

YUN SUEN PAI, PH.D.

Auckland, New Zealand · yun.suen.pai@auckland.ac.nz · +6420-490-4477 ·
<https://www.yunsuenpai.com>



I am a **Senior Lecturer** at the University of Auckland, New Zealand, where I direct the Inclusive Reality Lab and co-direct the Empathic Computing Lab. Previously, I was a **Project Senior Assistant Professor** at the Keio University Graduate School of Media Design, Japan, where I led the **Physionetic Interactions Group** at the Embodied Media Lab. My research vision is that of an **Inclusive Reality, where I explore systems that understand cognitive/behavioral/emotional states, assist the self and others, and augment abilities to empower diverse individuals.**

AREAS OF EXPERTISE

Augmented/Virtual/Mixed Reality, Physiological Sensing, Perception and Behavior Change, Assistive/Inclusive Interactions, Human Augmentation

WORK EXPERIENCE

School of Computer Science, University of Auckland

Senior Lecturer

Auckland, New Zealand

February 2026 | Current

- Director, Inclusive Reality Lab
- Associate Director, Empathic Computing Lab

School of Computer Science, University of Auckland

Lecturer

Auckland, New Zealand

December 2023 | January 2026

- Director, Inclusive Reality Lab
- Associate Director, Empathic Computing Lab

Graduate School of Media Design, Keio University

Project Senior Assistant Professor

Yokohama, Japan

May 2022 | October 2023

- 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

Project Assistant Professor

Yokohama, Japan

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

Research Fellow

Auckland, New Zealand

June 2019 | March 2021

- Conduct Research in the Empathic Computing Laboratory

Graduate School of Media Design, Keio University

Postdoc Researcher

Yokohama, Japan

October 2018 | March 2019

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

Graduate School of Media Design, Keio University

Research Assistant

Yokohama, Japan

August 2017 | September 2018

- Perform collaborative research and development with NTT Media Intelligence Laboratories

Faculty of Engineering, University of Malaya

Research Assistant

Kuala Lumpur, Malaysia

August 2013 | August 2015

- Conduct research and development on a project-basis

MK (M) Electric HoneyWell Sdn. Bhd.

Intern Trainee

Kuala Lumpur, Malaysia

June 2012 | September 2012

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

EDUCATION

Keio University

Ph.D. Media Design

Yokohama, Japan

September 2015 - September 2018

Thesis: Convex Interactions: Towards Efficient Human Motion In Peripersonal Space Using Virtual Reality

University of Malaya

Masters Engineering Science

Kuala Lumpur, Malaysia

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)

BS Computer Aided Design and Manufacturing Engineering

Kuala Lumpur, Malaysia

July 2009 - July 2013

Thesis: Augmented Reality-Based Programming, Planning, and Simulation of a Robotic Work Cell

SUPERVISION EXPERIENCE

Completed Supervision

- Honours: 2 students
- Masters: 25 students
- PhD: 2 students

In Progress Supervision

- Honours: 9 students
- Masters: 2 students
- PhD: 8 students

TEACHING EXPERIENCE

University of Auckland

- Human-Computer Interaction (2024 - present)
- Advanced Human-Computer Interaction (2024 - present)
- Research Methods in Computer Science (2024)
- Introduction to Software Fundamentals (2025)

Keio University

- Cybersecurity for Businesses (2023)
- Perception Aware Computing (2023)
- Research Methodology for Science and Engineering (2023)
- Innovation Pipeline: Metaverse Design with Mozilla Spark and PlayCanvas (2023)
- Thesis Writing Workshop (2022,2023)
- Empathetic Computing in Virtual Spaces (2022)
- Innovation Pipeline: Collaborative Prototyping - 2D Prototyping with Figma (2022)
- Innovation Pipeline: Collaborative Prototyping - 3D Prototyping with PlayCanvas (2022)
- Innovation Pipeline: Collaborative Prototyping - Virtual Prototyping (2021)
- Innovation Pipeline: Collaborative Prototyping - Design Sprint (2021)
- Masters Tutoring: Introduction to HCI (2018)
- Workshop (Master Level): Using WebVR with Vizard Interface (2016, 2017)
- Masters Tutoring: Research Methodology (2017)

