



# 李婕

## 工作经验

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|---------------|---|
| 博士后           | 荷兰国家科学院 (NWO)<br>数学计算机研究所 (CWI)<br>阿姆斯特丹, 荷兰  |
| 2017 - 今      | 研究组: Distributed Interactive Systems<br>教授: Pablo Cesar<br>研究方向: Subjective user evaluation metrics for immersive technology (AR/VR)  |
| 创始人兼<br>蛋糕设计师 | <b>Cake Researcher</b><br>代尔夫特, 荷兰  |
| 2017 - 今      | 我是该品牌创始人, 在代尔夫特市中心有一家实体咖啡蛋糕店<br>网站: <a href="https://www.cake-researcher.com">https://www.cake-researcher.com</a>   |
| 博士生<br>(全奖)   | 荷兰代尔夫特理工大学 (2021QS世界排名第57)<br>工业设计工程学院 (2021QS工业设计排名第11)<br>代尔夫特, 荷兰  |
| 2012 - 2017   | 研究组: Human Information Communication Design<br>导师: Huib de Ridder<br>研究方向: Measuring and predicting crowd behavioral changes using subjective metrics (e.g., self-reports) and large distributed sensor networks<br><br>由于博士导师身体原因, 博士答辩推迟到2019年1月23日 |
| 大学助教/<br>客座讲师 | 荷兰代尔夫特理工大学<br>工业设计工程学院  |
| 2012 - Now    | 所教课程包括: Experiencing Persuasive Environment, Research and Design, Project Usability and User Experience Assessment in Design, Design for Interaction Research Methodology, Design & Culture, Food & Eating Design.                                    |
| 研究员           | 荷兰皇家飞利浦公司<br>埃因霍温, 荷兰   |
| 2010 - 2011   | 研究方向: Investigate how people describe the attractiveness of apparel textiles under high-, middle-, low-end retail lighting.   |

## 联系方式

### 邮箱

jie.li@cwi.nl  
jasminejue@gmail.com

### 个人网站

<https://www.jieli-research.com>

## 技能

人机交互研究  
用户体验研究  
定量和定性研究方法及数据分析  
研究视频制作  
网站设计  
设计手绘  
英语/中文授课、演讲

### 软件技能

SPSS, R, Latex, Adobe  
Premiere, Illustrator,  
Photoshop, InDesign,

### 语言技能

英语 (C2, 大学授课级别)  
中文 (母语)  
荷兰语 (B2, 大学入学级别)

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## 教育背景

代尔夫特理工大学  
工业设计工程学院  
2012-2017

人机交互博士

代尔夫特理工大学  
工业设计工程学院  
2009 - 2011

工业设计工程硕士 (Cum Laude荣誉毕业生)

中山大学  
传播与设计学院  
2005-2009

工业设计学士

## 获奖及媒体报道

最佳Demo奖  
2020

ACM IMX 2020 会议

Xue, T., Li, J., Chen, G. & Cesar, P. (2020). A Social VR Clinic for Knee Arthritis Patients with Haptics.

New Scientist 杂志  
2021

2021年2月特刊

New Scientist杂志对我在Social VR领域研究的专访

最佳论文奖  
2018

ACM TVX 2018 会议

Li, J., Rögglä, T., Glancy, M., Jansen, J., & Cesar, P. (2018). A New Production Platform for Authoring Object-based Multiscreen TV Viewing Experiences.

受邀青年学者  
(全球200名)

2019

7th Heidelberg Laureate Forum  
(海德堡桂冠论坛)

受邀青年学者与历届图灵奖 (Turing Award) 得主进行一周的深度对话, 共同探讨计算机研究的现在和未来的研究方向。

代尔夫特理工大学  
人物专访  
2019

Humans of TUDelft: Jie Li

<https://www.delta.tudelft.nl/article/humans-tu-delft-jie-li>

Algemeen Dagblad  
(荷兰日报专访)

2018 年12月27日报纸

Aziatische vruchtentaarten veroveren Delft

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## 博士全额奖学金

2012-2016

## 荷兰国家COMMIT项目

<https://www.commit-nl.nl>

## 国家奖学金

2009

## 国家教育部

## 一等奖学金

(连续四年)

