017). An Empirical Study on the Interaction Capability of Arm Stretching, *International Journal of Human-Computer Interaction*, 33(7): 565-575.
  12. Dim, NK and Ren, X. (2017). Investigation of Suitable Body Parts for Wearable Vibration Feedback in Walking Navigation, *International Journal of Human Computer Studies (IJHCS)*, Vol. 97, No. 1, pp. 34-44.
  13. Ren, X. (2016). Rethinking the relationship between humans and computers, *Computer*, Vol.49, No.8, pp.104-108, IEEE.
  14. Kim, K., Ren, X., Choi, S., and Tan, H. (2016). Assisting People with Visual Impairments in Aiming at a Target on a Large Wall-Mounted Display, *International Journal of Human Computer Studies (IJHCS)*, Vol.86, No.2, pp.109–120.
  15. Putra, H.A. and Ren, X. (2016). AirVis: An Air-Based Physical Visual and Tactile Display, *ICIC Express letters, Part B: Applications*, 7(12), 2511-2518.
  16. Putra, H.A., Silpasuwanchai, C. and Ren, X. (2016). AirSqueeze: An Air-based game input device, *ICIC Express letters, Part B: Applications*, 7(11), 2309-2316.
  17. Kim, K., Ren, X. and Gao, Y. (2015). ShifTable: A Natural Remote Target Selection Technique on Large Displays, *Interacting with Computers (IwC)*, Vol.27, No.5, pp.1-13.

18. Tu, H., Ren, X. and Zhai, S. (2015). Differences and Similarities between Finger and Pen Stroke Gestures on Stationary and Mobile devices, *ACM Transactions on Computer Human Interaction (TOCHI)*, Vol.22, No. 5, pp. 1-39.
  19. Silpasuwanchai, C. and Ren, X. (2015). Designing Concurrent Full-Body Gestures for Intense Gameplay. *International Journal of Human Computer Studies (IJHCS)*, Vol.80, No.8, pp. 1-13.
  20. Dim, NK and Ren, X. (2014). Designing Motion Gesture Interfaces in Mobile Phones for Blind People, *Journal of Computer Science and Technology*, Vol.29, No.5, pp. 812-824, Springer (SCI).
  21. Kim, K. and Ren, X. (2014). Assisting Visually Impaired People to Acquire Targets on a Large Wall-Mounted Displays, *Journal of Computer Science and Technology*, Vol.29, No.5, pp. 825-836, Springer (SCI).
  22. Zhao, J., Soukoreff, R.W., Ren, X. and Balakrishnana, R. (2014). A Model of Scrolling on Touch-Sensitive Displays, *International Journal of Human-Computer Studies (IJHCS)*, Vol.72, No.12, pp. 805-821 (SCI).
  23. Go, K. and Ren, X. (2014): Special Issue on Human-Computer Interaction in the Asia-Pacific Region. *International Journal of Human-Computer Interaction*, Vol.30, No.8, pp. 613-614.
  24. Tu, H., Ren, X., Tian, F., and Wang, F. (2014). Evaluation of Flick and Ring Scrolling on Touch-based Smart Phones, *International Journal of Human-Computer Interaction*, , Vol.30, No.8, pp. 643-653. Taylor & Francis (SCI).
  25. Sun, M., Ren, X., Tu, H. and Tian, F. (2014). An Investigation into the Relationship between Texture and Human Performance in Steering and Gesture Input Tasks, *International Journal of Human-Computer Interaction*, Vol.30, No.8, pp. 654-662. Taylor & Francis (SCI).
  26. Kotani, K. and Ren, X. (2013). Special Issue on Computer Human Interaction, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.9, No.12, pp.4603-4604.
  27. Tu, H. and Ren, X. (2013). Optimal Entry Size of Handwritten Chinese Characters in Touch-based Mobile Phones, *International Journal of Human-Computer Interaction*, Vol. 29, No.1, pp. 1-12, Taylor & Francis (SCI). DOI:10.1080/10447318.2012.668130
  28. Sun, M., Ren, X., Zhai, S. and Wang, F. (2013). The Impact of Candidate Display Styles for Japanese and Chinese Characters on Input Efficiency, *International Journal of Human-Computer Studies*, Vol.71, No.3, pp. 236-249, Elsevier Ltd. (SCI).
  29. Hidehiko, O. and Ren, X. (2012). Special Issue on Human Computer Interaction, *ICIC Express Letter*, Vol.6, No.12, pp.2965 - 2965. (EI).
  30. Chu, C., Wang, F., Deng, H. and Ren, X. (2012). Establishing the Error Threshold for Alignment Tasks in Natural Direct-Touch Interaction, *ICIC Express Letter*, Vol.6, No.12, pp.3049 - 3054. (EI).
  31. Tu, H. and Ren, X. (2011). Finger chording in the air, *ICIC Express Letter*, Vol.6, No.6, pp.1623 - 1628. (EI).
  32. Sun, M. and Ren, X. (2011). Investigating the effects of multimodal feedback through tracking state in pen-based interfaces, *Behaviour & Information Technology*, Vol.30, No.6, pp.727-737. (SCI)
- SCI 网络版: 000296581200003 , EI: 20120314680686 , DOI:10.1080/0144929X.2011.633353
33. Ren, X. and Zhou, X. (2011). An Investigation of the Usability of the Stylus Pen for Various Age Groups on personal digital assistants, *Behaviour & Information Technology*, Vol.30, No.6, pp.709-726. (SCI)
- SCI 网络版: 000296581200002, EI: 20120314680685 ,

34. Yin, J. and Ren, X. (2011). A study of three novel line-based techniques for multi-target selection, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.7, No.3, pp.1397-1411. (SCI, EI)  
SCI 网络版: 000288522600030, EI: 20110813684420,
35. Sun, M., Ren, X. and Cao, X. (2010). Effects of Multimodal Error Feedback on Human Performance in Steering Tasks, *IPSJ Journal*, Vol. 51, No.12, pp.2375–2383 (Dec. 2010).  
**Recommended paper**
36. Wang, F. and Ren, X. (2010). A Survey of Human Computer Interaction technology for disabled, persons, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.6, pp. 2459-2467. (SCI)  
SCI 网络版: 000268553200009, EI: 20113714323132,
37. Liu, C. and Ren, X. (2010b). Fluid and natural pen interaction techniques by utilizing multiple input parameters, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.5, pp. 2103-2111. (SCI, EI)  
SCI 网络版: 000277576500011, EI: 20102312981352,
38. Xin, Y. and Ren, X. (2010). An Investigation of Adaptive Pen Pressure Discretization Method Based on Personal Pen Pressure Use Profile, *IEICE Transactions on Information and Systems*, Vol.E93-D, No.5, pp.1205-1213. (SCI, EI)  
SCI 网络版: 000279136500029, EI: 20101912916181,
39. Dong, L., Zhang, H., Ren, X., and Li, Y. (2010). Classifier Learning Algorithm Based on Genetic Algorithms, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.4, pp. 1973–1981. (SCI, EI)  
SCI 网络版: 000276578000035, EI: 20101912916348,
40. Liu, C. and Ren, X. (2010a). Experimental analysis of mode switching techniques in pen-based user interfaces, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.4, pp. 1983–1990. (SCI, EI)  
SCI 网络版: 000276578000036, EI: 20101912916349,
41. Zhang, H, Li, X., Dony, L., Ren, X., Guo, J. (2010). Study of Emergency Resource Distribution Based on Ant Colony Algorithm, *ICIC Express Letters*, Vol.4(3A), pp.751-756.  
EI: 20102613036857,
42. Yin, J. and Ren, X. (2010b). The Empirical Study of Stroke-Based Scrolling Techniques in Pen-based Interfaces, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.3(A), pp.1101-1112. (SCI, EI)  
SCI 网络版: 000275767800023, EI: 20101312815797,
43. Yin, J. and Ren, X. (2010a). An interactive system for Chinese traditional calligraphy and painting. *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.6, No.2, pp.509-518. (SCI, EI)  
SCI 网络版: 000275767800023, EI: 20101012755979,
44. Yin, J., Ren, X. and Zhai, S. (2010). Pen Pressure Control in Trajectory-based Interaction, *Behaviour & Information Technology*, Vol. 29, No. 2, pp.137-148. Taylor & Francis. (SCI, EI)

- SCI 网络版: 000275160400004, EI: 20101612871091,
45. Zhou, X. and Ren, X. (2010). An Investigation of Subjective Operational Biases in Steering Tasks Evaluation, *Behaviour & Information Technology*, Vol. 29, No. 2, pp.125-135. Taylor & Francis. (SCI, EI)
- SCI 网络版: 000275160400003, EI: 20101612871093,
46. Bao, D., Li, X., Xin, Y. and Ren, X. (2010). Study on pen-based input in different tilt angle of touch screen. *Chinese Journal of Scientific Instrument*, 31(8), pp. 257-262, 2010. (EI)
- EI: 20111113746667,
47. Xin, Y. and Ren, X. (2009). A Study of Inherent Pen Input Modalities for Precision Parameter Manipulations during Trajectory Tasks, *IEICE Transactions on Information and Systems*, Vol.E92-D, No.12, pp.2454-2461.(SCI, EI)
- SCI 网络版: 000273190800020, EI: 20101412822456,
48. Wang, F., Deng, H., Liang, B. Zheng, S. and Ren, X. (2009). A computer-assisted marking system for enhancing education equity, *International Journal of Innovative Computing, Information and Control (IJICIC)* , Vol.5, No. 12A, pp. 4702-4714. (SCI, EI)
- SCI 网络版: 000272566800030, EI: 20100312651154,
49. Wang, F., Deng, H., Ji, K., Liang, B., Deng, Y. and Ren, X. (2009). A Study on Scientific Workflow-based Astronomical Data Dissemination System, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol. 3, 4A, pp.903-908.
50. Zhou, X. and Ren, X. (2009). Speed-accuracy Tradeoff Models in Target-based and Trajectory-based Movements, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.5, No. 12A, pp. 4441-4451.(SCI,EI)
- SCI 网络版: 000272566800005,EI: 20100312651129,
51. Zhou, X. and Ren, X. (2009). A Comparison of Pressure and Tilt Input Techniques for Cursor Control, *IEICE Transactions on Information and Systems*, Vol.E92-D, No.9, pp. 1683-1691. (SCI, EI)
- SCI 网络版: 000272392700009, EI: 20101412824454,
52. Ren, X. and Zhou, X. (2009). The Optimal Size of Handwriting Character Input Boxes on PDAs, *Int. J. Human-Computer Interaction*, Vol.25, No.8, pp.762-784, Lawrence Erlbaum Associates. (SCI)
- SCI 光盘版: 000272798500003,
53. Wang, F. and Ren, X. (2009). A Survey of Human Computer Interaction Models for the Disabled, *Information*, Vol.12, No.3, pp.585-591.(SCI)
- SCI 网络版: 000268553200009,
54. Liu, C., Ren, X. and Daniels, P. (2008). Mobile Devices Strengthen Classroom Management, *International Journal of Intelligent Engineering and Systems*, Vol.1, No.3, pp.9-14.
55. Zhang, X. and Ren, X. (2008). An effective solution for automating the layout of transactional pages, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.4, No.11, pp.2899-2910. (SCI)
- SCI 网络版: 000260923100012,