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)

RECENT PROFESSIONAL RESEARCH ACTIVITIES (LAST 3 YEARS)

- Augmented Humans Programme Committee, 2026
- CHI Design Subcommittee, 2026
- Invited as a seminar speaker at the Australian Research Centre for Interactive and Virtual Environments AI for XR Winter School, 2025.
- Associate Editor of the Empathic Computing Journal
- Invited as a seminar speaker at the UniSA IVE Seminar Series, 2024.
- CHI Design Subcommittee, 2025.
- Chair for Siggraph Asia 2024 XR.
- ISMAR Publicity Chair, 2024
- Augmented Humans Publication Chair, 2024
- EmpathiCH CHI Workshop Organizer, 2024
- Paper reviewer for ISWC, IMWUT (UbiComp), MobileHCI, PervasiveHealth, ISMAR, Siggraph Asia, Siggraph, MUM, TEL, Transactions on Fuzzy Systems, Plos One, Frontiers Psychology, ACM Computing Surveys, IEEE Access, Transactions on Neural Systems & Rehabilitation Engineering, VRST, IEEEVR, AH, OZCHI, UIST, and CHI.

AWARDS

Honourable Mention Award (Top 3%)	IEEE TVCG (ISMAR Journal Track) 2025
Portable Silent Room: Exploring VR Design for Anxiety and Emotion Regulation for Neurodivergent Women and Non-Binary Individuals	October 2025
Honourable Mention Award (Top 5%)	CHI 2025
Living Bento: Heartbeat-Driven Noodles for Enriched Dining Dynamics	May 2025
Honourable Mention Award	AHs 2025
Cuddle-Fish: Exploring a Soft Floating Robot with Flapping Wings for Physical Interactions	March 2025
Vol. 6 Distinguished Paper Award (Top 4%)	IMWUT 2023
Total VREcall: Using Biosignals to Recognize Emotional Autobiographical Memory in Virtual Reality	October 2023
Runner up for Healthy Aging Prize for Asian Innovation	HAPI 2022
Dementia Eyes: Experiencing Dementia through AR	September 2022
Runner up for Best Technical XR Demo	Siggraph Asia 2019 XR
HyperDrum: Interactive Synchronous Drumming in Virtual Reality using Everyday Objects	November 2019
Best Poster Award	SUI 2017
AnyOrbit: Fluid 6DOF spatial navigation of virtual environments using orbital motion	October 2016
AUN/SEED-Net Full Scholarship	Japan International Cooperation Agency
Full scholarship for Ph.D. program	September 2015
Best Presentation	ICMST 2014
Implementation of a Voice-Control System for Issuing Commands in a Virtual Manufacturing Simulation Process	June 2014
MyBrain15 MyMaster Scholarship	Ministry of Higher Education Malaysia
Full scholarship for Masters program	August 2013
Institution Best Project	Institution of Mechanical Engineers UK
Augmented Reality Based Programming, Planning, and Simulation of a Robotic Work Cell	August 2013
Best Undergraduate Thesis Award	Faculty of Engineering, University of Malaya
Best Undergraduate thesis at CAD/M Engineering	June 2013

GRANTS AND FUNDINGS

UoA Transdisciplinary Ideation Fund Grant amount: NZ\$19,921 for proposal entitled Feasibility of Bioresponsive Assistive Frameworks for Neurodivergent Wellbeing in Aotearoa	University of Auckland 2026 - 2027
Future Food Research Centre Seed Fund Grant amount: NZ\$3,500 for proposal entitled Living Plate: Enhancing Dining Experiences through Heartbeat Synchronized Tableware	University of Auckland 2025 - 2026
UoA FoS Reseach Development Fund Grant amount: NZ\$20,000 for proposal entitled Development of a Bioresponsive MR Toolkit for Neurodivergent Individuals to Overcome Social Anxiety	University of Auckland 2025 - 2026
Cybernetic Being Moonshot Project Grant amount: NZ\$7,000,000 / 5 years managed by PI Minamizawa. I manage a portion (NZ\$1,750,000) dedicated to the proposal entitled the Empathic Metaverse Platform	Japan Science and Technology Agency 2020 - 2025
Google ATAP Collaboration Project Grant amount: \$157,000 for proposal entitled Multi-Scale, Multi-Radar Interactive System	Google ATAP / University of Auckland January 2021
Ignition Point Collaboration Project Grant amount: 5,000,000¥ for proposal entitled Increasing Human Field-of-View using Virtual Reality	Ignition Point / Keio University April 2019
Keio Research Funding Program Grant amount: 3,000,000¥ for proposal entitled Convex Interactions: Physiological Signal-Driven Virtual Reality in Social Spaces	Keio University 2016 - 2018

