

Curriculum Vitae - Wen-Jie TSENG

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Current position: **Postdoctoral Researcher at Sorbonne Université, ISIR (UMR 7222)**

Work address: 4 place Jussieu, 75005, Paris, France

Education

- 2020–25 **Ph.D. Computer Science**, Technical University of Darmstadt, Germany
Defense Date: 10 April 2025
Thesis: *“Being in Two Spaces: Investigating and Mitigating Spatial Conflicts in Virtual Reality”*
Advisors: Jan Gugenheimer (TU Darmstadt) and Samuel Huron (Télécom Paris)
I started my PhD at Télécom Paris for the first 3 years and continued it for 2 years at TU Darmstadt after my primary advisor (Jan Gugenheimer) moved there in 2022; my degree was awarded by TU Darmstadt.
- 2017–19 **M.Sc. Computer Science**, National Chiao Tung University (NCTU), Taiwan
Advisor: Liwei Chan
- 2011–15 **B.Sc. Psychology**, National Cheng Kung University (NCKU), Taiwan

Research Experience

- 06.2025–present **Sorbonne Université, France (Postdoc Researcher)**
Topic: Maintaining physical collaboration in virtual reality
ISIR, ACIDE Team, HCI Group. Host: Gilles Bailly
- 04–06.2024 **University of Copenhagen, Denmark (Visting Researcher, 3 months)**
Topic: Biases in the judgment of body ownership in virtual reality [J2]
DIKU, Human-Centred Computing Section. Host: Kasper Hornbæk
- 04.2023–05.2025 **Technical University of Darmstadt, Germany (PhD Student, 2 years and 2 months)**
Department of Computer Science, HCI Group
- 03.2020–03.2023 **Télécom Paris, Institut Polytechnique de Paris, France (PhD Student, 3 years)**
INRES, LTCI, DIVA Group
- 08–12.2019 **National Chiao Tung University, Taiwan (Research Assistant, 5 months)**
Topic: Integrating haptic feedback with head-mounted displays [C6]
Department of Computer Science, Pro-Interaction Lab. Host: Liwei Chan
- 11.2016–01.2017 **Chemnitz University of Technology, Germany (Research Assistant, 3 months)**
Institute of Psychology, Applied Geropsychology and Cognition Group. Host: Georg Jahn

Grant Funding

- 2026–27 **ANR, PEPR eNSEMBLE, France: Postdoc Grant for 18 months (108 100 €)**
Link: <https://www.pepr-ensemble.fr/>. Acceptance Rate: 20-25%
- 2025 **Early Career Researcher Fund, TU Darmstadt, Germany: Since I conducted a research project [J2] without my PhD supervisors, I received this fund for publication. (1 400 €)**
- 2019 **Appier: AI and IT Research Scholarship, Taiwan: Travel grant for presenting [C7] at the HCI conference, UIST '19, New Orleans, USA (50 000 NTD≈1 400 €)**
- 2018 **Appier: AI and IT Research Scholarship, Taiwan: Travel grant for presenting [C8] at the HCI conference, UIST '18, Berlin, Germany (50 000 NTD≈1 400 €)**

Awards and Honors

- 2023 Doctoral Consortium Participant Award at CHI '23 [A2] AR: 30/115 (26%)
- 2023 Honorable Mention Paper Award (**Top 5%**) at CHI '23 [C3]
- 2020 Honorable Mention Paper Award (**Top 5%**) at CHI '20 [C6]

Top 5 Selected Publications

I chose these publication because they are the core of research axes in my activity report. † represents equal contribution. Acceptance rates are shown when available as AR: accepted/submitted (rate%).