56. Ren, X., Zhang, X., and Kyo, K (2008). Quantifying the Learning Effect in Human Performance Models, *International Journal of Innovative Computing, Information and Control (IJICIC)*, Vol.4, No.9, pp.2419-2429. (SCI)
- SCI 网络版: 000259152300026,
57. Yin, J. and Ren, X. (2007). ZWPS and Pressure Scroll: Two Pressure-based Techniques in Pen-based Interfaces, *IPSJ Journal*, Vol.48, No.12, pp.3750-2761.
58. Osawa, N. and Ren, X. (2007). A Study on Approximate and Fine Adjustments by Hand Motion in an Immersive Environment, *IPSJ Journal*, Vol.48, No.11, pp.3568-3576.
59. Kong, J. and Ren, X. (2007). The Optimal Calculation Method to Determine the Effective Target Width for the Application of Fitts' law, *IEICE Transactions on Information and Systems*, Vol.E90-D, No.4, pp.753-758. (SCI, EI)
- SCI 网络版: 000245929200006, EI: 20071710564647,
60. Kong, J., Ren, X., and Shinomori, K. (2007). Investigating the influence of colors on the performance of pointing tasks for human interface design, *IEICE Transactions on Information and Systems*, Vol.E90-D, No.2, pp.500-508. (SCI, EI)
- SCI 网络版: 000244546400015, EI: 20070910441687,
61. Kong, J., Ren, X. and Jiang, Q. (2006). Comparison of Input Devices in Pointing Tasks through the Observation of the Human Effects --An Application of the SH-Model, *Transactions of Human Interface Society*, Vol.8, No.2, pp.109-118.
62. Kong, J. and Ren, X. (2006). Calculation of Effective Target Width and its Effects on Pointing Tasks, *IPSJ Journal*, Vol.47, No.5, pp.1570-1572.
- Online version: *IPSJ Digital Courier*, Vol.2, pp.235-237,  
[http://www.jstage.jst.go.jp/article/ipsjdc/2/0/2\\_235/\\_article](http://www.jstage.jst.go.jp/article/ipsjdc/2/0/2_235/_article)
63. Ren, X., Kong, J. and Jiang, Q. (2005). SH-Model: A model based on both system and human effects for pointing task evaluation, *IPSJ Journal*, Vol.46, No.5, pp.1343-1353.
- Online version: *IPSJ Digital Courier*, Vol.1, pp.193-203,  
[http://www.jstage.jst.go.jp/article/ipsjdc/1/0/1\\_193/\\_article](http://www.jstage.jst.go.jp/article/ipsjdc/1/0/1_193/_article)
64. Ren, X. and Kong, J. (2004). A study of the optimal sizes for pen-input character boxes, *Information*, Vol.7, No.6, pp.747-754.
65. Kong, J., Ren, X., and Jiang, X. (2004). SH-Model: Considering both systematic and human factors, *Information*, Vol.7, No.6, pp.737-745.
66. Zhai, S., Kong, J. and Ren, X. (2004). Speed-accuracy tradeoff in Fitts' law tasks - on the equivalency of actual and nominal pointing precision, Special Issue of *International Journal of Human-Computer Studies*: "Fitts' law 50 years later: applications and contributions from human-computer interaction", Co-edited by edited by Y. Guiard, M. Beaudouin-Lafon, Vol.61, No.6, Elsevier Ltd., pp.823-856. (SCI)
- SCI 光盘版: 000225803300005,
67. Osawa, N. and Ren, X. (2004). Virtual 3D gearbox widget technique for precise adjustment by hand motion in immersive VR, *IEICE Transactions on Information and System*, Vol.E87-D, No.10, pp.2408-2414. (SCI, EI)
- SCI 网络版: 000224394100012, EI: 2004478466284,
68. Guan, Z., Ren, X., Li, Y., Dai, G. (2004). Zoom Selector: A pen-based interaction technique for

small target selection, *IP SJ Journal*, Vol.45, No.8, pp.2087-2097.

69. Ma, C., Dai, G., Chen, Y., and Ren, X. (2004). An Infrastructure Approach to Gesture interaction Computing in Conceptual Design, *International Journal of Asian Information, Science and Life (AISL)*, Vol.2, No.2, Nova Science Inc., New York, pp. 141-149.
70. Li, Y., Guan, Z., Ren, X., and Dai, G. (2004). A Smooth Bridge from Idea Capture to Communication, *International Journal of Asian Information, Science and Life (AISL)*, Vol.2, No.2, Nova Science Inc., New York, pp. 121-130.
71. Ren, X. and Dai, G. (2004). Preface: Introduction to the Special Issue "Evolution of Human-Computer Interaction", *International Journal of Asian Information, Science and Life (AISL)*, Vol.2, No.2, Nova Science Inc., New York, pp.2-5.
72. Osawa, N., Ren, X., Suzuki, M. (2003). Investigating Text Entry Strategies for an Immersive Virtual Environment, *Information*, Vol.6, No.5, pp.577-582.
73. Li, Y., Guan, Z., Dai, G., Ren, X., Han, Y.(2003). A Context-aware Infrastructure for Supporting Applications with Pen-based Interaction, in *Journal of Computer Science and Technology* (Allerton Press, Inc. New York), Vol.18, No.3, pp.343-353. (SCI, EI)  
  
SCI 网络版: 000183210500009, EI: 2003257507915, CSCD
74. Guo, L., Ren, X., and Ding, H. (2002). Brush Pen Model on Digital Pen Simulated System of Painting and Calligraphy (in Chinese), *Journal of Kunming university of science and technology*, Vol.27, No.6. pp.83-88.
75. Mizobuchi, S., Ren, X. and Yasumura, M. (2002). An empirical study of the minimum required size and the number of targets with a pen and with a cursor key on a small display (in Japanese), special issue of *IP SJ Journal*: "Interaction technologies – research and practical aspects", Vol.39, No.7, pp.3733-2307.  
  
SCI 网络版: 000181441200015,
76. Ren, X., Zhang, G., and Dai, G. (2001). The efficiency of various multimodal input interfaces evaluated in two empirical studies, in *IEICE Transactions on Information and Systems*, Vol. E84-D, No.10, pp.1421-1426. (EI, SCI)  
  
SCI 网络版: 000171428200018, EI: 2001546794121,
77. Ren, X., Guan, Z., Dai, G., and Moriya, S. (2001). Pen-based interaction and directions of human-computer interaction, in *Journal of Computer Sciences (in Chinese)*, Vol.28, No.4, pp.82-86.
78. Ren, X. and Moriya, S. (2001). Research alert: Improving selection performance on pen-based systems: A study of pen-input interaction for selection tasks, *ACM interactions*, January/February 2001, pp.11-12. (ACM)
79. Ren, X. and Moriya, S. (2000), Improving selection performance on pen-based systems: A study of pen-based interaction for selection tasks, *ACM Transactions on Computer Human Interaction (ToCHI)*, Vol.7, No.3, pp.384-416. (ACM)  
  
Special Issue of ToCHI: "Beyond the Workstation: Human Interaction with Mobile Systems", Co-edited by Allan MacLean (Xerox Research Centre Europe) and Philip Gray (University of Glasgow) (2001), *ACM interactions*, March/April 2001, pp.7-9.
80. Chen, S., Ren, X., Kim, H., and Machi, Y. (2000), An evaluation of the physiological effects of CRT displays on computer users, *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, Vol. E83-A, No.8, pp.1713-1719. (SCI, EI)  
  
SCI 网络版: 000088984800027, EI: 2000465354766,

81. Ren, X. and Moriya, S. (1999), The effect of variables on selection strategies for pen-based systems, *Chinese Journal of Advanced Software Research* (Allerton Press, Inc. New York), Vol.6, No.2, pp.188-189. (EI)  
EI: 2000115003573,
82. Ren, X. and Moriya, S. (1998), How are the differences between selection strategies affected by changes in target size, distance and direction? *IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences*, Vol. E81-A, No.10, pp.2228-2234. (EI)  
EI: 1999174593274,
83. Ren, X. and Moriya, S. (1998), Selection strategies for small targets and the smallest maximum target size on pen-based systems, in *IEICE Transactions on Information and Systems*, Vol. E81-D, No.8, pp.822-828. (EI)  
EI: 1998504419141
84. Ren, X. and Moriya S. (1998), Formulas depicting the relationships between the width and height of pen-input character boxes and line-frames (in Japanese), *IPSJ Journal*, Vol.39, No.7, pp.2298-2307.
85. Ren, X. and Moriya S. (1995), The minimal sizes and the quasi-optimal sizes for the input square during pen-input of characters (in Japanese), *IPSJ Journal (Information Processing Society of Japan)*, Vol.36, No.3, pp.645-657.
86. Ren, X., Morita T., and Moriya S. (1991), Recognizing punctuation marks in on-line handwritten text data (in Japanese), *IEICE Transactions on Information and Systems*, D-II, Vol.J74-D-II, No.10, pp.1479-1481.

### **c. Articles in refereed international conference proceedings (198)**

1. Yang Li, Sayan Sarcar, Yilin Zheng, and Xiangshi Ren. 2021. Exploring Text Revision with Backspace and Caret in Virtual Reality. To appear *In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. (acceptance rate 26.3%)
2. Xinhui Jiang, Jussi Jokinen, Antti Oulasvirta, Xiangshi Ren (2020). How We Type: Eye and Finger Movement Strategies in Touchscreen Typing, *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '20)*, ACM.
3. Yang Li, Sayan Sarcar, Xiangshi Ren (2020). Swap: A Replacement-based Text Revision Technique for Mobile Devices. *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '20)*, ACM.
4. Sayan Sarcar, Cosmin Munteanu, Jussi Jokinen, Neil Charness, Mark Dunlop, Xiangshi Ren (2020). Designing Interactions for the Ageing Populations – Addressing Global Challenges. *Proceedings of the ACM CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI '20)*, ACM.
5. William Delamare, Chaklam Silpasuwanchai, Sayan Sarcar, Toshiaki Shiraki and Xiangshi Ren. On Gesture Combination: An Exploration of a Solution to Augment Gesture Interaction, *Proceedings of ISS 2019*, pp. 135-146, ACM.
6. William Delamare, Junhyeok Kim, Pourang Irani, Xiangshi Ren. Interacting with Autostereograms, *Proceedings of MobileHCI 2019*, No.30, pp.1-12, ACM
7. Ole Goethe, Kavous Salehzadeh Niksirat, Ilyena Hirskyj-Douglas, Huatong Sun, Effie Law, Xiangshi Ren (2019). From UX to Engagement: Connecting Theory and Practice, Addressing Ethics and Diversity, *Universal Access in Human-Computer Interaction. Theory, Methods and Tools. HCII 2019*. 91-99, Springer.
8. Huawei Tu, Susu Huang, Jiabin Yuan, Xiangshi Ren, Feng Tian. Crossing-Based Selection with Virtual Reality Head-Mounted Displays. *Proceedings of the ACM CHI Conference on Human*



*Factors in Computing Systems (CHI '19)*, Glasgow, UK

9. William Delamare, Ali Neshati, Pourang Irani, Xiangshi Ren. An Analytic Model for Time Efficient Personal Hierarchies. *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '19)*, Glasgow, UK. **Honourable mention award, top 5% of 2960 submissions**
10. Feng Tian, Xiangshi Ren, Xiangmin Fan, Wei Li, Haipeng Mi, Tun Lu, Chun Yu, and Dakuo Wang. HCI in China: Research Agenda, Education Curriculum, Industry Partnership, and Communities Building. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19)*, Glasgow, UK
11. Sayan Sarcar, Ayumu Ono, Chaklam Silpasuwanchai, Antti Oulasvirta, William Delamare, Xiangshi Ren (2019). Exploring Performance of Thumb Input for Pointing and Dragging Tasks on Mobile Device. *AsianHCI '19: Proceedings of Asian CHI Symposium 2019: Emerging HCI Research Collection*, May 2019, pp.38–45.
12. Chen Wang, Sayan Sarcar, Masaaki Kurosu, Jerrey Bardzell, Antti Oulasvirta, Aliaksei Miniukovich, Xiangshi Ren (2018). Approaching Aesthetics on User Interface and Interaction Design, *Proceedings of the 2018 ACM on Interactive Surfaces and Spaces (ISS '18)*, Tokyo, Japan (November 25-28, 2018), ACM, New York, USA.
13. Chen Wang, Xiangshi Ren (2018). An Entropy-based Approach for Computing the Aesthetics of Interfaces, *Proceedings of the 2018 ACM on Interactive Surfaces and Spaces (ISS '18)*, Tokyo, Japan (November 25-28, 2018), ACM, New York, USA.
14. Quan Wen, Chen Wang, Xiaoying Sun, Xiangshi Ren (2018). Integration between UIDL and Interface Computational Aesthetics, *Proceedings of the 2018 ACM on Interactive Surfaces and Spaces (ISS '18)*, Tokyo, Japan (November 25-28, 2018), ACM, New York, USA.
15. Sayan Sarcar, Cosmin Munteanu, Jussi Jokinen, Antti Oulasvirta, Neil Charness, Mark Dunlop, Xiangshi Ren (2018). Designing Interactions for the Ageing Populations. *Proceedings of the 2018 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM.
16. Salehzadeh Niksirat, K., Sarcar, S., Sun, H., Law, E.L.C, Clemmensen, T., Bardzell, J., Oulasvirta, A., Silpasuwanchai, C., Light, A., Ren, X. (2018). Approaching Engagement towards Human-Engaged Computing. In *Proceedings of the CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI '18), Special Interest Group (SIG) Proposal*. ACM. Montreal, Canada (April 21 – 26, 2018). (Peer reviewed, SIG Meeting, Acceptance rate: 31%).
17. Sayan Sarcar, et al., and Xiangshi Ren. Ability-Based Optimization: Designing Smartphone Text Entry Interface for Older Adults. In *IFIP Conference on Human-Computer Interaction (2017)*: 326-331.
18. Dim, N.K., Kibum, K., Ren, X. (2017). An Exploratory Study of Marking Menu Selection by Visually Impaired Participants, *Proceedings of 3rd IEEE International Conference in Smart Computing (SMARTCOMP 2017, 29-31 May 2017, Hong Kong)*, pp. 1-7. **Best Community Paper Award. Only one Best Community Paper Award among 80 submissions. Acceptance Rate 30 of 80 submissions, 37.5%**
19. Farooq, U., Grudin, J., Shneiderman, B., Maes, P. and Ren, X. (2017). Human Computer Integration versus Powerful Tools, *Proceedings of the CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI '17)*, pp.1277-1282, Denver, USA (May 6 – 11, 2017).
20. Jokinen, J., Sarcar, S., Oulasvirta, A., Silpasuwanchai, C., Wang, Z. and Ren, X. (2017). Modelling Learning of New Keyboard Layouts, *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '17)*, pp. 4203-4215, Denver, USA (May 6 – 11, 2017). **Acceptance rate = 25%, Best Paper Award (top 1% of 2424 submissions)**
21. Niksirat, K.S., Silpasuwanchai, C., Ahmed, M., Cheng, P. and Ren, X. (2017). A Framework for Interactive Mindfulness Meditation Using Attention-Regulation Process, *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '17)*, Denver, USA (May 6 – 11,