PATENT FILINGS

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

NOTABLE JOURNAL PUBLICATIONS

- Portable Silent Room: Exploring VR Design for Anxiety and Emotion Regulation for Neurodivergent Women and Non-Binary Individuals** *IEEE Transactions on Visualization and Computer Graphics*
<https://ieeexplore.ieee.org/abstract/document/11194247>
Kinga Skiers, **Yun Suen Pai**, Marina Nakagawa, Kouta Minamizawa, Giulia Barbareschi
- CoAffinity: a Multimodal Dataset for Cognitive Load and Affect Assessment in Remote Collaboration** *IEEE Transactions on Affective Computing*
<https://ieeexplore.ieee.org/abstract/document/10970421>
Tamil Selvan Gunasekaran, Kunal Gupta, **Yun Suen Pai**, Huidong Bai, Mark Billingham
- Introspectus AI: Long-term AI-Driven Dialogue Training To Promote Self-Reflection** *CSCW 2025*

- <https://dl.acm.org/doi/abs/10.1145/3757616>
Shengyin Li, Guangyao Zhu, Danyang Peng, Ximing Shen, Chenyu Tu, Xiaru Meng, **Yun Suen Pai**, Giulia Barbareschi, Kouta Minamizawa
4. **TIEboard: A Digital Educational Tool for Kids Geometric Learning** *IMWUT 2025*
<https://dl.acm.org/doi/abs/10.1145/3729478>
Arooj Zaidi, Giulia Barbareschi, Kai Kunze, **Yun Suen Pai**, Junichi Yamaoka
 5. **Augmented tabletop interaction as an assistive tool: Tidd's role in daily life skills training for autistic children** *IJHCI*
<https://www.sciencedirect.com/science/article/pii/S1071581925000746>
Qin Wu, Wenlu Wang, Qianru Liu, Rong Zhang, **Yun Suen Pai**, Mark Billinghurst, Suranga Nanayakkara
 6. **SealMates: Improving Communication in Video Conferencing using a Collective Behavior-Driven Avatar** *CSCW 2024*
<https://dl.acm.org/doi/abs/10.1145/3637395>
Mark Armstrong, Chi-Lan Yang, Kinga Skiers, Mengzhen Lim, Tamil Selvan Gunasekaran, Ziyue Wang, Takuji Narumi, Kouta Minamizawa, **Yun Suen Pai**
 7. **CAEVR: Biosignals-Driven Context-Aware Empathy in Virtual Reality** *IEEE Transactions on Visualization and Computer Graphics*
<https://ieeexplore.ieee.org/abstract/document/10458349>
Kunal Gupta, Yuewei Zhang, Tamil Selvan Gunasekaran, Nanditha Krishna, **Yun Suen Pai**, Mark Billinghurst
 8. **RadarHand: a Wrist-Worn Radar for On-Skin Touch-based Proprioceptive Gestures** *ACM Transactions on Computer-Human Interaction (TOCHI)*
<https://dl.acm.org/doi/abs/10.1145/3617365>
Ryo Hajika, Tamil Selvan Gunasekaran, Chloe Dolma Si Ying Haigh, **Yun Suen Pai**, Eiji Hayashi, Jaime Lien, Danielle Lottridge, Mark Billinghurst
 9. **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
 10. **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
 11. **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 Billinghurst, Kai Kunze
 12. **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
 13. **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

