

# YUN SUEN PAI, PH.D.

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## AREAS OF EXPERTISE

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Augmented/Virtual/Mixed Reality, Physiological Sensing, Applied Machine/Deep Learning, Perception and Behavior Change, Assistive/Inclusive Technology

## WORK EXPERIENCE

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**Graduate School of Media Design, Keio University** Yokohama, Japan  
*Project Senior Assistant Professor* May 2022 | Current

- Conduct Research under the Cybernetic Being Moonshot Project
- Led the Physionetic Interactions (research on physiology and cybernetic avatars, 17 members) research group within the Embodied Media Laboratory

**Graduate School of Media Design, Keio University** Yokohama, Japan  
*Project Assistant Professor* April 2021 | April 2022

- Conduct Research under the Cybernetic Being Moonshot Project
- Led the Empathic Interactions (research on emotions, 10 members) and Transcending Bodies (research on robotics, 6 members) research group within the Embodied Media Laboratory

**Auckland Bioengineering Institute, University of Auckland** Auckland, New Zealand  
*Postdoctoral Research Fellow* June 2019 | March 2021

- Conduct Research in the Empathic Computing Laboratory

**Graduate School of Media Design, Keio University** Yokohama, Japan  
*Employed Researcher* October 2018 | March 2019

- Conduct Research under the Kiban B Project "Deep Learning the Human Mind"

**Graduate School of Media Design, Keio University** Yokohama, Japan  
*Research Assistant* August 2017 | September 2018

- Perform collaborative research and development with NTT Media Intelligence Laboratories

**Faculty of Engineering, University of Malaya** Kuala Lumpur, Malaysia  
*Research Assistant* August 2013 | August 2015

- Conduct research and development on a project-basis

**MK (M) Electric HoneyWell Sdn. Bhd.** Kuala Lumpur, Malaysia  
*Intern Trainee* June 2012 | September 2012

- Internship under the Global Product Design Centre (GPDC) Department

## EDUCATION

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**Keio University** Yokohama, Japan  
Ph.D. Media Design September 2015 - September 2018  
Thesis: Convex Interactions: Towards Efficient Human Motion In Peripersonal Space Using Virtual Reality

**University of Malaya** Kuala Lumpur, Malaysia  
Masters Engineering Science August 2013 - August 2015  
Thesis: Development of an Immersive Augmented Reality-Based Computer Numerical Control Simulation System

**University of Malaya (CGPA 3.42/4.00)** Kuala Lumpur, Malaysia  
BS Computer Aided Design and Manufacturing Engineering July 2009 - July 2013  
Thesis: Augmented Reality-Based Programming, Planning, and Simulation of a Robotic Work Cell

## TEACHING EXPERIENCE

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**Keio University**

- Empathetic Computing in Virtual Spaces (2022)
- Innovation Pipeline: Collaborative Prototyping - Virtual Prototyping (2021-2022)

- Innovation Pipeline: Collaborative Prototyping - Design Sprint (2021-2022)
- Masters Tutoring: Introduction to HCI (2018)
- Workshop (Master Level): Using WebVR with Vizor Interface (2016, 2017)
- Masters Tutoring: Research Methodology (2017)
- Supervised and mentored over 5 Ph.D. students
- Supervised and mentored over 20 Master students

### University of Malaya

- Masters Tutoring: Using the KukaSIM simulation program (2015)
- Undergraduate Tutoring: Programming for a Programmable Interface Controller (PIC) (2015)
- Masters Tutoring: Finding the inverse kinematics of a KUKA robot arm (2014)

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### PROFESSIONAL RESEARCH ACTIVITIES