- 2017), pp. 2672-2684. Acceptance rate = 25%
22. Ahmed, M., Silpasuwanchai, C., Niksirat, K.S., and Ren, X. (2017). Understanding the Role of Human Senses in Interactive Meditation, *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '17), Denver, USA (May 6 – 11, 2017)*, 4960-4965. Acceptance rate = 25%
  23. Sarcar, S., Munteanu, C., Jokinen, J., Oulasvirta, A., Silpasuwanchai, C., Charness, N., Dunlop, M., and Ren, X. (2017). Designing Mobile Interactions for the Ageing Populations, *Proceedings of the CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI '17), Denver, USA (May 6 – 11, 2017)*, 506-509. Acceptance rate = 25%
  24. Niksirat, K.S., Silpasuwanchai, C., Ren, X. and Wang, Z. (2017). Towards Cognitive Enhancement of the Elderly: A UX Study of a Multitasking Motion Video Game, *Proceedings of the CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI '17), Denver, USA (May 6 – 11, 2017)*, 2017-2024. Acceptance rate = 38.7%
  25. Wang, Q., Ren, X., and Sun, X. (2017). Enhancing Pen-based Interaction using Electro vibration and Vibration Haptic Feedback, *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems (CHI '17), Denver, USA (May 6 – 11, 2017)*, pp. 3746-3750. Acceptance rate = 25%
  26. Wang, Q., Ren, X., Sarcar, S., Sun, X. (2016). EV-Pen: Leveraging Electro vibration Haptic Feedback in Pen Interaction, *Proceedings of the 2016 ACM on Interactive Surfaces and Spaces (ISS '16), Niagara Falls, Canada (November 6 – 9, 2016)*, pp. 57-66. ACM, New York, USA. Acceptance rate = 28%, **Only one Best Paper Award among 119 submissions. Acceptance Rate 33 of 119 submissions, 28%**
  27. Wang, Q., Ren, X., Sun, X. (2016). EV-Pen: An Electro vibration Haptic Feedback Pen for Touchscreens, *SIGGRAPH ASIA 2016 Emerging Technologies (SA '16), Macau (December 5 – 8, 2016)*. ACM, New York, NY, USA. Acceptance rate = 20%
  28. Niksirat, K.S., Silpasuwanchai, C., Wang, Z., Fan, J., and Ren, X. (2016). Age-Related Differences in Gross Motor Skills. *Proceedings of the 2016 ACM International Symposium on Interactive Technology and Ageing Populations (ITAP '16, Kochi, Japan, October 20 - 22, 2016)*, New York: ACM Press (ISTP, ACM). Acceptance rate = 50%
  29. Sarcar, S., Jokinen, J., Oulasvirta, A., Silpasuwanchai, C., Wang, Z., and Ren, X. (2016). Towards Ability-Based Optimization for Aging Users, *Proceedings of the 2016 ACM International Symposium on Interactive Technology and Ageing Populations (ITAP '16, Kochi, Japan, October 20 - 22, 2016)*, New York: ACM Press (ISTP, ACM). Acceptance rate = 50%
  30. Wang, C., and Ren, X. (2016). Applying Visual Complexity into Interface Aesthetic Computing, *Proceedings of the 2016 ACM International Symposium on Interactive Technology and Ageing Populations (IxAP '16, Kochi, Japan, October 20 - 22, 2016)*, poster. **Best Poster Award**
  31. Ahmed, M., Silpasuwanchai, C., Niksirat, K.S., Ren, X. (2016). How Audio, Visual, Touch and their Combinations Affect Meditation - Case Study through Smartphone Apps, *International Symposium on Interaction Design and Human Factors (IDHF 2016)*, poster. **Best Poster Award**
  32. Wang, X., Niksirat, K.S., Silpasuwanchai, C., Wang, Z., Ren, X., and Niu, Z. (2016). How Skill Balancing Impact the Elderly Player Experience? *Proceedings of the 13th IEEE International Conference on Signal Processing (ICSP 2016, 6 – 10 November 2016, Chengdu, China)*. pp.983-983, IEEE Press.
  33. Putra, H. A., and Ren, X. (2016). Developing fMRI-Compatible Interaction Systems through Air Pressure, in *UIST '16 Adjunct: Proceedings of the 29th Annual Symposium on User Interface Software and Technology (UIST '16), Tokyo, Japan (October 16 – 19, 2016)*. pp. 192-192. Acceptance rate = 42%

34. Silpasuwanchai, C., Ma, X., Shigemasu, H. and Ren, X. (2016). Developing a Comprehensive Engagement Framework of Gamification for Reflective Learning, *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS 2016, June 4 – 8, 2016, Brisbane, Australia)*, pp. 459-472. Acceptance rate = 26%
35. Dim, N.K., Silpasuwanchai, C., Sarcar, S. and Ren, X. (2016). Designing Mid-Air TV Gestures for Blind People Using User- and Choice-Based Elicitation Approaches, *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS 2016, June 4 – 8, 2016, Brisbane, Australia)*, pp. 204-214. Acceptance rate = 26%
36. Charness, N., Dunlop, M., Munteanu, C., Nicol, E., Oulasvirta, A., Ren, X., Sarcar S., Silpasuwanchai, C. (2016). Rethinking Mobile Interfaces for Older Adults, *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI EA '16, May 7 – 12, 2016, San Jose, USA)*. ACM, New York, NY, USA, 1131-1134. (Author names are in the Alphabetical order) Acceptance rate = 23%
37. Law, E., Silpasuwanchai, C., Ren, X., Bardzell, J., Clemmensen, T., Liu, Y. (2015). Leveraging and Integrating Eastern and Western Insights into Human Engagement Studies, *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI Workshop '15)*. Seoul, Korea (April 18-23). New York: ACM Press, pp.2433-2436. Acceptance rate = 25%
38. Machida, T., Dim, N.K., and Ren, X. (2015). Suitable Body Parts for Vibration Feedback in Walking Navigation Systems, *Proceedings of the Third International Symposium of Chinese CHI*. (18-19 April 2015, Seoul, Korea) ACM, New York, NY, USA, 32-36. Acceptance rate = 38%
39. Pang, K., Tu, H. and Ren, X. (2015). A Comparative Evaluation of Finger and Pen Stroke Gestures in Mobile Environments, *Proceedings of Chinese CHI 2015* (18-19 April 2015, Seoul, Korea), poster.
40. Ren, X., Silpasuwanchai, C., and Law, E. (2015). Human-Engaged Computing, *Proceedings of the Third International Symposium of Chinese CHI*. Poster.
41. Mizobata, R., Silpasuwanchai, S., and Ren, X. (2014). Only for casual players? Investigating player differences in full-body game interaction, *Proceedings of the Second International Symposium of Chinese CHI*. ACM, New York, NY, USA, 57-65.
42. Kim, K., Gao, Y., and Ren, X. (2014). ShifTable: A Natural Remote Target Selection Technique on Large Displays, *Proceedings of International Symposium on Interaction Design and Human Factors 2014*. Full paper.
43. Mizobata, R., Silpasuwanchai, C., and Ren, X. (2014). Player Differences in Full-body Game Interaction, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
44. Pang, K., Tu, H., and Ren, X. (2014). A Comparative Evaluation of Finger and Pen Stroke Gestures While Walking, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
45. Jinjo, N., Mizobata, R., Silpasuwanchai, C., and Ren, X. (2014). Generation Effects on Mobile Gaming, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
46. Shiraki, T., Yamaguchi, H., Silpasuwanchai, C., Ma, X., and Ren, X. (2014). User-defined Simultaneous Gestures for TV Control, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
47. Kume, K., and Ren, X. (2014). An Empirical Study of Pen Use Profiles: Pressure, Tilt and Azimuth, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
48. Obata, M., Putra, H. A., Silpasuwanchai, C., Pang, K., and Ren, X. (2014). Investigation of Time Pressure Effect on Performance, *International Symposium on Interaction Design and Human Factors 2014*. Poster.

49. Machida, T., Dim, N. K., and Ren, X. (2014). Investigating Suitable Body Parts for Vibration Feedback System for Navigation, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
50. Matsuoka, K., Dim, N. K., and Ren, X. (2014). Motion-based Marking Menus for Blind People in Mobile Interactions, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
51. Okamoto, M., Mizobata, R., Silpasuwanchai, C., and Ren, X. (2014). Too Many Gestures to Remember! Investigating Memorability of Motion Gestures, *International Symposium on Interaction Design and Human Factors 2014*. Poster.
52. Kim, K., Gao, Y. and Ren, X. (2014). Natural Remote Target Selection Technique on Large Displays, *SIGCHI Premier Sessions in HCIK 2015*.
53. Chaklam, S. and Ren, X. (2014). Jump and Shoot! - Prioritizing Primary and Alternative Body Gestures for Intense Gameplay, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2014, 26 April - 1 May 2014, Toronto, Canada)*, ACM Press (ISTP, ACM) , pp. 951-954. Acceptance rate of 22.5%
54. Mizobata, R., Chaklam, S. and Ren, X. (2014). Only for Casual Players? Investigating Player Types in Full-body Game Gestures, *Proceedings of Chinese CHI 2014 (26-27 April 2014, Toronto, Canada)*, ACM Press (ISTP, ACM) , pp. 57-65. Acceptance rate of 30.1%
55. Ren, X. (2013). Enhancing Kinect-based Interaction Effectiveness by Utilizing Various Input and Output Modalities, *Microsoft Research CORE8 Project Summary Booklet*, Microsoft Research, pp. 29--32, Beijing, China, 2013/5/23.
56. Sun, M., Ren, X., Zhai, S. and Mukai, T. (2012). An Investigation of the Relationship between Texture and Human Performance in Steering Tasks, *Proceedings of APCHI 2012 (Vol.1, long talks, August 28 – 31, Matsue, Japan)*, ACM Press, pp.1-6. Acceptance rate of 25.8%.
57. Tu, H., Wang, F., Tian, F. and Ren, X. (2012). A Comparison of Flick and Ring Document Scrolling in Touch-based Mobile Phones, *Proceedings of APCHI 2012 (Vol.1, long talks, August 28 – 31, Matsue, Japan)*, ACM Press, pp.29-34. Acceptance rate of 25.8%.
58. Tu, H., Yang, X., Wang, F., Tian, F. and Ren, X. (2012). Mode Switching Techniques through Pen and Device Profiles, *Proceedings of APCHI 2012 (Vol.1, long talks, August 28 – 31, Matsue, Japan)*, ACM Press, pp.169-176. Acceptance rate of 25.8%.
59. Chu, C., Wang, F. and Ren, X. (2012). Establishing the Error Threshold for Alignment Tasks in Natural Direct-touch Interaction, *Proceedings of APCHI 2012 (Vol.2, short talks)*, pp.531-534. Acceptance rate of 30%.
60. Hayashi, Y., Tu, H. and Ren, X. (2012). An Empirical Investigation into Differences and Similarities between Age-related Stroke Gestures, *Proceedings of APCHI 2012 (Poster)*, p.631.
61. Okamoto, M., Tu, H. and Ren, X. (2012). Experimental Analysis of Pen and Finger Gestures in Mobile Environments, *Proceedings of APCHI 2012 (Poster)*, p.689.
62. Kusuba, M., Tu, H. and Ren, X. (2012). Investigation of Usable Gestures for Elder People with User-defined Approach, *Proceedings of APCHI 2012 (Poster)*, p.719.
63. Mizobata, R., Tu, H. and Ren, X. (2012). User-defined Motion Gestures, *Proceedings of APCHI 2012 (Poster)*, pp.783-784.
64. Tu, H., Ren, X. and Zhai, S. (2012). A Comparative Evaluation of Finger and Pen Stroke Gestures, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2012, 5- 10 May 2012, Austin, Texas)*, ACM Press (ISTP, ACM), pp. 1287-1296. Acceptance rate of 27%
65. Xin, Y., Bi, X. and Ren, X. (2012). Natural Use Profiles for the Pen: An Empirical Exploration of