2005-2009

## 中山大学

连续四年全系第一名

## 四川省

优秀学生干部

2005

## 四川省教育厅

## 四川省

优秀学生提名

(代表成都石室中学被提名)

2005

## 四川省教育厅

## 成都市三好学生

(两次)

2001、2004

## 成都市教育局

## 成都市优秀团员

2004

## 成都市团委

## 科研项目

### MediaScape (荷兰国家项目)

2020年2月-2021年7月, 总研究经费20万欧元

我的职位: **Lead HCI Researcher (人机交互研究负责人)**

研究内容: Explore novel mechanisms for making audiovisual content more approachable, accessible, and understandable through immersive exhibitions where visitors can directly interact with the digital items.

### Traction (欧盟Horizon 2020项目)

2020年2月-2023年2月, 总研究经费150万欧元

我的职位: **HCI Researcher (人机交互研究员)**

研究内容: Develop the technologies to bring opera from the elite to the public, enabling opera co-creation as a path for social and cultural inclusion.

<https://www.traction-project.eu>

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## VRTogether (欧盟Horizon 2020项目)

2017年11月-2020年11月, 总研究经费150万欧元

**我的职位: Lead HCI Researcher (人机交互研究负责人)**

研究内容: Develop Quality of Experience (QoE) metrics and evaluation methods for social VR experiences. <http://vrtogether.eu>

## 2-IMMERSE (欧盟Horizon 2020项目)

2015年12月-2018年12月, 总研究经费150万欧元

**我的职位: HCI Researcher (人机交互研究员)**

研究内容: Develop new object-based TV production platforms for multiscreen interactive TV viewing experiences. <https://2immerse.eu>

## 荷兰国家COMMIT研究项目

2012年1月-2016年1月, 总研究经费150万欧元

**我的职位: 博士研究生**

## 正在申请的荷兰国家项目

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### NWO Open Technology Programme

<https://www.nwo.nl/en/researchprogrammes/open-technology-programme>

总申请经费: 60万欧元

申请成功后我的职位将是: Lead HCI Researcher (人机交互研究负责人)

作为项目书总撰写人, 这个项目联合了荷兰Erasmus University医学中心、荷兰国家科学院数学计算机研究所, 荷兰皇家KLM航空公司, 荷兰影音历史总档案所, 所申请的研究方向包括研发VR的新一代交互技术, 优化将CT扫描转化为可互动VR物件的流程, 以及测量人们使用新VR系统的体验。

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## 受邀演讲

### 2012年Peter Vink教授在代尔夫特理工大学就职演讲

邀请我讲述我在crowd behavior, crowd management方向的研究在航空乘客管理上的应用

### 2020年1月 代尔夫特理工大学

邀请我为“Food & Eating Design”客座讲师

### 2021年3月 Booking.com公司

邀请我讲述怎样设计用户调研以及数据分析

### 2021年4月 George Mason University (美国乔治梅森大学)

将邀请我为客座讲师，讲述如何设计Social VR人机交互实验以及数据分析

### 2021年5月 King's College London (伦敦国王学院, 2021QS排名31)

将邀请我分享Social VR的研究成果

## 学术界职位

**ACM CHI 2022:** Design Chair (视觉设计负责人)

**ACM IMX 2021:** Working-in-Progress Co-Chair (短论文负责人)

**ACM CHI 2021:** Late-Breaking-Work: Associate Chair (短论文负责人)

**ACM IMX 2020:** Associate Chair (审稿联合负责人)

**ACM MMSys 2018:** Communication Chair (视觉设计及宣传负责人)

**ACM CHI 2020 and 2021 Social VR Workshop:** Co-organizer & Website Designer (工作坊联合负责人及网站设计师)

**ACM CHI 2021 Immersive Inclusivity Workshop:** Co-organizer & Visual Designer (工作坊联合负责人及视觉设计师)

**Conference & Journal Reviewer (会议/学术杂志审稿人) :** ACM CHI, ACM IMX, IEEE VR, DIS, NordiCHI, CSCW, Safety Science, Virtual Reality

### 注释:

ACM CHI 为人机交互领域A类(顶级)学术会议

ACM IMX 以及 ACM MMSys为B类学术会议

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## 论文发表

### 2021年

Mei, Y., **Li, J.**, De Ridder, H. & Cesar, P. (2021). CakeVR: A Social Virtual Reality (VR) Tool for Co-designing Cakes. In *Proceedings of ACM CHI2021 Conference on Human Factors in Computing Systems*.