- Paper reviewer for ISWC 2017, IMWUT (UbiComp) 2017, MobileHCI 2017, PervasiveHealth 2017, ISMAR 2018-2020, ISWC 2018, IMWUT (UbiComp) 2018, Siggraph Asia 2018 Emerging Technologies, MUM 2018 (PC member), TEI 2019, Transactions on Fuzzy Systems, Plos One, Frontiers Psychology, ACM Computing Surveys, IEEE Access, Transactions on Neural Systems & Rehabilitation Engineering, CHI 2019-2021, IMWUT (UbiComp) 2019, ISWC 2019, MobileHCI 2019, VRST 2019-2020, IEEEVR 2019 & 2021, UIST 2020, AH 2020, OZCHI 2020.
- PC member for MUM 2018, Augmented Humans 2020 Poster and Demo, Siggraph Asia 2021 Emerging Technologies, Augmented Humans 2020 Demo, Siggraph Asia 2022 Emerging Technologies, ICAT-EGVE 2022 Publicity
- Organized and hosted the Empathic Computing Seminar Series (2019 - 2021)
- Supported and attended the NZXR Summit 2020
- Supported and attended the Shonan Meeting 135 "Augmented Reality in Human-Computer Interaction".
- Presented at the CHI 17 Workshop on Amplification and Augmentation of Human Perception (May 2017)
- Supported and attended the Dagstuhl Seminar 17062 "Beyond VR and AR: Reimagining Experience Sharing". Coordinated and edited the Seminar Report.
- Participated in UIST Doctoral Symposium 2016.

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### AWARDS

<b>Runner up for Best Technical XR Demo</b> HyperDrum: Interactive Synchronous Drumming in Virtual Reality using Everyday Objects	Siggraph Asia 2019 XR  November 2019
<b>Best Poster Award</b> AnyOrbit: Fluid 6DOF spatial navigation of virtual environments using orbital motion	SUI 2017  October 2016
<b>AUN/SEED-Net Full Scholarship</b> Full scholarship for Ph.D. program	Japan International Cooperation Agency September 2015
<b>Best Presentation</b> Implementation of a Voice- Control System for Issuing Commands in a Virtual Manufacturing Simulation Process	ICMST 2014  June 2014
<b>MyBrain15 MyMaster Scholarship</b> Full scholarship for Masters program	Ministry of Higher Education Malaysia August 2013
<b>Institution Best Project</b> Augmented Reality Based Programming, Planning, and Simulation of a Robotic Work Cell	Institution of Mechanical Engineers UK  August 2013
<b>Best Undergraduate Thesis Award</b> Best Undergraduate thesis at CAD/M Engineering	Faculty of Engineering, University of Malaya June 2013

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### GRANTS AND FUNDINGS

<b>Google ATAP Collaboration Project</b>	Google ATAP / University of Auckland
Grant amount: \$100,000 for proposal entitled Multi-Scale, Multi-Radar Interactive System	January 2021
<b>Ignition Point Collaboration Project</b>	Ignition Point / Keio University
Grant amount: 5,000,000¥ for proposal entitled Increasing Human Field-of-View using Virtual Reality	April 2019
<b>Keio Young Fellow Research program 2018</b>	Keio University
Grant amount: 500,000¥ for proposal entitled Convex Interactions: Physiological Signal-Driven Virtual Reality in Social Spaces	July 2018
<b>Keio Grant-in-Aid program 2017</b>	Keio University
Grant amount: 500,000¥ for proposal entitled Physiological Signal-Driven Virtual Reality in Social Spaces	July 2017
<b>Keio Kenkyuu no Susume program 2017</b>	Keio University
Grant amount: 700,000¥ for proposal entitled Physiological Signal-Driven Virtual Reality in Social Spaces	July 2017
<b>Keio Grant-in-Aid program 2016</b>	Keio University
Grant amount: 300,000¥ for proposal entitled Physiological Sensing-Based Virtual Reality	June 2016
<b>Keio Kenkyuu no Susume program 2016</b>	Keio University
Grant amount: 500,000¥ for proposal entitled Physiological Sensing-Based Virtual Reality	June 2016
<b>Keio Young Fellow Research program 2016</b>	Keio University
Grant amount: 500,000¥ for proposal entitled Physiological Sensing-Based Virtual Reality	June 2016

#### PATENT FILINGS

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##### **A device and program to simulate dementia experience**

Patent Number: 2021-141977

Contributors: Ximing Shen, Pai Yun Suen, Kouta Minamizawa, Dai Kiuchi, Kanoko Oishi

##### **Tactile presentation device, method and program**

Patent Number: 2019-125855

Contributors: Takuro Nakao, Pai Yun Suen, Kai Kunze, Megumi Isogai, Daisuke Ochi, Hideaki Kimata

##### **Video operating device, video operation method, and image manipulation programs**

Patent Number: 2018-141395

Contributors: Kai Kunze, Pai Yun Suen, Takuro Nakao, Megumi Isogai, Daisuke Ochi, Hideaki Kimata