- [J2] **W.-J. Tseng** and K. Hornbæk. “Does the Peak-End Rule Apply to Judgments of Body Ownership in Virtual Reality?” *In: International Journal of Human-Computer Studies*, 206 (Dec. 1, 2025), 11 pages, DOI. I conducted this project without my PhD supervisors during my research visit at the University of Copenhagen, Denmark.
- [C5] **W.-J. Tseng**, E. Bonnail, M. McGill, M. Khamis, E. Lecolinet, S. Huron, and J. Gugenheimer. “The Dark Side of Perceptual Manipulations in Virtual Reality”. *In: Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22)*, 15 pages, DOI. AR: 638/2579 (24.7%).
- [C4] **W.-J. Tseng**, S. Huron, E. Lecolinet, and J. Gugenheimer. “FingerMapper: Mapping Finger Motions onto Virtual Arms to Enable Safe Virtual Reality Interaction in Confined Spaces”. *In: Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23)*, 14 pages, DOI. AR: 880/3182 (28.4%).
- [C2] **W.-J. Tseng**, P. D. Kontrazis, E. Lecolinet, S. Huron, and J. Gugenheimer. “Understanding Interaction and Breakouts of Safety Boundaries in Virtual Reality Through Mixed-Method Studies”. *In: 2024 IEEE Conference Virtual Reality and 3D User Interfaces (VR '24)*, 11 pages, DOI. AR: 180/627 (28.7%).
- [C8] H.-Y. Chang[†], **W.-J. Tseng[†]**, C.-E. Tsai, H.-Y. Chen, R. L. Peiris, and L. Chan. “FacePush: Introducing Normal Force on Face with Head-Mounted Displays”. *In: Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology (UIST '18)*, 9 pages, DOI. AR: 80/375 (21.3%). I conducted this research during my Master’s degree, supervised by Liwei Chan.

Supervision Activities

Master Level

- 2025 Sena Kilinç (MS Internship, Sorbonne Université) - Sena will become a PhD student in 2026.
Supervision: **50%** with Gilles Bailly (**50%**) for 4 months
Topic: *Grasp intent prediction in VR*
- 2021 Dariya Mukhatova (MS Research Project, Télécom Paris) - Software engineer at Kyriba
Supervision: **50%** with Jan Gugenheimer (**50%**) for 5 months
Topic: *An online survey on the VR safety boundary* (140 working hours)
Contribution: The project was a part of the publication [C2] at IEEE VR '24.
- 2021 Petros Dimitrios Kontrazis (MS Research Project, Télécom Paris) - XR developer at MAGOS
Supervision: **50%** with Jan Gugenheimer (**50%**) for 5 months
Topic: *FruitSlicer: directing the location of VR users by using game.* (140 working hours)
Contribution: The project was a part of the publication [C2] at IEEE VR '24.
- 2020-21 Elise Bonnail (MS Research Project, Télécom Paris) - Elise defended her PhD thesis in 2025.
Supervision: **50%** with Jan Gugenheimer (**50%**) for 5 months
Topic: *Redirected walking in VR and physical harm* (140 working hours)
Contribution: The project was a part of the publication [C5] at ACM CHI '22.

Bachelor Level

- 2025 Florian Freund (BS Thesis, TU Darmstadt)
Supervision: **100%** for 6 months
Topic: *Studying snap rotation for spatial updating in VR* (360 working hours)
- 2024 Yara Hartenstein (BS Thesis, TU Darmstadt) - now a MS student in CS at TU Darmstadt.
Supervision: **100%** for 6 months
Topic: *Measuring presence with skin conductance data by inducing fear* (360 working hours)
Contribution: Preparing for a poster submission
- 2024 Samuel Wendt (BS Thesis, TU Darmstadt) - now a MS student in CS at TU Darmstadt.

Supervision: **100%** for 6 months
 Topic: *Enhancing collision avoidance in VR* (360 working hours)

Teaching Activities

2025	IA pour l'ADAPtation d'environnements multimodaux (Sorbonne Université, MS): lecture, haptic and applications (<i>in french</i>); tutorial, hand redirection in VR (1.5 CM + 1.5 TD)
2025	Human Computer Interaction (BS, TU Darmstadt): lecture, HCI history (3 CM)
2023	Human Computer Interaction (BS, TU Darmstadt): lecture, input and output devices (3 CM)
2024	Telekooperation Seminar (BS/MS, TU Darmstadt): tutorial on literature review (7 TD)
2023	Telekooperation Seminar (BS/MS, TU Darmstadt): tutorial on literature review (14 TD)
2023	Bachelor Internship (BS, TU Darmstadt): supervised students to develop a VR game (6 TD)
2023	Interaction in VR and AR (MS, TU Darmstadt): Unity/VR tutorials (14 TP)
2021	HCI for Mixed Reality (MS, Télécom Paris): Unity/VR tutorials (8 TP)
2021	HCI Project Seminar (MS, Télécom Paris): supervised students to develop VR games (16 TD)
2020	HCI for Mixed Reality (MS, Télécom Paris): Unity/VR tutorials (8 TP)
2020	Introduction to HCI (MS, Télécom SudParis): Unity/VR tutorials (4 TP)
2019	Future Interaction Technology (MS, NCTU): sketching tutorial (3 TD)
2018	Interactive Design and VR (MS, NCTU): Unity/VR development (16 TP)
2017	Introduction to Computers and Programming (BS, NCTU): C/C++ programming (16 TP)
2016	Data Management (MS, NCKU): lecture, interactive plots with R/Shiny (1.5 CM + 1.5 TD)
2015	Statistics in Psychology (BS, NCKU): R programming (16 TP)