- Pressure, Tilt, and Azimuth, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2012, 5- 10 May 2012, Austin, Texas)*, ACM Press (ISTP, ACM) , pp. 801-804. Acceptance rate of 16%
66. Sun, M. Cao, X., Song, H., Izadi, S., Benko, H., Guimbretiere, F., Ren, X., and Hinckley, K. (2011). Enhancing Naturalness of Pen-and-Tablet Drawing through Context Sensing, *Proceedings of the ACM Conference on Interactive Tabletops and Surfaces (ITS 2011, 13- 16 Nov 2011, Kobe, Japan)*, ACM Press (ISTP, ACM), pp. 83-86, Acceptance rate of 33%
- EI: 20120114651363 doi> 10.1145/2076354.2076371
67. Soukoreff, W., Zhao, J. and Ren, X. (2011). The Entropy of a Rapid Aimed Movement: Fitts' Index of Difficulty versus Shannon's Entropy, *Proceedings of the 13th IFIP TC13 International Conference on Human-Computer Interaction (INTERACT 2011, September 5-9, 2011, Lisbon, Portugal)* (ISTP,EI,ACM), pp. 222-239. Acceptance rate of 27.6%
68. Zhou, X., Zhao, S., Chignell, M. and Ren, X. (2011). An Empirical Investigation of Age-related Performance in Computer Interface Tasks, *Proceedings of 2011 IEEE International Conference on Information and Automation (ICIA, 6-8 June 2011, Shenzhen)*, pp. 817 - 822.
69. Xin, Y., Bi, X. and Ren, X. (2011). Acquiring and Pointing: An Empirical Study of Pen Tilt-Based Interaction, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2011, 7- 12 May 2011, Vancouver, Canada)*, ACM Press, pp. 849-858. (ISTP, ACM) Acceptance rate of 26%
- EI: 20112414048203
70. Xin, Y., Li, Y. and Ren, X. (2010). A Pen Pressure Division Method Using Personal Distribution, *Proceedings of the 2010 IEEE International Conference on Information and Automation (June 20 - 23, Harbin, China)*, pp.793-798. (EI)
- EI: 20103413172007
71. Sun, M. and Ren, X. (2010). An Empirical Comparison of the Locations of Haptic Feedback in Steering Tasks, *Proceedings of the 2010 IEEE International Conference on Information and Automation (June 20 - 23, Harbin, China)*, pp.163-166. (EI)
- EI: 20103413171899
72. Bao, D., Xin, Y. and Ren, X. (2010). Effect of Tilt Angle of Tablet on Pen-based Input Operation Based on Fitts' Law, *Proceedings of the 2010 IEEE International Conference on Information and Automation (June 20 - 23, Harbin, China)*, pp.990-104. (EI)
- EI: 2010341317 1887
73. Zhang, X., Ren, X., and Zha, H. (2010). Modeling Dwell-Based Eye Pointing Target Acquisition, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2010, 10- 15 April 2010, Atlanta, GA, USA)*, ACM Press, pp. 2083-2092. (ISTP, EI, ACM). Acceptance rate 22%
- ISTP: 000281276701082, EI: 20102613044009
74. Wang, F., Cao, X., Ren, X. and Irani, P. (2009). Detecting and Leveraging Finger Orientation for Interaction with Direct-Touch Surfaces, *Proceedings of ACM Symposium on User Interface Software and Technology (UIST 2009, October 4- 7, 2009, Victoria, BC)*, ACM Press, pp.23-32. (ACM, EI) Acceptance rate 17%
- ISTP: 000290933000 004, EI: 20094812518613
75. Zhou, X., Cao, X. and Ren, X. (2009). Speed-Accuracy Tradeoff in Trajectory-Based Tasks with

Temporal Constraint, *Proceedings of the 12th IFIP TC13 International Conference on Human-Computer Interaction (INTERACT 2009, August 26-28, 2009, Uppsala, Sweden)*, pp. 906-919. (ISTP, EI, ACM)

ISTP、SCI 网络版: 000270899000099, EI: 20094512435139

76. Liu, C. and Ren, X. (2009). Improving Seamless and Continuous Operations in Pen-based Systems, *Proceedings of the 12th IFIP TC13 International Conference on Human-Computer Interaction (INTERACT 2009, August 26-28, 2009, Uppsala, Sweden)*, pp. 216-273.(ACM)
77. Sun, M. and Ren, X. (2009). An Evaluation of Multimodal Feedback in Tracking State for Pen-based Interfaces, *Proceedings of the 2009 IEEE International Conference on Mechatronics and Automation (ICMA 2009, August 9-12, 2009, Changchun, China)*, pp. 72-77. (ISTP, EI)

ISTP: 000280158100014, EI: 20100912743339

78. Wang, F. and Ren, X. (2009). Empirical Evaluation for Finger Input Properties in Multi-touch Interaction, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2009, 4- 9 April 2009, Boston, USA)*, ACM Press, pp. 1063-1072. (ISTP, ACM) Acceptance rate 24.5%

ISTP: 000265679300122

79. Zhou, X. and Ren, X. (2008). An Empirical Study of Operational Bias in Steering Tasks for Different User Groups, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.384-385.
80. Xin, Y. and Ren, X. (2008). A Study of Value Distributions of Pen Properties, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.196-200. Best student paper award
81. Wang, F. and Ren, X. (2008). A Widget Design and an Empirical Evaluation for fundamental Human Finger Factors in Touch Technique, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.380-383.
82. Sun, M. and Ren, X. (2008). Comparing the effects of audio, tactile and visual feedback on steering task, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.386-388.
83. Oya, T., Sun, M. and Ren, X. (2008). Using Tactile Feedback to Improve Human's Performance in Hovering State of Pens, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.389-392. Best student paper award
84. Liu, C. and Ren, X. (2008). Mode Switching Techniques, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.201-206. Best student paper award
85. Fukutoku, F., Xin, Y. and Ren, X. (2008). The Optimal Azimuth Angle for Trajectory-based Tasks in Pen-based Interface, *Proceedings of NEINE'08 (the International Conference on Next Era Information Networking, (Kochi, Japan, 23 December, 2008)*, pp.393-396. Best student paper award
86. Zhou, X. and Ren, X. (2008). Speed-accuracy tradeoff models in target-based and trajectory-based movements, *extended abstracts of ISII2008: 2008 International Symposium on Intelligent Informatics (Kumamoto, Japan, December 12-13)*, p.134.

SCI 网络版: 000272566800005, EI: 20100312651129

87. Wang, F., Deng, H., Liang, B. Zheng, S. and Ren, X. (2008). A computer-assisted marking system for enhancing education equity, *extended abstracts of ISII2008: 2008 International Symposium on Intelligent Informatics (Kumamoto, Japan, December 12-13)*, p.91.  
SCI 网络版: 000272566800030 , EI: 20100312651154
88. Zhou, X., Ren, X. and Hui, Y. (2008). Effect of Start Position on Human Performance in Steering Tasks, *Proceedings of CSSE2008: 2008 International Conference on Computer Science and Software Engineering (Wuhan, China, December 12-14, 2008)*, IEEE Publisher, pp.1098-1101. (EI)  
EI: 20110713665159
89. Xin, Y., Ren, X. and Li, D. (2008). A comparison of pen pressure and tilt in precision parameter manipulation, *Proceedings of CSSE2008: 2008 International Conference on Computer Science and Software Engineering (Wuhan, China, December 12-14, 2008)*, IEEE Publisher, pp.1070-1073. (EI)  
EI: 20110713665153)
90. Zhou, X., Ren, X. and Hui, Y. (2008). An Empirical Comparison of Pen Pressure and Pen Tilt Input Techniques, *Proceedings of ISPA 2008: IEEE International Symposium on Parallel and Distributed Processing with Applications (Sydney, Australia, December 10th ~ 12th, 2008)*, IEEE Publisher, pp.982-989. (ISTP, EI)  
ISTP: 000263416900129, EI: 2009 0911929898
91. Liu, C., Ren, X. and Li, D. (2008). A Comparative Evaluation of Mode Switching Techniques, *Proceedings of ISPA 2008: IEEE International Symposium on Parallel and Distributed Processing with Applications (Sydney, Australia, December 10th ~ 12th, 2008)*, IEEE Publisher, pp.975-981. (ISTP, EI)  
ISTP: 000263416900128, EI: 200909 11929897
92. Wang, F., Ren, X. and Liu, Z. (2008). A Robust Blob Recognition and Tracking Method in Vision-based Multi-touch Technique, *Proceedings of ISPA 2008: IEEE International Symposium on Parallel and Distributed Processing with Applications (Sydney, Australia, December 10th ~ 12th, 2008)*, IEEE Publisher, pp.971-974. (ISTP, EI)  
SCI 网络版: 000263416900127, EI: 20090911929896
93. Yin, J., Ren, X., and Liu, C. (2008). Mode Switching Techniques Based on Pen Angle Inputs, *Adjunct Proceedings of APCHI2008: 8th Asia Pacific Conference on Computer Human Interaction (Seoul, South Korea, July 6 - 9, 2008)*, pp.129-130.
94. Zhou, X., Fukutoku, F. and Ren, X. (2008). An Investigation of Different Start Positions in Steering Tasks, *Adjunct Proceedings of APCHI2008: 8th Asia Pacific Conference on Computer Human Interaction (Seoul, South Korea, July 6 - 9, 2008)*, pp.121-122.
95. Xin, Y. and Ren, X. (2008). Direct and Indirect Pen Tilt Input with Visual Feedbacks, *Adjunct Proceedings of APCHI2008: 8th Asia Pacific Conference on Computer Human Interaction (Seoul, South Korea, July 6 - 9, 2008)*, pp.119-120.
96. Fukutoku, F., Zhou, X., and Ren, X. (2008). An Evaluation of the Maximal Path Width for the Steering Law, *Adjunct Proceedings of APCHI2008: 8th Asia Pacific Conference on Computer Human Interaction (Seoul, South Korea, July 6 - 9, 2008)*, pp.116-118.
97. Ren, X., Ooya, T., and Liu, Y. (2008). Enhancing Pie-menu Selection with Pen Pressure, *Proceedings of the Third International Conference on Innovative Computing, Information and Control (ICICIC2008, June 18 -20, 2008, Dalian, China)* , IEEE computer society, pp.364-367.

(EI)

EI: 20084011617232

98. Dong, L., Sun, M., and Ren, X. (2008). Attribute Division Algorithm Based on Entropy, *Proceedings of the Third International Conference on Innovative Computing, Information and Control (ICICIC2008, June 18 -20, 2008, Dalian, China)* , IEEE computer society, pp.365-368. (EI)

EI: 20084011617233

99. Zhang, X., Ren, X., and Zha, H. (2008). Improving Eye Cursor's Stability for Eye Pointing Tasks, *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2008, 5- 10 April 2008, Florence, Italy)*, ACM Press, pp.525-534. (ISTP, EI, ACM) Acceptance rate 22%

ISTP: 000268586100065, EI: 20085211801971

100. Ooya, T., and Ren, X., and Yin, J. (2007). Layer-pie-menu: A menu selection technique using pressure-sensitive pie-menus, *Proceedings of NEINE'07 (the International Conference on Next Era Information Networking, Shanghai, China, 23-24 September, 2007)*, pp.199-202.

101. Fukutoku, F., Ren, X., and Zhou, X. (2007). An Empirical Evaluation of Upper Bound Limit of Width for Steering Task, *Proceedings of NEINE'07 (the International Conference on Next Era Information Networking, Shanghai, China, 23-24 September, 2007)*, pp.196-198.