##### **Using a computer program to provide image-based interaction**

Patent Number: 2017-137097

Contributors: Daisuke Ochi, Megumi Isogai, Hideaki Kimata, Outram Benjamin Ian, Pai Yun Suen, Kai Kunze, Kouta Minamizawa

#### JOURNAL PUBLICATIONS

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1. **Frisson Waves: Exploring Automatic Detection, Triggering and Sharing of Aesthetic Chills in Music Performances** *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT 2022)*  
<https://dl.acm.org/doi/abs/10.1145/3550324>  
 Yan He, George Chernyshov, Jiawen Han, Dingding Zheng, Ragnar Thomsen, Danny Hynds, Muyu Liu, Yuehui Yang, Yulan Ju, Yun Suen Pai, Kai Kunze, Kouta Minamizawa, Jamie A Ward
2. **Total VREcall: Using Biosignals to Recognize Emotional Autobiographical Memory in Virtual Reality** *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT 2022)*  
<https://dl.acm.org/doi/abs/10.1145/3534615>  
 Kunal Gupta, Sam W.T. Chan, Yun Suen Pai, Nicholas Strachan, John Su, Alexander Sumich, Suranga Nanayakkara, Mark Billinghurst
3. **NapWell: an EOG-based sleep assistant exploring the effects of virtual reality on**

**sleep onset** *Virtual Reality*

<https://link.springer.com/article/10.1007/s10055-021-00571-w>

Yun Suen Pai, Marsel L. Bait, Juyoung Lee, Jingjing Xu, Roshan L Peiris, Woontack Woo, Mark Billingham, Kai Kunze

4. **Assessing Hands-Free Interactions for VR using Eye Gaze and Electromyography** *Virtual Reality*

<https://link.springer.com/article/10.1007/s10055-018-0371-2>

Yun Suen Pai, Tilman Dinger, Kai Kunze

5. **Virtual planning, control, and machining for a modular-based automated factory operation in an augmented reality environment** *Scientific Reports*

<https://www.nature.com/articles/srep27380>

Yun Suen Pai, Hwa Jen Yap, Siti Zawiah Md Dawal, S Ramesh, Sin Ye Phoon

6. **Interactive solution approach for loop layout problem using virtual reality technology** *The International Journal of Advanced Manufacturing Technology*

<https://link.springer.com/article/10.1007/s00170-016-9219-7>

Sin-Ye Phoon, Hwa-Jen Yap, Zahari Taha, Yun-Suen Pai

7. **Augmented reality-based programming, planning and simulation of a robotic work cell** *Proceedings of the Institution of Mechanical Engineers, Part B: Journal of Engineering Manufacture*

<http://journals.sagepub.com/doi/abs/10.1177/0954405414534642>

Yun Suen Pai, Hwa Jen Yap, Ramesh Singh

8. **Development of an Augmented Reality-Based G-Code Generator in a Virtual CNC Milling Simulation** *International Journal of Computer Science and Engineering (IJCSE)*

Yap Hwa Jen, Pai Yun Suen, Chang Siow-Wee, Yap Keem Siah

9. **Framework of Augmented Reality Approach Towards Ergonomic Assessment of Driver Vehicle Package Design** *Jurnal Teknologi*

Chew Sze Soon, Raja Ariffin Raja Ghazilla, Yap Hwa Jen, Pai Yun Sue

#### CONFERENCE PUBLICATIONS

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10. **Seeing our Blind Spots: Smart Glasses-based Simulation to Increase Design Students' Awareness of Visual Impairment** *UIST 2022*

Link to appear

Qing Zhang, Giulia Barbareschi, Yifei Huang, Juling Li, Yun Suen Pai, Jamie A Ward, Kai Kunze

11. **Furekit: Wearable Tactile Music Toolkit for Children with ASD** *EuroHaptics 2022*

[https://link.springer.com/chapter/10.1007/978-3-031-06249-0\\_35](https://link.springer.com/chapter/10.1007/978-3-031-06249-0_35)

Di Qi, Mina Shibasaki, Youchi Kamiyama, Sakiko Tanaka, Bunsuke Kawasaki, Chisa Mitsuhashi, Yun Suen Pai, Kouta Minamizawa