My total teaching time is 124 HETDs = 9 CM (13.5h) + 49 TD (49h) + 82 TP (61.5h). HETD (Heures Équivalent Travaux Dirigés): lecture (CM) = 1.5 HETD, tutorial (TD) = 1 HETD, lab (TP) = 0.75 HETD.

Academic Services

International/National Level

2020– present	External Reviewer: I reviewed for HCI/VR venues such as ACM CHI, IEEE VR, ACM UIST , and more (CSCW, ISMAR, DIS, IMWUT, VRST, SUI and MuC). From 72 papers I reviewed, I received 13 <i>Special Recognitions for Outstanding Reviews</i> .
2026	CNRS GDR-IHM , IHM Days at Sorbonne Université, Local Chair, about 100 participants
10.2025– 2024	ANR PEPR eSEMBLE, Co-organize PC1 monthly meetings for about 35 participants
2024	ACM CHI Late-Breaking Work, Associate Chair (AC) is a program committee who evaluate which paper submission should be accepted or rejected. As a CHI Late-Break Work AC, I reviewed 8 poster submissions. For half of them, I found external reviewers and wrote meta-review to make the final decision. For the other half, I wrote review of each paper.
2023	Co-organizer of Taiwan Night at CHI '23: (1) advertised publications conducted by Taiwanese researchers (2) organized a social event for about 100 participants.
2023	Volunteer for running the German HCI social event at CHI '23 (about 300 participants)
2022	Workshop Co-organizer at CHI '22, Novel challenges of safety, security and privacy in XR [A4] AR: 47/81 (57%): We received 15 submissions and hosted discussion with around 30 participants. We invited Franziska Roesner (University of Washington, USA) as our keynote speaker: <i>Security and privacy for extended reality: the next 10 years</i> .
2021-22	SIGCHI Paris Web chair for 1 year
2019	Student Volunteer at ACM MobileHCI '19

University/Lab/Group Level

10.2025–	Organize monthly journal club at the HCI group, ISIR, Sorbonne Université	
2024	Organize weekly writing seminar at the HCI group, TU Darmstadt for 6 months	
2020	Organize weekly paper reading group at the DIVA group, Télécom Paris for 6 months	
11.10.2025	Support CoVR demo at “Fête de la science” at the open lab of ISIR	150 participants
08.10.2021	Demo FingerMapper at “Fête de la science” at École Polytechnique	200 participants

Invited Talks

	<i>Job talk: Understanding bodily experiences in VR: From lab to diverse physical spaces</i>	
09.12.2025	Seamless Group, Inria Rennes/IRISA (UMR 6074)	25 participants
03.12.2025	Loki Group, Inria Lille/CRISTAL (UMR 9189)	20 participants
25.11.2025	SIGCHI Paris Talk, Inria Paris-Saclay/LISN (UMR 9015)	30 participants
	<i>Thesis talk: Being in two spaces: Investigating and mitigating spatial conflicts in VR</i>	
24.10.2024	HCI Group, Sorbonne Université/ISIR (UMR 7222)	15 participants
30.04.2024	HCC Section, University of Copenhagen, Denmark	20 participants
	<i>Paper Talk: FingerMapper [C4]</i>	
16.03.2024	1st Workshop on Locomotion and Wayfinding in XR (IEEE VR '24), USA	50 participants
	<i>Paper Talk: Perceptual Manipulation in VR [C5]</i>	
20.05.2022	Hybrid Group, Inria Rennes	20 participants
12.05.2022	Parsons School of Design, New York City, USA	15 participants