102. Ren, X., Yin, J., Zhao, S., and Li, Y. (2007). The Adaptive Hybrid Cursor: A Pressure-based Target Selection Technique for Pen-based User Interfaces, *Proceedings of the eleventh IFIP TC13 International Conference on Human-Computer Interaction (INTERACT 2007, September 10-14, 2007, Rio De Janeiro, Brazil)*, pp.310-323. (ISTP, EI)

ISTP: 000249724200026 , EI: 20080411041036

103. Yin, J. and Ren, X. (2007). ZWPS: A Hybrid Selection Techniques for Small Target Acquisition in Pen-based Interfaces, *Proceedings of the eleventh IFIP TC13 International Conference on Human-Computer Interaction (INTERACT 2007, September 10-14, 2007, Rio De Janeiro, Brazil)*, pp.503-506. (EI)

ISTP: 0002502545 00045 , EI: 20080311038697

104. Yin, J. and Ren, X. (2007). Investigation to Line-based Techniques for Multi-target Selection, *Proceedings of the eleventh IFIP TC13 International Conference on Human-Computer Interaction (INTERACT 2007, September 10-14, 2007, Rio De Janeiro, Brazil)*, pp.507-510. (ISTP , EI)

ISTP: 000250254500046, EI: 20080311038698

105. Ren, X., Mizobuchi, S., Yin, J., and Ooya, T. (2007). Establishing User Discriminated Pressure Levels and the Effects of Posture on Pressure Input, *Proceedings of the Second International Conference on Innovative Computing, Information and Control (ICICIC2007, September 5 - 7, 2007, Kumamoto, Japan)*, IEEE computer Society, pp.129-132. (EI)

EI: 2008 0811102747

106. Zhang, X. and Ren, X. (2007). Optimizing Parameter Settings in Target Predictor for Pointing Tasks, *Proceedings of the Second International Conference on Innovative Computing, Information and Control (ICICIC2007, September 5 - 7, 2007, Kumamoto, Japan)* , IEEE computer Society, pp.128-131. (EI)

EI: 20080811102746



107. Liu, Z., Hirano, H., Hinata, H., Ren, X., Liu, Y. and Liu, J. (2007). Experimental Scalability Evaluation of Unbalanced-Nodes PC-Cluster, *Proceedings of The Second International Conference on Innovative Computing, Information and Control (ICICIC2007, September 5 - 7, 2007, Kumamoto, Japan)*, IEEE computer Society, pp.127-130. (EI)
- EI: 20080811102745
108. Kong, J. and Ren, X. (2007). Information Processing Rate in Human-Computer Interaction, *Proceedings of The Second International Conference on Innovative Computing, Information and Control (ICICIC2007, September 5 - 7, 2007, Kumamoto, Japan)*, IEEE computer Society, pp.28-31. (EI)
- EI: 20080811108174
109. Liu, Z., Hinata, H, Zhang, C., and Ren, X. (2007). Research on Scalability of Unbalanced-nodes PC Cluster, *Proceedings of the 2007 IEEE International Conference on Mechatronics and Automation (ICMA 2007, August 5 to August 9, 2007, Harbin, China)*, pp.561-565. (ISTP , EI)
- ISTP: 000251178100098, EI: 20075110979281
110. Ren, X., Zhou, X., and Liu, Z. (2007). An Empirical Evaluation of Seven Mice for Scrolling Tasks, *Proceedings of the 2007 IEEE International Conference on Mechatronics and Automation (ICMA 2007, August 5 to August 9, 2007, Harbin, China)* , pp.582-586. (ISTP , EI)
- ISTP: 000251178100102, EI: 20075110979285
111. Liu, C., Daniels, P., Ren, X., Kimura, Y.(2007). A Pen- based Classroom Management System, *Proceedings of the 10th International Conference on Human-Computer Interaction (HCI International 2007, July 22-27, 2007, Beijing, China)* , pp.1255-1258.
112. Ren, X. (2006). Designing the Pen-based User Interface for Tablet PC and PDA Applications, *ICICT2006: the 4th International Conference on Information and Communications Technology (Cairo, Egypt, December 12-14, 2006)*, Invited Paper. (ISTP )
- ISTP: 000246217900037
113. Tsuchida, T., Ren, X., and Yin, J. (2006). A Novel Scrolling Technique for Pen-based System, in *Proceedings of APCHI2006: 6th Asia Pacific Conference on Computer Human Interaction (Taipei, China, October 11 - 14, 2006)* , 10 pages, in CD-ROM..
114. Yin, J., Ren, X., and Liu, Z. (2006). Circular-gesture and Double-ellipse: novel software-based techniques for generating extra input states in pen-based interfaces, in *Proceedings of APCHI2006: 6th Asia Pacific Conference on Computer Human Interaction (Taipei, China, October 11 - 14, 2006)* , 10 pages, in CD-ROM.. Best student paper award
115. Ren, X. and Fukutoku, F. (2006). Usability of the Stylus Pen and Age, in *Proceedings of APCHI2006: 6th Asia Pacific Conference on Computer Human Interaction (Taipei, China, October 11 - 14, 2006)* , 10 pages, in CD-ROM..
116. Kong, J., and Ren, X., and Kyo, K. (2006). Application of the SH-Model in two-dimensional interface, in *Proceedings of APCHI2006: 6th Asia Pacific Conference on Computer Human Interaction (Taipei, China, October 11 - 14, 2006)* , 10 pages, in CD-ROM..
117. Zhang, X., Ren, X., and Kyo, K. (2006). Developing SH-Model with Consideration of Learning Effect for Pointing Task Evaluation, *Proceedings of APCHI2006: 6th Asia Pacific Conference on Computer Human Interaction (Taipei, China, October 11 - 14, 2006)*, 10 pages, in CD-ROM. Best student paper award
118. Zhang, X., and Ren, X. (2006). CATER: A Framework for the Automated Layout of Transactional Pages, *Proceedings of CIT2006 (The 6th IEEE International Conference on Computer and*

*Information Technology, Seoul, Korea, September 20-22, 2006*), 8 pages, IEEE Computer Society.  
(EI)

EI: 000246217900037

119. Fukutoku, F., and Ren, X. (2006). Zoom Icon: A Pen-based Selection Technique for Small Icon Acquisition, *Proceedings of NEINE'06 (the International Conference on Next Era Information Networking, Kochi, Japan, 17-19 September, 2006)*, pp.307-308.
120. Ooya, T., Ren, X. and Yin, J. (2006). The Effects of Gender Difference: An Experiment on a Force Control Device, *Proceedings of NEINE'06 (the International Conference on Next Era Information Networking, Kochi, Japan, 17-19 September, 2006)*, pp.309-312.
121. Ren, X. and Yin, J. (2006). Zoom-based technique with pressure as switch for pixel-level targets in pen-based interfaces, *Proceedings of NEINE'06 (the International Conference on Next Era Information Networking, Kochi, Japan, 17-19 September, 2006)*, pp.313-314.
122. Tsuchida, T. Ren, X. and Yin, J. (2006). A Zooming and Scrolling Technique for Pen-based Interface, *Proceedings of NEINE'06 (the International Conference on Next Era Information Networking, Kochi, Japan, 17-19 September, 2006)*, pp.315-316.
123. Yin, J. and Ren, X. (2006). Pressure Cursor: a novel technique for target acquisition in pen-based interface, *Proceedings of NEINE'06 (the International Conference on Next Era Information Networking, Kochi, Japan, 17-19 September, 2006)*, pp.317-319.
124. Zhang, X., and Ren, X. (2006). A Study on Selection Frequency Distribution in Data Menus, *Proceedings of NEINE'06 (the International Conference on Next Era Information Networking, Shanghai, Kochi, Japan, 17-19 September, 2006)*, pp.320-322.
125. Yin, J. and Ren, X. (2006). The Beam Cursor: A Pen-based Technique for Enhancing Target Acquisition, *Proceedings of the 20th BCS HCI Group conference in co-operation with ACM (London, England, 11-15 September, 2006)*, Springer, pp.119-134. (ISTP 2007, ACM)

ISTP: 000242513100010

126. Zhang, C., Liu, Z., Zhao, J. and Ren, X. (2006). Combined ANN and Lagrangian Relaxation Method for Unit Commitment Scheduling, *Proceedings of ISC2006 (The Ninth IASTED International Conference on Intelligent Systems And Control, Honolulu, Hawaii, USA, 14-16 August, 2006)*.
127. Ren, X. and Kong, J. (2006). The Information Processing Rate Issue in Human Computer Interface, *Proceedings of Information-MFCSIT'06 (The Fourth International Conference on Information, Information'06, and the Fourth Irish Conference on the Mathematical Foundations of Computer Science and Information Technology'06, MFCSIT'06, August 1-5, 2006, Cork, Ireland)*, pp.381-384.
128. Zhang, X., and Ren, X. (2006). Comprehensive analysis about selection frequency distribution in data menus, *Proceedings of SPCA06 (The First International Symposium on Pervasive Computing and Applications, August 3-5, 2006, Urumchi, Xinjiang, P.R. China)*, IEEE Computer Society, pp.815-820.(ISTP)

ISTP: 000240859900155

129. Ren, X. (2006). The Optimal Size of Text Entry Boxes on PDAs, *Proceedings of CHI-SA 2006 (5th Conference on Human Computer Interaction in Southern Africa Co-located with AFRIGRAPH 2006, Cape Town, South Africa, 25-27 January 2006)*, ACM Press, pp.31-40. (ACM)
130. Ren, X. and Mizobuchi, S. (2005). Investigating the Usability of the Stylus Pen on Handheld Devices, *Proceedings of The Fourth Annual Workshop on HCI Research in MIS, (December 10,*

2005, Las Vegas), pp.30-34.

131. Kong, J., Ren, X. and Shinomori, K. (2005). Influence of colors on pointing tasks in human computer interfaces, *Proceedings of the IASTED international conference on human-computer interaction 2005 (November 14-16, 2005, Phoenix, USA)*, pp.7-12. (ISTP)  
ISTP: 000239787600002, EI: 20070910441687
132. Kong, J. and Ren, X. (2005). Comparing models by the information transmission capability expressed by the coefficient of the difficulty index in Fitts' law, in *Abridged Proceedings of the 11th International Conference on Human-Computer Interaction (HCI International 2005, July 22-27, 2005, Las Vegas, Nevada USA)*.
133. Zhang, X., Ren, X., and Lu, S. (2005). A Novel Approach for Web-based Data Input Panel Design, *Proceedings of CIT2005 (The 5th IEEE International Conference on Computer and Information Technology, Shanghai, China, 21-23 September 2005)*, IEEE Computer Society, pp.853-857. (ISTP, EI)  
ISTP: 000233234000145, EI: 20063310059851
134. Yin, J. Ren, X., and Ding, H. (2005). HUA: An Interactive Calligraphy and Ink-Wash Painting System, *Proceedings of CIT2005 (The 5th IEEE International Conference on Computer and Information Technology, Shanghai, China, 21-23 September 2005)*, IEEE Computer Society, pp.989-995. (ISTP EI)  
ISTP: 000233234000169, EI: 20063310059875
135. Kong, J. and Ren, X. (2005). Comparison of Effective Target Width Calculation Methods for Pointing Task, *Proceedings of CIT2005 (The 5th International Conference on Computer and Information Technology, Shanghai, China, 21-23 September 2005)*, IEEE Computer Society, pp.530-534. (ISTP, EI)  
ISTP: 000233234000088, EI: 20063310059795
136. Ren, X. (2005). Determining the Optimal Size of Handwriting Character Entry Boxes for Pen-Based Systems. *Proceedings of CIT2005 (The 5th IEEE International Conference on Computer and Information Technology, Shanghai, China, 21-23 September 2005)*, IEEE Computer Society, pp.548-552. (ISTP, EI)  
ISTP: 000233234000091, EI: 20063310059798
137. Yin, J. and Ren, X. (2005). The Study of Stroke-based Technique for Scrolling Task in Pen-based Interface, *Proceedings of NEINE'05 (the International Conference on Next Era Information Networking, Shanghai, China, 4-5 September 2005)*, pp.468-472.
138. Kong, J., Ren, X., and Zhang, X. (2005). The Analysis of the Characteristics of Four Input Devices for Pointing Task by Applying SH-Model, *Proceedings of NEINE'05 (the International Conference on Next Era Information Networking, Shanghai, China, 4-5 September 2005)*, pp.473-477.
139. Kong, J. and Ren, X. (2005). Information processing rate analysis in pointing tasks, *Proceedings of NEINE'05 (the International Conference on Next Era Information Networking, Shanghai, China, 4-5 September 2005)*, pp.442-446.
140. Tsuchida, T., Ren, X. and Yin, J. (2005). A New Scroll Operation for Pen-based Systems, *Proceedings of NEINE'05 (the International Conference on Next Era Information Networking, Shanghai, China, 4-5 September 2005)*, pp.447-451.
141. Ren, X. (2005). An Investigation into the Effects of the Size of the Stylus Pen, *Proceedings of NEINE'05 (the International Conference on Next Era Information Networking, Shanghai, China,*

4-5 September 2005) , pp.582-585.