12. **KinVoices: Using Voices of Friends and Family in Voice Interfaces** *CSCW 2021*

<https://dl.acm.org/doi/abs/10.1145/3479590>

Sachith Muthukumarana, Don Samitha Elvitigala, Qin Wu, Yun Suen Pai, Suranga Nanayakkara

13. **Jammify: Interactive Multi-sensory System for Digital Art Jamming** *Interact 2021*

<https://dl.acm.org/doi/abs/10.1145/3479590>

Sam WT Chan, Tamil Selvan Gunasekaran, Yun Suen Pai, Haimo Zhang, Suranga Nanayakkara

14. **NeuralDrum: Perceiving Brain Synchronicity in XR Drumming** *Siggraph Asia 2020*

<https://dl.acm.org/doi/abs/10.1145/3428361.3428404>

Yun Suen Pai, Ryo Hajika, Kunal Gupta, Prasanth Sasikumar, Mark Billingham

15. **FingerFlex: Shape Memory Alloy-based Actuation on Fingers for Kinesthetic Haptic Feedback** *MUM 2020*

<https://dl.acm.org/doi/abs/10.1145/3428361.3428404>

Takuro Nakao, Kai Kunze, Megumi Isogai, Shinya Shimizu, Yun Suen Pai

16. **Multiplex Vision: Understanding Information Transfer and F-Formation With Extended 2-Way FOV** *VRST 2020*  
<https://dl.acm.org/doi/abs/10.1145/3385956.3418954>  
Mark Armstrong, Keitaro Tsuchiya, Feng Liang, Kai Kunze, Yun Suen Pai
17. **Measuring human trust in a virtual assistant using physiological sensing in virtual reality** *IEEEVR 2020*  
<https://ieeexplore.ieee.org/abstract/document/9089632>  
Kunal Gupta, Ryo Hajika, Yun Suen Pai, Andreas Duenser, Martin Lochner, Mark Billinghurst
18. **OmniView: An Exploratory Study of 360 Degree Vision using Dynamic Distortion based on Direction of Interest** *AHs 2020*  
<https://dl.acm.org/doi/abs/10.1145/3384657.3384796>  
Feng Liang, Stevanus Kevin, Holger Baldauf, Kai Kunze, Yun Suen Pai
19. **In ai we trust: Investigating the relationship between biosignals, trust and cognitive load in vr** *VRST 2019*  
<https://dl.acm.org/doi/abs/10.1145/3338286.3340129>  
Kunal Gupta, Ryo Hajika, Yun Suen Pai, Andreas Duenser, Martin Lochner, Mark Billinghurst
20. **Private reader: Using eye tracking to improve reading privacy in public spaces** *MobileHCI 2019*  
<https://dl.acm.org/doi/abs/10.1145/3338286.3340129>  
Kirill Ragozin, Yun Suen Pai, Olivier Augereau, Koichi Kise, Jochen Kerdels, Kai Kunze
21. **PinchMove: Improved Accuracy of User Mobility for Near-Field Navigation in Virtual Environments** *MobileHCI 2018*  
<https://dl.acm.org/citation.cfm?id=3229470>  
Yun Suen Pai, Zikun Chen, Liwei Chan, Megumi Isogai, Hideaki Kimata, Kai Kunze
22. **AnyOrbit: Orbital Navigation in virtual environments with eye-tracking** *ETRA 2018*  
<https://dl.acm.org/citation.cfm?doid=3204493.3204555>  
Benjamin I Outram, Yun Suen Pai, Tanner Person, Kouta Minamizawa, Kai Kunze
23. **Armswing: using arm swings for accessible and immersive navigation in AR/VR spaces** *MUM 2017*  
<https://dl.acm.org/citation.cfm?id=3152864>  
Yun Suen Pai, Kai Kunze
24. **Development of Augmented Reality Approach Towards Ergonomic Assessment of Driver Vehicle Package Design** *ICE and ICIE 2015*  
Chew Sze Soon, Raja Ghazilla Raja Ariffin, Yap Hwa Jen, Pai Yun Suen
25. **Augmented Reality Assisted Factory Layout Planning and Analysis for a Flexible Manufacturing Cell** *ICCSCM 2014*  
Pai Yun Suen, Yap Hwa Jen, Singh Ramesh, Chang Siow-Wee, Cheong Kok Leong Royston, Taha Zahari
26. **Implementation of a Voice-Control System for Issuing Commands in a Virtual Manufacturing Simulation Process** *Advanced Materials Research*  
<https://www.scientific.net/AMR.980.165>  
Yun Suen Pai, Hwa Jen Yap, Ramesh Singh