Williamson, J., **Li, J.**, Shamma, D.A., Vinayagoorthy, V. & Cesar, P. (2021). Understanding User Proxemics and Social Formations in an Instrumented Virtual Reality Workshop. In *Proceedings of ACM CHI2021 Conference on Human Factors in Computing Systems*.

**Li, J.**, Vinayagoorthy, V., Williamson, J., Shamma, D. A. & Cesar, P. (2021). Social VR: A New Medium for Remote Communication and Collaboration. In *Extended Abstracts of the ACM CHI2021 Conference on Human Factors in Computing Systems*.

Ryskeldiev, B., Ochiai, Y., Kusano, K., **Li, J.**, Kunze, K., Saraiji, M.H.D.Y., Billinghamurst, M., Nanayakkara, S., Sugano, Y., Honda, T. (2021). Immersive Inclusivity at CHI: Design and Creation of Inclusive User Interactions Through Immersive Media. In *Extended Abstracts of the ACM CHI2021 Conference on Human Factors in Computing Systems*.

### 2020年

Xue, T., **Li, J.**, Chen, G. & Cesar, P. (2020). A Social VR Clinic for Knee Arthritis Patients with Haptics. In *Adjunct Proceedings of ACM IMX 2020 Conference on Interactive Media Experiences (最佳Demo奖)*.

Subramanyam, S., **Li, J.**, Viola, I. & Cesar, P. (2020). Comparing the Quality of Highly Realistic Digital Humans in 3DoF and 6DoF: A Volumetric Video Case Study. In *Proceedings of IEEE VR 2020*.

**Li, J.**, Chen, G., De Ridder, H. & Cesar, P. (2020). Designing A Social VR Clinic for Medical Consultations. In *Extended Abstracts of the ACM CHI2020 Conference on Human Factors in Computing Systems*.

Tharatipyakul, A., **Li, J.** & Cesar, P. (2020). Designing User Interface for Facilitating Live Editing in Streaming. In *Extended Abstracts of the ACM CHI2020 Conference on Human Factors in Computing Systems*.

**Li, J.**, Vinayagoorthy, V., Schwartz, R., Ijsselsteijn, W., Shamma, D. A. & Cesar, P. (2020). Social VR: A New Medium for Remote Communication and Collaboration. In *Extended Abstracts of the ACM CHI2020 Conference on Human Factors in Computing Systems*.

Vasilchenko, A., **Li, J.**, Ryskeldiev, B., Sarcar, S., Ochiai, Y., Kunze, K. & Radu, I. (2020). Collaborative Learning and Co-creation in XR. In *Extended Abstracts of the ACM CHI2020 Conference on Human Factors in Computing Systems*.

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## 2019年

- Li, J., Kong, Y., Röggl, T., De Simone, F., Ananthanarayan, S., de Ridder, H., El Ali, A. & Cesar, P. (2019). Measuring and Understanding Photo Sharing Experiences in Social Virtual Reality. In *Proceedings of ACM CHI2019 Conference on Human Factors in Computing Systems*.
- Li, J. (2019). Crowds inside out: Understanding crowds from the perspective in individual crowd members' experiences. *PhD thesis, Delft University of Technology*, ISBN 9789065624314.
- Li, J., De Simone, F., El Ali, A & Cesar, P. (2019). A framework to measure quality of experience in social virtual reality. In *Proceedings of ICT Open 2019 (最佳短论文提名)*.
- De Simone, F., Li, J., Debarba, H. G., El Ali, A., Gunkel, S. N., & Cesar, P (2019). Watching videos together in social Virtual Reality: An experimental study on user's QoE. In *Proceedings of the IEEEVR 2019*.
- Röggl, T., Li, J., Fjellsten, S., Jansen, J., Kegel, I., Pilgrim, L., Trimby, M., Williams, D., Cesar, P. (2019). From the Lab to the OB Truck: Object-Based Broadcasting at the FA Cup in Wembley Stadium. In *Proceedings of the ACM CHI2019 Conference on Human Factors in Computing Systems*.