142. Takahashi, H., Ogasawara, A., Ogasawara, M., and Ren, X. (2005), The Effects of PDA Pen-length on the Performance of Older Adults, *Proceedings of AMT 2005 (The 2005 International Conference on Active Media Technology, Takamatsu, Kagawa, Japan, May 19-21, 2005)*, IEEE Computer Society, pp.283. (ISTP, EI)  
  
ISTP: 000230959600066, EI: 2006289990046
143. Matsumoto, T., Ren, X., and Kato, T. (2005), The Optimal Sizes for Pen-Input Character Boxes for Tablet PC, *Proceedings of AMT 2005 (The 2005 International Conference on Active Media Technology, Takamatsu, Kagawa, Japan, May 19-21, 2005)*, IEEE Computer Society, pp.281. (ISTP, EI)  
  
ISTP: 000230959600064, EI: 2006289990044
144. Nishimune, H., Ren, X. and Tamura, K. (2005), A Proposal for Conversion Candidate Display Styles for Kanji Input with Keyboard, *Proceedings of AMT 2005 (The 2005 International Conference on Active Media Technology, Takamatsu, Kagawa, Japan, May 19-21, 2005)*, IEEE Computer Society, pp.280. (ISTP, EI)  
  
ISTP: 000230959600063, EI: 2006289990043
145. Suzuki, S., Miura, Y., and Ren, X. (2005), The Effect of Cursor Shape and Size on Pointing Efficiency, *Proceedings of AMT 2005 (The 2005 International Conference on Active Media Technology, Takamatsu, Kagawa, Japan, May 19-21, 2005)*, IEEE Computer Society, pp.279. (ISTP, EI)  
  
SCI 网络版: :000230959600062, EI: 2006289990042
146. Liu, Z., Ren, X. and Zhang, C. (2005), User Interface Design of Interactive Data Mining in Parallel Environment, *Proceedings of AMT 2005 (The 2005 International Conference on Active Media Technology, Takamatsu, Kagawa, Japan, May 19-21, 2005)*, IEEE Computer Society, pp.359-363. (ISTP, EI)  
  
ISTP: :000230959600086, EI: 2006289990066
147. Ren, X. (2004). Designing the user interface for pen-based applications, *Proceedings of Information 2004 (the 3rd International Conference on Information, November 29 - December 2, 2004, Tokyo, Japan)*, pp.502-505.
148. Ueta, R. and Ren, X. (2004). Designing a pen-based application for note-taking and informal presentations, *Proceedings of Information 2004 (the 3rd International Conference on Information, November 29 - December 2, 2004, Tokyo, Japan)*, pp.593-596.
149. Tamura, K. and Ren, X. (2004). An anatomical study of Japanese input using various candidate display styles, *Proceedings of Information 2004 (the 3rd International Conference on Information, November 29 - December 2, 2004, Tokyo, Japan)*, pp.565-568.
150. Ogasawara, M. and Ren, X. (2004). A performance evaluation of pen devices in pointing and steering tasks, *Proceedings of Information 2004 (the 3rd International Conference on Information, November 29 - December 2, 2004, Tokyo, Japan)*, pp.569-572.
151. Kato, T. and Ren, X. (2004). How the learning effect and user postures affect the optimal size of pen-input character boxes, *Proceedings of Information 2004 (the 3rd International Conference on Information, November 29 - December 2, 2004, Tokyo, Japan)*, pp.498-501.
152. Ren, X. and Tamura, K. (2004). Conversion candidate display styles for Japanese input on input efficiency, *Proceedings of WEC2004 (the World Engineers Convention, Shanghai, China, November 2-6, 2004)*, pp.496-502. (ISTP)

ISTP: : 000234270600093,

153. Ren, X., Ogasawara, M., and Kato, T. (2004). The effects of pen size on human performance on hand-held devices, *Proceedings of WEC2004 (the World Engineers Convention, Shanghai, China, November 2-6, 2004)*, pp.125-132. (ISTP)

ISTP: : 000234270600022,

154. Ren, X. and Kato, T. (2004). Investigating the optimal size of handwriting character input boxes: Do users prefer rectangular or square boxes? *Proceedings of WEC2004 (the World Engineers Convention, Shanghai, China, November 2-6, 2004)*, pp.175-181. (ISTP)

ISTP: : 000234270600031,

155. Kong, J., Ren, X., Jiang, X., Takeda, F. (2004). Comparison of Four Input Devices for Pointing Task by Applying SH-Model, *Proceedings of WEC2004 (the World Engineers Convention, Shanghai, China, November 2-6, 2004)*, pp.168-174. (ISTP)

ISTP: : 000234270600030,

156. Ueta, R. and Ren, X. (2004). Improving usability of the pen-based system for note-taking and informal presentations, *Proceedings of NEINE'04 (the International Conference on Next Era Information Networking, Kochi, Japan, 26-27 September 2004)*, pp.464-467.

157. Tamura, K. and Ren, X. (2004). Quantitative comparisons on performance of various conversion candidate display styles, *Proceedings of NEINE'04 (the International Conference on Next Era Information Networking, Kochi, Japan, 26-27 September 2004)*, pp.459-463.

158. Ogasawara, M. and Ren, X. (2004). Improving the usability of PDAs: Design physical aspects of handheld devices, *Proceedings of NEINE'04 (the International Conference on Next Era Information Networking, Kochi, Japan, 26-27 September 2004)*, pp.418-423.

159. Kato, T. and Ren, X. (2004). Older adults and the optimal size of pen-input character boxes: Do older users prefer larger size than younger users? *Proceedings of NEINE'04 (the International Conference on Next Era Information Networking, Kochi, Japan, 26-27 September 2004)*, pp.424-428.

160. Kong, J., and Ren, X. (2004). Effective target width calculation and the effects on the speed and accuracy interaction in pointing task, *Proceedings of NEINE'04 (the International Conference on Next Era Information Networking, Kochi, Japan, 26-27 September 2004)*, pp.172-179.

161. Ren, X. (2004). Human-computer interaction development, design and evaluation, *Proceedings of NEINE'04 (the International Conference on Next Era Information Networking, Kochi, Japan, 26-27 September 2004)*, pp.164-171.

162. Cai, D., Cui, H., Miao, X., Zhao, C. and Ren, X. (2004), A web-based Chinese automatic question answering system, *Proceedings of CIT2004 (The 4th International Conference on Computer and Information Technology, Wuhan, China, 14-16 September 2004)*, pp.1141-1146, IEEE Computer Society. (ISTP, EI)

ISTP: : 000224461900183, EI: 2004538753591

163. Ren, X., Kong, J., and Kato, T. (2004). A study of the size of pen-input character boxes for PDAs, *Proceedings of CIT2004 (The 4th International Conference on Computer and Information Technology, Wuhan, China, 14-16 September 2004)*, pp.115-122, IEEE Computer Society. (ISTP, EI)

ISTP: : 000224461900018, EI: 2004538753428

164. Ren, X., Kong, J., Jiang, Q., and Liu, Z. (2004). A new model for different speed and accuracy

requirements in pointing tasks, *Proceedings of CIT2004 (The 4th International Conference on Computer and Information Technology, Wuhan, China, 14-16 September 2004)*, pp.86-93, IEEE Computer Society. (ISTP, EI)

ISTP: :000224461900014, EI: 2004538753424

165. Zhang, G., Cai, D., Zhao, R., Ren, X., and Chen, J. (2004). A method of multi-pattern information expression in a Japanese reading-aid system, *IJCNLP-04 (MTMIR)* .
166. Li, Y., Landay, J.A., Guan, Z., Ren, X., and Dai, G. (2003). Sketching Informal Presentations, in *Proceedings of ICIM'2003(Fifth International Conference on Multimodal Interfaces, November 5-7, 2003, Vancouver, Canada)*, pp.234-241, ACM. (EI, ACM)  
  
EI: 2005229125482
167. Osawa, N. and Ren, X. (2003), An Evaluation on Approximate and Fine Adjustments by Hand Motion in an Immersive Environment, in *Proceedings of 9th International conference on virtual systems and multimedia 2003(VSMM2003, October 15-17, 2003, Montreal, Canada), Hybrid Reality: Art, Technology and the Human Factor (ed. Hal Thwaites)*, published by VSMM and 3Dmt Center, pp.322-329.
168. Ren, X., Tamura, K., Kong, J. and Zhai, S. (2003), Candidate Display Styles in Japanese Input, in *Proceedings of INTERACT 2003 - Bringing the Bits together (Ninth IFIP TC13 International Conference on Human-Computer Interaction, September 1-5, 2003 - Zürich, Switzerland)*, pp.868-871.
169. Osawa, N. and Ren, X. (2003), Gearbox Widget for Fine Adjustments by Hand Motion, in *Proceedings of Seventh Immersive Projection Technologies Workshop and Ninth Eurographics Workshop on Virtual Environments (May 22-23, 2003, Zurich, Switzerland)*, pp.313-314. (ACM)
170. Tamura, K., Kong, J. and Ren, X. (2003), Japanese Input with Conversion Candidate Display Methods, *In the Abridged Proceedings of the 10th International Conference on Human-Computer Interaction (HCI International 2003, June 22-27, 2003, Crete, Greece)*, pp.105-106.
171. Zhu, Y., Machi, Y., and Ren, X. (2003), An Evaluation of the comfortable input method of mobile phone based input on user's physiological indices, *In the Abridged Proceedings of the 10th International Conference on Human-Computer Interaction (HCI International 2003, June 22-27, 2003, Crete, Greece)*, pp.37-38.
172. Osawa, N., Ren, X., Suzuki, M. (2003), An evaluation of text input methods in a standing position, in *Human-Computer Interaction - Theory and Practice, Vol.2*, Lawrence Erlbaum Associates, pp.208-212.
173. Ogasawara, S., Mizobuchi, S., and Ren, X. (2003), The Effects of Display Orientation and Target Position on Target Pointing Tasks on a PDA, in *Human-Computer Interaction - Theory and Practice, Vol.2*, Lawrence Erlbaum Associates, pp.203-207.
174. Kato, T., Ren, X., Sakai, N., and Machi, Y. (2003), The optimal sizes of input squares for the pen-input characters on PDAs, in *Human-Computer Interaction - Theory and Practice, Vol.2*, pp.686-690.
175. Li, Y., Guan, Z., Ren, X., and Dai, G. (2002), SketchPoint: A Smooth Bridge from Note-taking to Presentations, in *Proceedings of APCHI2002: 5th Asia Pacific Conference on Computer Human Interaction (Beijing, China, Nov.1 - 4, 2002)*, Vol2, pp.581-591.
176. Zhu, Y., Chen, S., Ren, X., Machi, Y., Sakai, Y., and Tanaka, T.(2002), The Evaluation of two Input Methods based on User's Physiological Indices, in *Proceedings of APCHI2002: 5th Asia Pacific Conference on Computer Human Interaction (Beijing, China, Nov.1 - 4, 2002)*, Vol.1, pp.173-181.

177. Mizobuchi, S., Mori, K., Ren, X., and Yasumura, M. (2002), An Empirical Study of the Minimum Required Size and the Minimum Number of Targets for Pen Input on the Small Display, in *Proceedings of the Fourth International Symposium on Human-Computer Interaction with Mobile Devices (Mobile HCI 2002, 18-20 September 2002, Pisa, Italy)*, pp.184-194. (ACM) (SCI, ISTP)

SCI 网络版: 000181441200015

178. Li, Y., Guan, Z., Wang, H., Dai, G., Ren, X. (2002), Structuralizing Freeform Notes by Implicit Sketch Understanding, in *Proceedings of 2002 AAAI (American Association for Artificial Intelligence) Spring Symposium: Sketch Understanding (March 25-27, 2002 at Stanford University in Palo Alto, California.)*, pp.91-98, The AAAI Press.

179. Chen, S., Ren, X., Machi, Y., and Moriya, S. (2001), Physiological and psychological evaluation of LCD, CRT and different sizes of projected displays on users, in *Adjunct Conference Proceedings of the 9th International Conference on Human-Computer Interaction (HCI International 2001, August 5-10, 2001, The Fairmont Hotel, New Orleans, LA, USA)*, Elsevier Science Publishers B.V., pp.357-357.