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POSTER, DEMO, AND WORKSHOP PUBLICATIONS

27. **RaTTIn: Radar-Based Identification for Tangible Interactions** *CHI 2022*  
<https://dl.acm.org/doi/abs/10.1145/3491101.3519808>  
Tamil Selvan Gunasekaran, Ryo Hajika, Yun Suen Pai, Eiji Hayashi, Mark Billinghurst
28. **GazeSync: Eye Movement Transfer Using an Optical Eye Tracker and Monochrome Liquid Crystal Displays** *IUI 2022*  
<https://dl.acm.org/doi/abs/10.1145/3490100.3516469>  
Qing Zhang, Yifei Huang, George Chernyshov, Juling Li, Yun Suen Pai, Kai Kunze

29. **WizardOfVR: An Emotion-Adaptive Virtual Wizard Experience** *Siggraph Asia 2021 XR*  
<https://dl.acm.org/doi/abs/10.1145/3478514.3487628>  
Kunal Gupta, Yuewei Zhang, Yun Suen Pai, Mark Billinghurst
30. **Dementia Eyes: Perceiving Dementia with Augmented Reality** *Siggraph Asia 2021 XR*  
<https://dl.acm.org/doi/abs/10.1145/3478514.3487617>  
Ximing Shen, Yun Suen Pai, Dai Kiuchi, Kanoko Oishi, Kehan Bao, Tomomi Aoki, Kouta Minamizawa
31. **Frisson Waves: Sharing Frisson to Create Collective Empathetic Experiences for Music Performances** *Siggraph Asia 2021 E-Tech*  
<https://dl.acm.org/doi/abs/10.1145/3478514.3487617>  
Yan He, George Chernyshov, Dingding Zheng, Jiawen Han, Ragnar Thomsen, Danny Hynds, Yuehui Yang, Yun Suen Pai, Kai Kunze, Kouta Minamizawa
32. **BridgedReality: A Toolkit Connecting Physical and Virtual Spaces through Live Holographic Point Cloud Interaction** *Siggraph Asia 2021 Poster*  
<https://dl.acm.org/doi/abs/10.1145/3476124.3488656>  
Mark Armstrong, Lawrence Quest, Yun Suen Pai, Kai Kunze, Kouta Minamizawa
33. **ARMixer: Live Stage Monitor Mixing through Gestural Interaction in Augmented Reality** *Siggraph Asia 2021 Poster*  
<https://dl.acm.org/doi/abs/10.1145/3476124.3488632>  
Weihan Huang, Stephanie Bourgeois, Yun Suen Pai, Kai Kunze, Kouta Minamizawa
34. **VRTwitch: Enabling Micro-motions in VR with Radar Sensing** *Siggraph Asia 2021 Poster*  
<https://dl.acm.org/doi/abs/10.1145/3476124.3488650>  
Ryo Hajika, Tamil Selvan Gunasekaran, Alaeddin Nassani, Yun Suen Pai, Mark Billinghurst
35. **Towards understanding physiological responses to emotional autobiographical memory recall in mobile vr scenarios** *MobileHCI 2021*  
<https://dl.acm.org/doi/abs/10.1145/3447527.3474864>  
Kunal Gupta, Sam W.T. Chan, Yun Suen Pai, Alexander Sumich, Suranga Nanayakkara, Mark Billinghurst
36. **Tactile music toolkit: supporting communication for autistic children with audio feedback** *IEEE World Haptics 2021*  
<https://ieeexplore.ieee.org/abstract/document/9517267/>  
Di Qi, Danny Hynds, Mina Shibasaki, Yun Suen Pai, Kouta Minamizawa
37. **Comado: Communication System for Ambient Connection between Distance Locations** *IEEE World Haptics 2021*  
<https://ieeexplore.ieee.org/abstract/document/9517203>  
Fuko Yamamura, Taku Tanichi, Yun Suen Pai, Kouta Minamizawa
38. **Adapting Fitts' Law and N-Back to Assess Hand Proprioception** *CHI 2021*  
<https://dl.acm.org/doi/abs/10.1145/3411763.3451699>  
Tamil Selvan Gunasekaran, Ryo Hajika, Chloe Dolma Si Ying Haigh, Yun Suen Pai, Danielle Lottridge, Mark Billinghurst
39. **Radarmin: A Radar-Based Mixed Reality Theremin Setup** *ISMAR 2020*  
<https://ismar20.org/demonstrations/>  
Ryo Hajika, Prasanth Sasikumar, Amit Barde, Yun Suen Pai, Eiji Hayashi, Mark Billinghurst
40. **AffectivelyVR: Towards VR Personalized Emotion Recognition** *VRST 2020*  
<https://dl.acm.org/doi/abs/10.1145/3385956.3422122>  
Kunal Gupta, Jovana Lazarevic, Yun Suen Pai, Mark Billinghurst
41. **MazeRunVR: An Open Benchmark for VR Locomotion Performance, Preference and Sickness in the Wild** *CHI 2020*  
<https://dl.acm.org/doi/abs/10.1145/3334480.3383035>  
Kirill Ragozin, Kai Kunze, Karola Marky, Yun Suen Pai