## 2018年

- Li, J., Röggl, T., Glancy, M., Jansen, J., & Cesar, P. (2018). A New Production Platform for Authoring Object-based Multiscreen TV Viewing Experiences. In *Proceedings of the 2018 ACM International Conference on Interactive Experiences for TV and Online Video (ACM 国际计算机协会最佳论文奖)*.
- Li, J., Zheng, Z., Meixner, B., Röggl, T., Glancy, M., & Cesar, P. (2018). Designing an Object-based Preproduction Tool for Multiscreen TV Viewing. In *Extended Abstracts of the ACM CHI2018 Conference on Human Factors in Computing Systems*.
- Röggl, T., Li, J., Jansen, J., Gower, A., Trimby, M., & Cesar, P. (2018). 2IMMERSE Production Suite: A Platform for Creating Interactive Multiscreen Experiences. In *Adjunct Proceedings of the ACM International Conference on Interactive Experiences for Television and Online Video*.

## 2017年及更早

- Li, J., Vermeeren, A.P.O.S. & De Ridder, H. (2014). Designerly ways of exploring crowds. *International Journal of Cultural and Creative Industries*, 2(1), p. 4-17. pdf.
- Li, J., Cai, R., De Ridder, H., Vermeeren, A, & Van Egmond, R. (2014). A study on relation between crowd emotional feelings and action tendencies. In *Proceedings of the 8th Nordic CHI Conference on Human-Computer Interaction*.
- Li, J., Erkin, Z., De Ridder, H. & Vermeeren, A.P.O.S. (2013). A field study on real-time self-reported emotions in crowds. In *Proceedings of ICT OPEN 2013*, The Netherlands.

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- Martella, C., Li, J., Conrado, C., & Vermeeren, A. (2017). On current crowd management practices and the need for increased situation awareness, prediction, and intervention. *Safety science*, 91, 381-393.
- Wang, Y. T., Li, J., & Vink, P. (2014). The future aircraft interior design inspired by crowd well-being. In *Advances in Social and Organizational Factors* (Edited By Peter Vink). Published by the 5th International conference on Applied Human Factors and Ergonomics (AHFE2014).
- Wang, Y. T., Li, J., & Vink, P. (2014). Urban legend: A BWB interior that enhances passenger well-being. *Aircraft Interior International*, March Issue.
- Erkin, Z., Li, J., Vermeeren, A.P.O.S. & De Ridder, H. (2014). Privacy-preserving emotion detection for crowd management. In *Proceedings of 10th International Conference on Active Media Technology*.
- Wijermans, N., Conrado, C., van Steen, M., Martella, C., & Li, J. (2016). A landscape of crowd-management support: An integrative approach. *Safety science*, 86, 142-164.
- Martella, C., Van Halteren, A., Van Steen, M., Conrado, C. & Li, J. (2014). Crowd texture as proximity graphs. *IEEE Communications Magazine*, 52 (1), p. 115-121.
- Li, J., De Ridder, H., Vermeeren, A.P.O.S., Conrado, C. & Martella, C. (2013). Designing for crowd well-being: Current designs, strategies and future design suggestions. In *Proceedings of International Association of Societies of Design Research (IASDR) 2013 Conference*.

## 推荐人

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### **Prof. dr. Pablo Cesar 教授**

Group leader of Distributed Interactive Systems Group  
at Centrum Wiskunde & Informatica  
Professor at Delft University of Technology  
P.S.Cesar@cw.nl

### **Dr. David Ayman Shamma 博士**

Vice President of Operations at ACM SIGCHI  
aymans@acm.org

### **Prof. dr. Huib de Ridder 教授**

Faculty of Industrial Design Engineering, Delft University of Technology  
H.deRidder@tudelft.nl

### **Prof. dr. Sylvia Pont 教授**

Faculty of Industrial Design Engineering, Delft University of Technology  
S.C.Pont@tudelft.nl