180. Liu, C., Ren, X., and Machi, Y. (2001), A system for Monitoring the health condition of computer users in real time, in *Adjunct Conference Proceedings of the 9th International Conference on Human-Computer Interaction (HCI International 2001, August 5-10, 2001, The Fairmont Hotel, New Orleans, LA, USA)*, Elsevier Science Publishers B.V., pp.301-303.

181. Chen, S., Ren, X., Machi, Y., and Moriya, S. (2001), Using Physiological Criteria to Improve Usability: The Physiological Evaluation LCD and CRT Effects on Users, in *Human-Computer Interaction - INTERACT 2001*, pp.773-774. (ACM)

182. Ren, X., Zhang, G. and Dai, G.(2000), An experimental study of input modes for multimodal human-computer interaction, in *Proceedings of the 3rd International Conference on Multimodal Interfaces (ICMI 2000)* , pp.49-56. (SCI)

SCI 网络版: 000174117200007

183. Ren, X. and Moriya, S. (1999), Designing pen-input character boxes and line-frames, In *Adjunct Conference Proceedings of the 8th International Conference on Human-Computer Interaction (HCI International '99, August 22-27, 1999, Munich Park Hilton, Munich, Germany)*, Lawrence Erlbaum Associates Publishers, pp.65-66.

184. Ren, X. and Moriya, S. (1999), A State Transition Model Representing Pen-based Selection Strategies, *Human-Computer Interaction - INTERACT'99 (Volume II)*, the British Computer Society on behalf of the International Federation for Information Processing (IFIP), pp. 57-58. (ACM)

185. Ren, X. and Moriya, S. (1999), Efficient strategies for selecting small targets on pen-based systems: an evaluation experiment for selection strategies and strategy classifications, in *Engineering for Human-Computer Interaction (EHCI'99, edited by Stephane Chatty and Prasun Dewan)*, *IFIP Transactions series*, Kluwer Academic Publishers, pp.19-37. (ACM)

186. Chen, S., Machi, Y., and Ren, X. (1999), The physiological measurement of user comfort levels: an evaluation experiment for comparing three types of CRTs, In *Proceedings of the 8th International Conference on Human-Computer Interaction (HCI International '99, August 22-27, 1999, Munich Park Hilton, Munich, Germany)*, Lawrence Erlbaum Associates Publishers, pp.193-196. (ACM)

187. Zhang, G., Ren, X., and Dai, G. (1999), A comparison of multi-modal combination modes for the map systems, In *Proceedings of the 8th International Conference on Human-Computer Interaction (HCI International '99, August 22-27, 1999, Munich Park Hilton, Munich, Germany)*, Lawrence Erlbaum Associates Publishers, pp.750-754. (ACM)

188. Ren, X. and Moriya, S. (1998), Designing pen-input character boxes on pen-based systems, in *Global Ergonomics: Proceedings of Global Ergonomics Conference (Cape Town, South Africa, September 9-11, 1998)*, Elsevier Science Ltd., pp.517-522.
189. Ren, X. and Moriya, S. (1998), The influence of target size, distance and direction on the design of selection strategies, in *Proceedings of the HCI'98: the primary European annual conference on human-computer interaction (Sheffield Hallam University, UK, September 1-4, 1998)*, Springer, pp.67-82. (ACM)
190. Ren, X. and Moriya, S. (1998), Improving selection performance on pen-based systems: A study of pen-input interaction for selection tasks, In *Proceedings of the 3rd CAST Conference of Youth Scientists (Beijing, China, August 20-22, 1998): Information science and microelectronic technology*, pp.104-108.
191. Zhang, G., Guan, Z., Dai, G. and Ren, X. (1998), A Comparison of four interaction modes for CAD Systems, in *Proceedings of the APCHI'98: Asia Pacific Computer Human Interaction, (Shonan Village Center, Hayama-machi, Kanagawa, Japan, July 15 - 17, 1998)*, pp. 82-87.
192. Ren, X. and Moriya, S. (1997). The relationships between the width and height of the pen-input "squares", *Abridged Proceedings of HCI International '97: the 7th International Conference on Human-Computer Interaction, (San Francisco, California, USA, August 24-29, 1997)*, Elsevier Science Publishers B.V., p.86.
193. Ren, X. and Moriya, S. (1997), The relationships between the width and height of pen-input character boxes on pen-based systems, In *Proceedings of NTCS/W-97 (New Technologies on Computer Software): 1st International Symposium on Computer Software New Technologies (Beijing, China, September 17-21, 1997)*, International Academic Publishers, pp.243-246.
194. Ren, X. and Moriya, S. (1997), The strategy for selecting a minute target and the minute maximum value on a pen-based computer, *Extended Abstract of the ACM Conference on Human Factors in Computing Systems (CHI'97)*, ACM Press, pp.369-370. (ACM)
195. Ren, X. and Moriya, S. (1997), The effect of target size, pen-movement-distance and pen-movement-direction on target-selection strategies for a pen-based system, In *Proceedings of NTCS/W-97 (New Technologies on Computer Software): 1st International Symposium on Computer Software New Technologies (Beijing, China, September 17-21, 1997)*, International Academic Publishers, pp.247-254.
196. Ren, X. (1997), The current status of HCI in Japan and China, In *Proceedings of the INTERACT'97: The Sixth IFIP Conference on Human-Computer Interaction (Sydney, Australia, 14-18 July, 1997) Combined workshop on "CSCW in HCI-worldwide", IFIP Working Paper Series, ISSN 1170-487X, pp. 6 -11. (ACM)*
197. Ren, X. and Moriya, S. (1997), The best among six strategies for selecting a minute target and the determination of the minute maximum size of the targets on a pen-based computer, *Human-Computer Interaction -- INTERACT '97*, Edited by S. Howard etc., pp.85-92. (ACM)
198. Ren, X. and Moriya, S. (1993), The minimal sizes and the quasi-optimal sizes for the input square during pen-input of characters, in *Proceedings of the 5th International Conference on Human-Computer Interaction (HCI International '93, Florida, USA)*, Elsevier Science Publishers B.V., pp.1028-1033.

#### **d. Articles in refereed local conference proceedings (8)**

1. 白木俊成, Xiangshi Ren: フリーハンドジェスチャーによる TV 入力における新ジェスチャー手法の提案, WISS2016 梗概集, pp. 223-224.
2. Fu, Y., Tu, H., and Ren, X. (2011). Comparison between Ring and Flicking Scrolling Techniques for Document Navigation in Touch-based Mobile Devices, *Proceedings of FIT2011 (Forum on Information Technology 2011, Hakodate, Japan)*, pp.669-670.



3. 鲍东星,李晓明,辛义忠,任向实: 基于触摸屏倾斜角度变化的笔式输入研究, 2010 国际仪器仪表与测控技术大会 2010 年
4. Sun, M., Ren, X. and Cao, X. (2009). Effects of Multimodal Error Feedback on Human Performance in Steering Tasks, *Proceedings of FIT2009 (Forum on Information Technology 2011, Sendai, Japan)*, pp.51-56. **Best paper award**
5. 土田知章, 任 向実, 殷 継杉: ペンの傾きと方位の操作性, *情報処理学会「インタラクティブ2008」論文集*, Vol.2008, No.4, pp.203-210.
6. 任 向実, 姜 興起: システム特性と人的要因を考慮したポインティングタスクのパフォーマンスモデル, *情報処理学会「インタラクティブ2004」論文集*, Vol.2004, No. 8, pp.169-176.
7. 溝渕佐知, 任 向実, 安村通晃: 携帯情報機器でのターゲットポインティング課題におけるペンの長さの効果, *情報処理学会「インタラクティブ2003」論文集*, Vol.2003, No. 7, pp.147-154.
8. 坂井陽一, 加藤泰史, 任 向実, 町好雄: 携帯情報端末における手書き文字入力枠の最適値, *情報処理学会「インタラクティブ2003 論文集」*, Vol.2003, No. 7, pp.139-146.

#### e. Unrefereed articles (63)

1. Ren, X.(2013), Enhancing Kinect-based Interaction Effectiveness by Utilizing Various Input and Output Modalities, *Microsoft Research CORE8 Project Summary Booklet*, Microsoft Research, pp. 26-28, Beijing, China, 2013/5/23
2. Hayashi, Y., Tu, H. and Ren, X.(2011), Comparison between Direct and Indirect Input Techniques on Touch-based Devices, *Proceedings of 2011 Shikoku-section Joint Convention of the Institutes of Electrical and related Engineers (SJCIEE 2011, September 23, 2011, Tokushima, Japan)*, p.334.
3. Kusuba, M., Sun, M. and Ren, X.(2011), Texture Effects on Performance of Pen Gesture Input, *Proceedings of 2011 Shikoku-section Joint Convention of the Institutes of Electrical and related Engineers (SJCIEE 2011, September 23, 2011, Tokushima, Japan)*, p.335.
4. Xin, Y., Li, Y., Feng, J. and Ren, X.(2011). Pen Tail Command: a novel way to realize parallel pen manipulations. *Proceedings of ISFT 2011 (the 3rd International Symposium on Frontier Technology (July 29, 2011, Kochi, Japan))*, pp. 15-18.
5. Sun, M. and Ren, X. (2011). Applying Different Haptic Modalities to Reality Based Interaction in Human Computer Interaction, *Proceedings of ISFT 2011 (the 3rd International Symposium on Frontier Technology (July 29, 2011, Kochi, Japan))*.pp. 11-14.
6. Tu, H. and Ren, X. (2011).The Investigation of Gesture Performance in Different Input Styles, *Proceedings of ISFT 2011 (the 3rd International Symposium on Frontier Technology (July 29, 2011, Kochi, Japan))*.pp.19-22.
7. Zhou, X., Zhao, S., Chignell, M. and Ren, X. (2009). An Empirical Investigation of Age-related Performance in Computer Interface Tasks, *Proceedings of the welfare engineering symposium 2009*, pp.69-70.
8. Shinomori, K., Okada, M., Kimura, Y. and Ren, X. (2008). Research project for human-centered utilization of visual information for surrounding computing, *高知工科大学 Research Bulletin*, Vol.5, No.1, pp.227-247.
9. Zhou, X. and Ren, X. (2008). Effect of Different Steering Direction on Human Performance in Steering Tasks, *Proceedings of SJCIEE2008 (Tokushima, Japan, September 27, 2008)*, p.395.

10. Xin, Y. and Ren, X. (2008). An Exploration of Panning and Zooming Combination in Pen-based Interactions, *Proceedings of SJCIEE2008 (Tokushima, Japan, September 27, 2008)*, p.393.
11. Wang, F., Ren, X., and Deng, H. (2008). High Performance Image Processing Implementation in Vision-based Multi-touch Technique, *Proceedings of SJCIEE2008 (Tokushima, Japan, September 27, 2008)*, p.123.
12. Sun, M. and Ren, X. (2008). Candidate Display Styles in Chinese Input, *Proceedings of SJCIEE2008 (Tokushima, Japan, September 27, 2008)*, p.421.
13. Liu, C. and Ren, X. (2008). Angles Outperform the Traditional Way, *Proceedings of SJCIEE2008 (Tokushima, Japan, September 27, 2008)*, p.333.
14. Fukutoku, F., Xin, Y., and Ren, X. (2008). An Investigation of Pen Properties in Trajectory-based Tasks. In *Proceedings of SJCIEE2008 (Tokushima, Japan, September 27, 2008)*, p.394.
15. Higaki, T., Ren, X., and Zhou, X. 2007. An Investigation of Influence of Different Start Position for Steering Tasks. In *Proceedings of SJCIEE2007*, p.340.
16. Fukutoku, F., Ren, X., and Zhou, X. (2007). The Upper Limit Size of Path Width for the Steering Law. In *Proceedings of SJCIEE2007*, p.339.
17. Ooya, T., Ren, X., and Yin, J. (2007). Layer-pie-menu: A Novel Menu Widget Coupling with Pen Pressure. In *Proceedings of SJCIEE2007*, p.336.
18. Tsuchida, T., Ren, X., and Yin, J. (2007). The Investigation to Human Performance of Controlling Tilt Angle. In *Proceedings of SJCIEE2007*, p.337.
19. Zhou, X., and Ren, X. (2007). An Investigation of Subjective Operational Biases in Steering Tasks Evaluation. In *Proceedings of SJCIEE2007*, p.341.