42. **HyperDrum: Interactive Synchronous Drumming in Virtual Reality using Everyday Objects** *Siggraph Asia 2019 XR*  
<https://dl.acm.org/doi/abs/10.1145/3355355.3361894>  
Ryo Hajika, Kunal Gupta, Prasant Sasikumar, Yun Suen Pai
43. **PanoFlex: Adaptive panoramic vision to accommodate 360 Field-of-view for humans** *VRST 2019*  
<https://dl.acm.org/doi/abs/10.1145/3359996.3364767>  
Feng Liang, Stevanus Kevin, Kai Kunze, Yun Suen Pai
44. **ShareHaptics: a modular haptic feedback system using shape memory alloy for mixed reality shared space applications** *Siggraph 2019 Poster*  
<https://dl.acm.org/doi/abs/10.1145/3306214.3338597>  
Takuro Nakao, Stevanus Kevin, Megumi Isogai, Shinya Shimizu, Hideaki Kimata, Kai Kunze, Yun Suen Pai
45. **Virtual gaze: exploring use of gaze as rich interaction method with virtual agent in interactive virtual reality content** *VRST 2018*  
<https://dl.acm.org/citation.cfm?id=3281587>  
Stevanus Kevin, Yun Suen Pai, Kai Kunze
46. **UbiTrain: Leveraging the Physical and Virtual Environment for Ubiquitous Sports Training** *Ubicomp 2018*  
<https://dl.acm.org/citation.cfm?id=3267646>  
Yun Suen Pai, Takuro Nakao, Megumi Isogai, Hideaki Kimata, Kai Kunze
47. **Make-a-Face: A Hands-free, Non-Intrusive Device for Tongue/Mouth/Cheek Input Using EMG** *Siggraph 2018 Poster*  
<https://dl.acm.org/citation.cfm?id=3230784>  
Takuro Nakao, Yun Suen Pai, Megumi Isogai, Hideaki Kimata, Kai Kunze
48. **AnyOrbit: Orbital Navigation in virtual environments with eye-tracking** *ETRA 2018*  
<https://dl.acm.org/citation.cfm?doid=3204493.3209579>  
Benjamin I Outram, Yun Suen Pai, Tanner Person, Kouta Minamizawa, Kai Kunze
49. **face2faceVR: using AR to assist VR in ubiquitous environment usage** *Ubicomp 2017*  
<https://dl.acm.org/citation.cfm?id=3123155>  
Yun Suen Pai, Megumi Isogai, Daisuke Ochi, Hideaki Kimata, Kai Kunze
50. **GazeSphere: navigating 360-degree-video environments in VR using head rotation and eye gaze** *Siggraph 2017 Poster*  
<https://dl.acm.org/citation.cfm?id=3102183>  
Yun Suen Pai, Benjamin I Outram, Benjamin Tag, Megumi Isogai, Daisuke Ochi, Kai Kunze
51. **CleaVR: collaborative layout evaluation and assessment in virtual reality** *Siggraph 2017*  
<https://dl.acm.org/citation.cfm?id=3102186>  
Yun Suen Pai, Benjamin I Outram, Benjamin Tag, Megumi Isogai, Daisuke Ochi, Hideaki Kimata, Kai Kunze
52. **In360: A 360-degree-video platform to change students preconceived notions on their career** *CHI 2017*  
<https://dl.acm.org/citation.cfm?doid=3027063.3053211>  
Fathima Assilmia, Yun Suen Pai, Keiko Okawa, Kai Kunze
53. **A Major Challenge for Amplification Technologies - Designing Interactions for Social Spaces** *CHI 2017 Workshop*  
Yun Suen Pai, Benjamin Tag, George Chernyshov, Kai Kunze
54. **Brain Activity Tracking Using Smart Eyewear** *CHI 2017 Workshop*  
George Chernyshov, Benjamin Tag, Yun Suen Pai, Kai Kunze
55. **Initial Model of Social Acceptability for Human Augmentation Technologies** *CHI 2017 Workshop*  
Chloe Eghtebas, Yun Suen Pai, Kaisa Väänänen, Thies Pfeiffer, Joachim Meyer, Stephan Lukosh