Media Coverage

2023	New Scientist , Play VR games on a bus by wiggling your fingers as if they were arms [C4]
2022	Le Monde , La réalité virtuelle face au risque de détournement malveillant de ses outils [C5]

All Publications

Unlike many academic fields, Human-Computer Interaction (HCI) conferences are top-tier venues designed for archival publication. Conferences such as ACM CHI (Conference on Human Factors and Computing Systems), ACM UIST (Symposium on User Interface Software and Technology), and IEEE VR (Conference on Virtual Reality and 3D User Interfaces) include at least three independent reviews, a revise-and-resubmit/rebuttal process, a program committee meeting, and an acceptance rate between 20 and 25%. According to the CORE ranking¹, these venues are *A* conference* and surpass most journals in selectivity, visibility, and impact. With my collaborators, I have published 8 articles in *A* conferences* and 2 in *Q1 journals*, the International Journal of Human-Computer Studies and IEEE Transactions on Visualization and Computer Graphics (according to the Scimago ranking²). Two of my publications [C3, C6] received the *Honorable Mention Paper Award* at the leading HCI conference ACM CHI, which recognizes the *top 5% of publications each year*.

† represents equal contribution. The first author is the primary contributor, while the last author is often the project supervisor. Acceptance rates are shown when available as AR: accepted/submitted (rate%).

Journal Articles (peer-reviewed)

- [J1] Yanni Mei, Jonas Wombacher, **Wen-Jie Tseng**, Veronika Krauß, and Jan Gugenheimer. “Embodied Spatial Simulation: Enabling Embodied Interaction with Human Motion Simulation in Augmented Reality”. In: *the IEEE Transactions on Visualization and Computer Graphics* (2026), 11 pages. Conditionally Accepted as IEEE TVCG paper, with presentation at IEEE VR '26.

¹The CORE ranking: <https://portal.core.edu.au/conf-ranks/>

²The Scimago ranking: <https://www.scimagojr.com/>

- [J2] **Wen-Jie Tseng** and Kasper Hornbæk. “Does the Peak-End Rule Apply to Judgments of Body Ownership in Virtual Reality?” In: *International Journal of Human-Computer Studies* 206 (Dec. 1, 2025), 11 pages. doi: [10.1016/j.ijhcs.2025.103662](https://doi.org/10.1016/j.ijhcs.2025.103662).

Conference Proceedings (peer-reviewed)

- [C1] Julius von Willich, Frank Nelles, **Wen-Jie Tseng**, Jan Gugenheimer, Sebastian Günther, and Max Mühlhäuser. “A Qualitative Investigation of User Transitions and Frictions in Cross-Reality Applications”. In: *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*. CHI ’25, AR: 1249/5014 (24.9%). Apr. 25, 2025, 18 pages. doi: [10.1145/3706598.3713921](https://doi.org/10.1145/3706598.3713921).
- [C2] **Wen-Jie Tseng**, Petros Dimitrios Kontrazis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. “Understanding Interaction and Breakouts of Safety Boundaries in Virtual Reality Through Mixed-Method Studies”. In: *2024 IEEE Conference Virtual Reality and 3D User Interfaces*. IEEE VR ’24, AR: 180/627 (28.7%). Mar. 2024, 11 pages. doi: [10.1109/VR58804.2024.00069](https://doi.org/10.1109/VR58804.2024.00069).
- [C3] Elise Bonnail, **Wen-Jie Tseng**, Mark McGill, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. “Memory Manipulations in Extended Reality”. In: *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. CHI ’23, AR: 880/3182 (28.4%). Apr. 19, 2023, 20 pages. doi: [10.1145/3544548.3580988](https://doi.org/10.1145/3544548.3580988).
- [C4] **Wen-Jie Tseng**, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. “FingerMapper: Mapping Finger Motions onto Virtual Arms to Enable Safe Virtual Reality Interaction in Confined Spaces”. In: *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. CHI ’23, AR: 880/3182 (28.4%). Apr. 19, 2023, 14 pages. doi: [10.1145/3544548.3580736](https://doi.org/10.1145/3544548.3580736).
- [C5] **Wen-Jie Tseng**, Elise Bonnail, Mark McGill, Mohamed Khamis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. “The Dark Side of Perceptual Manipulations in Virtual Reality”. In: *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*. CHI ’22, AR: 638/2579 (24.7%). Apr. 29, 2022, 15 pages. doi: [10.1145/3491102.3517728](https://doi.org/10.1145/3491102.3517728).
- [C6] **Wen-Jie Tseng**, Yi-Chen Lee, Roshan Lalintha Peiris, and Liwei Chan. “A Skin-Stroke Display on the Eye-Ring Through Head-Mounted Displays”. In: *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. CHI ’20, AR: 760/3126 (24.3%). Apr. 23, 2020, 13 pages. doi: [10.1145/3313831.3376700](https://doi.org/10.1145/3313831.3376700).
- [C7] **Wen-Jie Tseng**, Li-Yang Wang, and Liwei Chan. “FaceWidgets: Exploring Tangible Interaction on Face with Head-Mounted Displays”. In: *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology*. UIST ’19, AR: 93/381 (24.4%). Oct. 17, 2019, 11 pages. doi: [10.1145/3332165.3347946](https://doi.org/10.1145/3332165.3347946).
- [C8] Hong-Yu Chang[†], **Wen-Jie Tseng**[†], Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. “FacePush: Introducing Normal Force on Face with Head-Mounted Displays”. In: *Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology*. UIST ’18, AR: 80/375 (21.3%). Oct. 11, 2018, 9 pages. doi: [10.1145/3242587.3242588](https://doi.org/10.1145/3242587.3242588).