14. **Living Bento: Heartbeat-Driven Noodles for Enriched Dining Dynamics** *CHI 2025*
<https://dl.acm.org/doi/abs/10.1145/3706598.3713108>
Weijen Chen, Qingyuan Gao, Zheng Hu, Kouta Minamizawa, **Yun Suen Pai**
15. **Haptic Empathy: Investigating Individual Differences in Affective Haptic Communications** *CHI 2025*
<https://dl.acm.org/doi/abs/10.1145/3706598.3714139>
Yulan Ju, Xiaru Meng, Harunobu Taguchi, Tamil Selvan Gunasekaran, Matthias Hoppe, Hironori Ishikawa, Yoshihiro Tanaka, **Yun Suen Pai**, Kouta Minamizawa
16. **Cuddle-Fish: Exploring a soft floating robot with flapping wings for physical interactions** *Augmented Humans 2025*
<https://dl.acm.org/doi/full/10.1145/3745900.3746080>
Mingyang Xu, Jiayi Shao, Yulan Ju, Ximing Shen, Qingyuan Gao, Weijen Chen, Qing Zhang, **Yun Suen Pai**, Giulia Barbareschi, Matthias Hoppe, Kouta Minamizawa, Kai Kunze
17. **Impact of Vibrotactile Triggers on Mental Well-Being Through ASMR Experience in VR** *EuroHaptics 2024*
https://link.springer.com/chapter/10.1007/978-3-031-70061-3_32
Danyang Peng, Tanner Person, Ximing Shen, **Yun Suen Pai**, Giulia Barbareschi, Shengyin Li, Kouta Minamizawa
18. **Cymatics Cup: Shape-Changing Drinks by Leveraging Cymatics** *CHI 2024*
<https://doi.org/10.1145/3544548.3581009>
Weijen Chen, Yang Yang, Kao-Hua Liu, **Yun Suen Pai**, Junichi Yamaoka, Kouta Minamizawa
19. **A User Study on Sharing Physiological Cues in VR Assembly Tasks** *IEEEVR 2024*
<https://ieeexplore.ieee.org/abstract/document/10494102/>
Prasanth Sasikumar, Ryo Hajika, Kunal Gupta, Tamil Selvan Gunasekaran, **Yun Suen Pai**, Huidong Bai, Suranga Nanayakkara, Mark Billinghurst
20. **Dementia Eyes: Co-Design and Evaluation of a Dementia Education Augmented Reality Experience for Medical Workers** *CHI 2023*
<https://doi.org/10.1145/3544548.3581009>
Ximing Shen, **Yun Suen Pai**, Dai Kiuchi, Kehan Bao, Tomomi Aoki, Hikari Meguro, Kanoko Oishi, Ziyue Wang, Sohei Wakisaka, Kouta Minamizawa
21. **Seeing our Blind Spots: Smart Glasses-based Simulation to Increase Design Students' Awareness of Visual Impairment** *UIST 2022*
<https://dl.acm.org/doi/abs/10.1145/3526113.3545687>
Qing Zhang, Giulia Barbareschi, Yifei Huang, Juling Li, **Yun Suen Pai**, Jamie A Ward, Kai Kunze
22. **Furekit: Wearable Tactile Music Toolkit for Children with ASD** *EuroHaptics 2022*
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
23. **KinVoices: Using Voices of Friends and Family in Voice Interfaces** *CSCW 2021*
<https://dl.acm.org/doi/abs/10.1145/3479590>
Sam WT Chan, Tamil Selvan Gunasekaran, **Yun Suen Pai**, Haimo Zhang, Suranga Nanayakkara
24. **Jammify: Interactive Multi-sensory System for Digital Art Jamming** *Interact 2021*
<https://dl.acm.org/doi/abs/10.1145/3479590>
Sachith Muthukumarana, Don Samitha Elvitigala, Qin Wu, **Yun Suen Pai**, Suranga Nanayakkara
25. **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 Billinghurst
26. **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**

27. **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
28. **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**
29. **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
30. **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
31. **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
32. **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

NOTABLE SHORT PAPER, POSTER, DEMO, AND WORKSHOP PUBLICATIONS (LAST 3 YEARS)