56. **Squint to Zoom: Augmenting our Sense of Vision with Zoom Caps** *CHI 2017*  
<https://dl.acm.org/citation.cfm?doid=3027063.3053211>  
 George Chernyshov, Yun Suen Pai, Benjamin Tag, Kai Kunze
57. **Physiological Signal-Driven Virtual Reality in Social Spaces** *UIST 2016*  
<https://dl.acm.org/citation.cfm?id=2984787>  
 Yun Suen Pai
58. **Transparent reality: Using eye gaze focus depth as interaction modality** *UIST 2016*  
<https://dl.acm.org/citation.cfm?id=2984754>  
 Yun Suen Pai, Benjamin Outram, Noriyasu Vontin, Kai Kunze
59. **AnyOrbit: Fluid 6DOF spatial navigation of virtual environments using orbital motion** *SUI 2016*  
<https://dl.acm.org/citation.cfm?id=2989195>  
 Benjamin I Outram, Yun Suen Pai, Kevin Fan, Kouta Minamizawa, Kai Kunze
60. **GazeSim: simulating foveated rendering using depth in eye gaze for VR** *Siggraph 2016 Poster*  
<https://dl.acm.org/citation.cfm?id=2945153>  
 Yun Suen Pai, Benjamin Tag, Benjamin Outram, Noriyasu Vontin, Kazunori Sugiura, Kai Kunze

#### OTHER SERVICES

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- Manage the Keio Media Design Project Room Facility (2021 to current)
- Co-organized Keio Media Design 2022 Plenary Meeting
- Collaborate with Mediva for publication [30]
- Collaborate with Google ATAP for publication [27, 34, 39]
- Collaborate with CSIRO Australia for publications [17, 19]
- Collaborate with Ignition Point for publications [16, 18, 43]
- Collaborate with NTT Media Intelligence Laboratories for publications [15, 21, 44, 46, 47, 49, 50, 51] and patent filing (September 2016 - April 2017, September 2017 - February 2018, July 2018 - September 2018)
- Supervising Masters and PhD student (September 2015 - Current)
- Invited to conduct a workshop entitled "Virtual Reality: The What, Why and How" at the EDGEOf Workshop, Shibuya, Japan
- Invited to give a talk at the Department of Computer Science, National Chiao Tung University, Taiwan (November 2017)
- Invited to give a talk at Google X (May 2017)
- Organized a collaborative workshop between University of Malaya and Aerospace Malaysia Innovation Centre (AMIC) (December 2016 - January 2017)
- Collaborate with Fujitsu Design for publications [58, 60] ( December 2015 - April 2016)
- Started PaperOwl, a proof-reading service (July 2015 - February 2018)
- Developed an AR-based Drilling Simulator in collaboration with AirBus Malaysia (November 2014)
- Awarded for best National IMechE Student Chapter (October 2013)
- Dean List for a Semester (February 2013)
- Founded the Institute of Mechanical Engineers (IMechE) Student Chapter at the Faculty of Engineering, University of Malaya (June 2010 - July 2013)
- Participated in Robocon 2010 and 2011 (September 2010, August 2011)