Thesis

- [T1] **Wen-Jie Tseng**. “Being in Two Spaces: Investigating and Mitigating Spatial Conflicts in Virtual Reality”. Available at <https://doi.org/10.26083/tuprints-00029892>. Doctoral Dissertation. Technische Universität Darmstadt, Germany, Apr. 10, 2025. 191 pages.

Adjunct Publications (Poster, Demo, Workshop Proposal, Position Papers)

- [A1] Gaëlle Clavelin, Mickael Bouhier, **Wen-Jie Tseng**, and Jan Gugenheimer. “Exploring the Perception of Pain in Virtual Reality through Perceptual Manipulations”. In: *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems*. CHI EA ’23, Apr. 19, 2023, pp. 1–7. doi: [10.1145/3544549.3585674](https://doi.org/10.1145/3544549.3585674).
- [A2] **Wen-Jie Tseng**. “Understanding Physical Breakdowns in Virtual Reality”. In: *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems*. CHI EA ’23, AR: 30/115 (26%). Apr. 19, 2023, pp. 1–5. doi: [10.1145/3544549.3577064](https://doi.org/10.1145/3544549.3577064).
- [A3] Elise Bonnail, **Wen-Jie Tseng**, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. “Exploring Memory Manipulation in Extended Reality Using Scenario Construction”. In: *Proceedings of the 1st Workshop on Novel Challenges of Safety, Security and Privacy in Extended Reality, USA*. Vol. 5. 2022.

- [A4] Jan Gugenheimer, **Wen-Jie Tseng**, Abraham Hani Mhaidli, Jan Ole Rixen, Mark McGill, Michael Nebeling, Mohamed Khamis, Florian Schaub, and Sanchari Das. “Novel Challenges of Safety, Security and Privacy in Extended Reality”. In: *Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems*. CHI EA '22. Apr. 28, 2022, pp. 1–5. doi: [10.1145/3491101.3503741](https://doi.org/10.1145/3491101.3503741).
- [A5] **Wen-Jie Tseng**, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. “Enabling Virtual Reality Interactions in Confined Spaces by Re-Associating Finger Motions”. In: *2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*. Mar. 2022, pp. 574–575. doi: [10.1109/VRW55335.2022.00138](https://doi.org/10.1109/VRW55335.2022.00138).
- [A6] **Wen-Jie Tseng**, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. “FingerMapper: Enabling Arm Interaction in Confined Spaces for Virtual Reality through Finger Mappings”. In: *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*. CHI EA '21. May 8, 2021, pp. 1–4. doi: [10.1145/3411763.3451573](https://doi.org/10.1145/3411763.3451573).
- [A7] Hong-Yu Chang, **Wen-Jie Tseng**, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. “FacePush: Experiencing Pressure Forces on Face with HMDs”. In: *SIGGRAPH Asia 2018 Emerging Technologies*. SA '18. Dec. 4, 2018, pp. 1–2. doi: [10.1145/3275476.3275480](https://doi.org/10.1145/3275476.3275480).