SCI 网络版: 000275160400003, EI: 20101612871093

20. Liu, C., Daniels, P., Ren, X., and Kimura, Y. (2007). Research on Using Intelligent Mobile Devices in Classroom Management. In *Proceedings of SJCIEE2007*, p.342.
21. Xin, Y., Ren, X., and Yin, J. (2007). The Implementation of Angle Precision Parameter Manipulation. In *Proceedings of SJCIEE2007*, p.338.
22. Shinomori, K., Okada, M., and Ren, X. (2006). Research project for utilization of human color information in information systems, *高知工科大学 Research Bulletin, Vol.4, No.1*, pp.87-103.
23. Ren, X. (2006). Human-Computer Interaction Development, Design and Evaluation, *Proceedings of 2006 Symposium and Joint Meeting of the home program of the China Association for Science and Technology (Changchun, China, September 24-27, 2006)*, pp.35-44.
24. Ooya, T., and Ren, X. and Yin, J. (2006). An Experimental Usability of Human Abilities on Force Control Device, in *Proceedings of SJCIEE2006 (Ehime, Japan, September 26, 2006)*, p.339.
25. Fukutoku, F. and Ren, X. (2006). Stylus Pen of Design for PDAs, *Proceedings of SJCIEE2006 (Ehime, Japan, September 26, 2006)*, p.338.
26. Zhang, X. and Ren, X. (2006). Involving the factor to learning effect to improve the reliabilities of pointing task evaluation, *Proceedings of SJCIEE2006 (Ehime, Japan, September 26, 2006)*, p.337.
27. Yin, J. and Ren, X. (2006). Pen user interfaces based on stroke-driven and pressure-driven modes, *Proceedings of SJCIEE2006 (Ehime, Japan, September 26, 2006)*, p.336.
28. Tsuchida, T. Ren, X. and Yin, J. (2006). A Pen-based Scrolling Technique, *Proceedings of SJCIEE2006 (Ehime, Japan, September 26, 2006)*, p.331.

29. Shinomori, K., Sakamoto, A., Okada, M., and Ren, X. (2006). Research project for utilization of human color information in information systems, *高知工科大学 Research Bulletin*, Vol.3, No.1, pp.39-53.
30. Ren, X., Shinomori, K., and Kimura, Y. (2006). SH-Model and Its Application in Human Interface Design, *高知工科大学 Research Bulletin*, Vol.3, No.1, pp.55-64.
31. 土田知章, 任 向実, 手の動きの最小化を図った“レバースクロール”の提案, *情報処理学会研究報告 (ヒューマンインタフェース研究会 IPSJ-SIGHI 第116回研究会, 2005年11月16-17日, 高知)*, Vol.2005, No.114, pp.49-56.
32. Kong, J. and Ren, X. (2005). Considering human factors in performance evaluation models, *Proceedings of SJCIEE2005 (Takamatsu, Japan, September 28, 2005)*, p.356.
33. Yin, J. and Ren, X. (2005). The study of the stroke-based techniques for scrolling task in pen-based interface, *Proceedings of SJCIEE2005 (Takamatsu, Japan, September 28, 2005)*, p.345.
34. Zhang, X. and Ren, X. (2005). A novel approach for web-based data input panel design, *Proceedings of SJCIEE2005 (Takamatsu, Japan, September 28, 2005)*, p.269.

ISTP: 000233234000145, EI: 20063310059851

35. Shinomori, K., Sakamoto, A., Okada, M., Kikuchi, Y., and Ren, X. (2005). Research project for utilization of human color information in information systems, *高知工科大学 Research Bulletin*, Vol.2, No.1, pp.125-142.
36. Kong, J. and Ren, X. (2004). Modeling Human Computer Interaction for Pointing Task, *Proceedings of SJCIEE2004 (Tokushima, Japan, September 25, 2004)*, p.326.
37. Ueta, R. and Ren, X. (2004). Designing SketchPoint Based on Lab Testing and Field Study, *Proceedings of SJCIEE2004 (Tokushima, Japan, September 25, 2004)*, p.325.
38. Tamura, K. and Ren, X. (2004). Designing the Conversion Candidate Display Styles of Japanese Input, *Proceedings of SJCIEE2004 (Tokushima, Japan, September 25, 2004)*, p.316.
39. Ogasawara, M. and Ren, X. (2004). Designing the Physical Aspect of Handheld Devices, *Proceedings of SJCIEE2004 (Tokushima, Japan, September 25, 2004)*, p.315.
40. Kato, T. and Ren, X. (2004). Designing Handwriting Character Entry Boxes on PDAs, *Proceedings of SJCIEE2004 (Tokushima, Japan, September 25, 2004)*, p.314.
41. Ren, X., Kong, J., and Kato, T. (2004). A study of the size of pen-input character Boxes for PDAs, in *Abstract Book of ICP2004 (the 28th International Congress of Psychology, August 8-13, 2004, in Beijing, China)*, p.1249.

EI: 2004538753428

42. Kong, J., Ren, X., and Jiang, Q. (2004). SH-Model: Considering both systematic and human factors, *Abstract Book of ICP2004 (the 28th International Congress of Psychology, August 8-13, 2004, in Beijing, China)*, p.154.
43. 植田 竜介, 任 向実, Lab Testing と Field Study に基づいたメモ作成システムのデザイン, *ヒューマンインタフェース学会 ユビキタスインタフェース&アプリケーション専門研究会 (2003年1月19日, 東京)*.
44. 加藤泰史, 任 向実, 携帯情報端末における手書き文字入力枠の最適値一枠の大きさ及び形状による検討一, *ヒューマンインタフェース学会 ユビキタスインタフェース&アプリケーション専門研究会 (2003年1月19日, 東京)*.

45. Kato, T., Kong, J., Ren, X. (2003), A study of the optimal sizes for pen-input character boxes, *International Academic Symposium - Fusion and Development on Scientific & Technology in the Twenty-First Century (December 20-21, Tokyo)*.
46. Kong, J., Ren, X., and Jiang, X.(2003), SH-Model: Considering both systematic and human factors, *International Academic Symposium - Fusion and Development on Scientific & Technology in the Twenty-First Century (December 20-21, Tokyo)*.
47. 姜 興起, 任 向実, 情報量統計学の方法を用いた携帯情報端末における実験データの分散分析, *旭川大学紀要*, Vol.55, pp.61-84.
48. 加藤泰史, 孔京, 任 向実, 携帯情報端末における手書き文字入力枠の最適値, -- 文字種と枠の形状からの検討 --, *情報処理学会研究報告 (ヒューマンインタフェース研究会 IPSJ-SIGHI 第103回研究会, 2003年5月16日, 東京)*, Vol.2003, No.47, pp.15-22.
49. 田村欣也, 孔京, 任 向実, 日本語入力における変換候補の表示形式, *情報処理学会研究報告 (ヒューマンインタフェース研究会 IPSJ-SIGHI 第103回研究会, 2003年5月16日, 東京)*, Vol.2003, No.47, pp.31-36.
50. 植田竜介, Hunter, L., 任 向実, Text usability for non-native readers of English, *情報処理学会インタラクシオン2003 論文集*, Vol.2003, No. 8, pp.199-200.
51. 植木 良, 任 向実: 漫画作成ツールにおける集中線機能の提案, *情報処理学会インタラクシオン2003 論文集*, Vol.2003, No. 7, pp.197-198.
52. Ren, X., and Osawa, N. (2003), The user interface in immersive virtual environments, *高知工科大学研究成果報告書*, 高知工科大学, pp.107-110.
53. 小笠原将文, 溝渕佐知, 任 向実: PDA 上のターゲットポインティング課題におけるディスプレイ方向、ターゲット位置および性差の効果, (ヒューマンインタフェース学会第20回ヒューマンインタフェース学会研究会「ウェアラブル&ユーザビリティ」, 2002年11月28-29日), *ヒューマンインタフェース学会研究会報告集 Vol.4, No.5*, pp. 81-84.
54. Zhu, Y., Chen, S., Ren, X., and Machi, Y. (2002), The evaluation for two input methods based on user's physiological indices, *情報処理学会 ヒューマンインタフェース研究会 IPSJ-SIGHI 第100回研究会論文集(2002年9月20-21日, 神戸)*, pp.49-55.
55. Guo, L., Ren, X., and Ding, H.(2002), Study brush pen model on digital pen simulated system of painting and calligraphy, *21世紀科学技術及び中日学術研究会論文集 (2002年7月27-31日, 北京)*, pp.147-152.
56. Ren, X. (2002), Evolution of human-computer interaction, *21世紀科学技術及び中日学術研究会論文集 (2002年7月27-31日, 北京)*, pp.58-61.
57. 大澤 亮, 任 向実, 活性化拡散モデルに基づくブックマークインタフェースの提案, *情報処理学会インタラクシオン2002 論文集*, Vol.2002, No. 7, pp.71-72.
58. 任 向実, Human-computer interaction 技術と研究開発動向, *全日本中国人博士協会年会・日中博士青年科学者交流大会 2001 合同講演論文集, International Information Institute*, pp.9-16 (2001).
59. Ren, X. (2000), Human-computer interaction research and development strategies in China (in Chinese), *Symposium abstract of the Symposium on "21st Century China and Globalization: Problems and Counter-Measures" (August 8-10, Beijing, China)*, p.37.
60. 町 好雄, 陳 素芳, 任 向実, 守屋慎次: コンピュータ使用時における快適さの生

理的評価, 東京電機大学総合研究所年報 2000, No.19, pp.199-202.

61. 任 向実, 守屋慎次: ペン入力文字枠の幅と高さの関係, 計測自動制御学会第 11 回ヒューマン・インタフェースシンポジウム論文集, pp.557-564 (1995 年).
62. 任 向実, 守屋慎次: ペン入力指示技法のコンセプトとその実験による評価, 計測自動制御学会第 11 回ヒューマン・インタフェースシンポジウム論文集, pp.565-574 (1995 年).
63. 谷中 大, 任 向実, 守屋慎次: ペンコンピュータにおけるマイクロスクロール, 情報処理学会第 44 回全国大会講演論文集, 第 5 分冊, pp.375-376 (1992 年).

## f. Book review

Book: David Meister (2003). *Conceptual Foundations of Human Factors Measurement*. Mahwah, NJ: Lawrence Erlbaum Associates, Inc. 256 pages (ISBN: 0-8058-4135-0).

Reviewed by Xiangshi Ren, Department of Information Systems Engineering, Kochi University of Technology, Japan. In *International Journal of Human-Computer Interaction*, 19(1), 159-160.

## g. Essays in other media

### g.1 Articles in Japanese

1. APCHI2012 運営報告、ヒューマンインタフェース学会誌、Vol.15, No.1, pp.66-68 (2013).
2. IBM 研究所とトロント大学滞在見聞、高知工科大学紀要、Vol.8, No.1, pp.233-243 (2011).  
[https://kutarr.kochi-tech.ac.jp/index.php?action=pages\\_view\\_main&active\\_action=repository\\_view\\_main\\_item\\_snippet&pn=1&count=20&order=16&lang=japanese&creator=%E4%BB%BB+%E5%90%91%E5%AE%9F&page\\_id=13&block\\_id=21](https://kutarr.kochi-tech.ac.jp/index.php?action=pages_view_main&active_action=repository_view_main_item_snippet&pn=1&count=20&order=16&lang=japanese&creator=%E4%BB%BB+%E5%90%91%E5%AE%9F&page_id=13&block_id=21)
3. イノベーション・マネジメント・人材獲得と国際化に関する見聞と考え、高知工科大学紀要、Vol.8, No.1, pp. 255-262 (2011).  
[https://kutarr.kochi-tech.ac.jp/index.php?action=pages\\_view\\_main&active\\_action=repository\\_view\\_main\\_item\\_snippet&pn=1&count=20&order=16&lang=japanese&creator=%E4%BB%BB+%E5%90%91%E5%AE%9F&page\\_id=13&block\\_id=21](https://kutarr.kochi-tech.ac.jp/index.php?action=pages_view_main&active_action=repository_view_main_item_snippet&pn=1&count=20&order=16&lang=japanese&creator=%E4%BB%BB+%E5%90%91%E5%AE%9F&page_id=13&block_id=21)
4. BCS-HCI2006 報告、情報処理学会ヒューマンコンピュータインタラクション研究会国際会議参加報告 <http://www.sighci.jp/contents/page/confreport>, 2006.
5. 人材競争の国際情勢、および、本学の留学生受け入れ可能性分析と提言 (internal), 2008.

### g.2 Articles in English

1. The current status of HCI in Japan and China, In *Proceedings of the INTERACT97: The Sixth IFIP Conference on Human-Computer Interaction (Sydney, Australia, 14-18 July, 1997) Combined workshop on "CSCW in HCI-worldwide", IFIP Working Paper Series, ISSN 1170-487X*, pp. 6-11, 1997.

More than 20 other essays in Chinese and Japanese, in newspapers and magazines: list available on request.