33. **Blooming Resonant Tea: A Multisensory Dining Experience with Dynamic Visuals and Music** *Siggraph Asia 2025 Emerging Technologies*
<https://dl.acm.org/doi/abs/10.1145/3721257.3734024>
 Weijen Chen, Kao-Hua Liu, Jiashuo Cao, Youichi Kamiyama, Sohei Wakisaka, Stefano Citi, Mark Billinghurst, **Yun Suen Pai**, Kouta Minamizawa
34. **Spread Your Wings: Demonstrating a Soft Floating Robotic Avatar with Flapping Wings for Novel Physical Interactions** *Siggraph Asia 2025 Emerging Technologies*
<https://dl.acm.org/doi/abs/10.1145/3721257.3734034>
 Mingyang Xu, Yulan Ju, Qing Zhang, Christopher Changmook Kim, Qingyuan Gao, **Yun Suen Pai**, Giulia Barbareschi, Matthias Hoppe, Kai Kunze, Kouta Minamizawa
35. **Exploring Emotional Memory Encoding and Recall in Virtual Reality** *CHI 2025*
<https://dl.acm.org/doi/abs/10.1145/3706599.3719896>
 Kunal Gupta, Samhar Aeron, Jiuzhou Zhao, Jamila Abouelenin, **Yun Suen Pai**, Mark Billinghurst
36. **" Can I have my friend attending with me?": Design Implications for Using Virtual Supporters in Remote Psychotherapy** *CHI 2025*
<https://dl.acm.org/doi/abs/10.1145/3706599.3720086>
 Jiashuo Cao, **Yun Suen Pai**, Chen Li, Simon Hoermann, Mark Billinghurst
37. **Transcendental Chakra: A Multi-Sensory Meditation Spiritual Journey to Enhance Self-Awareness Based on VR** *Siggraph Asia 2024 XR*
<https://dl.acm.org/doi/abs/10.1145/3681759.3688927>
 Danyang Peng, Shengyin Li, Tanner Person, Giulia Barbareschi, **Yun Suen Pai**, Kouta Minamizawa
38. **Re-Touch: A VR Experience for Enhancing Autobiographical Memory Recall Through Haptic and Affective Feedback** *Siggraph Asia 2024 XR*
<https://dl.acm.org/doi/abs/10.1145/3681759.3688916>
 Tamil Selvan Gunasekaran, Yulan Ju, Giulia Barbareschi, Kouta Minamizawa, **Yun Suen Pai**, Mark Billinghurst

39. **NatureBlendVR: Hybrid Space Interactive Experience For Emotional Regulation And Cognition Improvement** *Siggraph Asia 2024 XR*
<https://dl.acm.org/doi/abs/10.1145/3681759.3688929>
 Kinga Skiers, Danyang Peng, Giulia Barbareschi, **Yun Suen Pai**, Kouta Minamizawa
40. **EmpathiCH: Scrutinizing Empathy-Centric Design Beyond the Individual** *CHI 2024*
<https://dl.acm.org/doi/abs/10.1145/3613905.3636297>
 Alok Debnath, Allison Lahkala, Hüseyin Uğur Genç, Ewan Soubutts, Michal Lahav, Tiffanie Horne, Wo Meijer, **Yun Suen Pai**, Yen-Chia Hsu, Giulia Barbareschi, Himanshu Verma, Andrea Mauri

OTHER SERVICES

- Assistant Deputy Research for UoA School of Computer Science (2024 - present)
- Deputy PhD Coordinator for UoA School of Computer Science (2024 - present)
- New Staff Network Coordinator for UoA School of Computer Science (2024 - present)
- Organised the 2025 CHI Day(s) Workshop Series at UoA
- Co-founded ProtoOwl, a Design and Innovation Studio (2024)
- Manage the Keio Media Design Project Room Facility (2021 - 2023)
- Co-organised Keio Media Design 2022 Plenary Meeting
- Collaborate with Mediva for publication [20] and patent filing 2021-141977.
- Collaborate with Google ATAP for a number of publications
- Collaborate with CSIRO Australia for publications [27, 29]
- Collaborate with Ignition Point for publications [26, 28]
- Collaborate with NTT Media Intelligence Laboratories for a number of publications, and patent filing 2019-125855, 2018-141395, and 2017-137097
- Supervising Master's and PhD students (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)
- Organised a collaborative workshop between University of Malaya and Aerospace Malaysia Innovation Centre (AMIC) (December 2016 - January 2017)
- Collaborate with Fujitsu Design for publications for a number of publications (December 2015 - April 2016)
- Founded 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)