

Chaojing LI

Email: cli005@gold.ac.uk | Tel: +44 07377910695 | Web: <https://chaojingl.wixsite.com/shuangri>

EDUCATION BACKGROUND

Goldsmiths, University of London, Computing Department Oct 2022- Now
PhD, Art and Computational Technology *London, United Kingdom*
Interest: VR interactive storytelling, Transformative experience in VR, Emotion regulation, Therapeutic VR in a creative way

Goldsmiths, University of London, Computing Department Oct 2019 - Sep 2021
Master, MFA in Computational Arts *London, United Kingdom*

- Core Modules: Computational Arts Critical Studies, Practice Studio, Virtual Reality and Augmented Reality Topics, Introduction to Programming for Game, Mixed Reality, 3D Animation and Virtual Environment, Critical Social Media Practice, Interaction Sciences

University of Montreal (in French), Communication Department Sep 2014 - May 2018
Bachelor, Major in Communication Science, Minor in Arts and Sciences *Montreal, Canada*

- Core Modules: Methodology of Research, Practice of Research, Organizational Relationships, Cognitive and Emotion, Introduction to Interactive Media, Crisis Management, Intercultural Communication

DEVELOPING & RESEARCH EXPERIENCE

Fly Me to the Moon, A VR game designed to train and enhance focus with ADHDers (Eye gaze) Nov 2025 – Now
Group project, Researcher & Developer
Supervisor: Xueni Pan, Marco Gillies

- Developing a VR game that uses immersive interaction and eye-tracking techniques to train and improve focus in adults with ADHD.

“Hero’s journey”, exploring Music VR form (Developing in progress) Jun 2025 - Now
Researcher & Individual Director & Developer
Supervisor: Xueni Pan, Marco Gillies

- Developing a VR interactive storytelling project based on the “Hero’s Journey” narrative structure, later adapted into a *Music VR* format. This project explores and defines *Music VR* as a new form inspired by the concept of music videos, investigating its potential applications in post-trauma rehabilitation for mental health. And exploring how this kind of VR experience can transform people’s state.

Echoed Grin: Smile-tracking VR experience
Researcher & Individual Director & Developer
Supervisor: Marco G., Zillah W., Katie G., Xueni P., Apr 2023 – Aug 2024

- Developing a VR project utilising the Meta Movement SDK for facial tracking, using smiles as an interactive game mechanic. The project integrates smile-based interaction within a narrative framework to enhance users’ confidence, reduce feelings of isolation, and encourage social connectedness. Currently in progress, user data from 60 participants has been collected and is under analysis.

Je Me Souviens: A narrative VR project describes the feeling of homesickness Apr 2021 – Aug 2021
Individual researcher & designer
Supervisor: Rachel Falconer, Jesse Wolpert, Andy Lomas

- Designing a VR project in the “stream of consciousness” genre, with the theme of homesickness based on personal experience. In this project, we aim to simulate sinking into the depths of the ocean to visualise the suffocating homesickness feeling

Lucid Dream: Explore Using Eye-tracking for Steering Navigation by Referring to the Lucid Dreaming Experience

Individual researcher & designer

Supervisor: Xueni Pan

May 2020 - Oct 2020

London, United Kingdom

- Conducting literature investigation and proofreading tasks in the areas of virtual reality technologies and lucid dreaming experiences
- Designing the sketch and prototype of the project based on personal experiences and observations
- Collecting and analysing experimental data to develop research reports

The Place of Women in Video Games

Individual researcher

Supervisor: Khaoula Zoghalmi

Feb 2016 - May 2016

Montreal, Canada

- Distributing questionnaires and conducting interviews among French women about their video game experiences to explore how female players established their identity and place in video games
- Conducting in-depth qualitative analysis of the interview records and completing a research thesis of approximately 10,000 words in French

The Future of Virtual Reality, Bubble or Opportunity?

Co-researcher

Supervisor: Thierry Bardini

Sep 2016 - Dec 2016

Montreal, Canada

- Accumulating theoretical knowledge on communication
- Carrying out a themed investigation on the topic of Virtual Reality.

OTHER EXPERIENCE

Sino Futurism Workshop, London, United Kingdom

Sep 2025 – Dec 2025

- Assisted the Goldsmiths Centre for Contemporary Art in preparing and delivering a creative VR workshop for children aged 4–16, guiding participants to paint and visualise the “future world” through virtual reality.

MindXR, Conference, Berlin, Germany

Jun 2025

- Assisted the Goldsmiths Centre for Contemporary Art in preparing and delivering a creative VR workshop for children aged 4–16, guiding participants to paint and visualise the “future world” through virtual reality.

IEEE VR 2025 Student Volunteer, Saint-Malo, France

Mar 2025

- Assisted the IEEE VR community in organizing the Conference.

Internship at Light and Shadow Technology Company, Sichuan International Expo Group, Chengdu, China

2022

- Planned and proposed multiple digital interactive art solutions for museums. One of the proposals was awarded.

Bangkok & Leshan tourism promotion, Bangkok, Thailand

Aug 2016

- Responsible for Journalism photography at the "Leshan Tourism Thailand Promotion Conference" jointly organised by the Leshan Municipal Government and the National Tourism Administration of Thailand.

AWARDS & EXHIBITION

- Brain Gaze XR Hackathon, Second Prize Nov 2025
- SANDBOX Immersive Festival (Student Category), Official Selection Oct 2025
- Innovate UK immersive tech awards 2025, Winner in Sensory Category Apr 2024
- HTC VIVE Developer Jam 2020, Third Prize, London Jan 2020
- Award of Excellence in the 15th "Beijing Gifts" Tourism Commodity Competition 2018 Oct 2018
- "Top 10" in CGTN French Language Contest (Canadian Area) July 2017

LANGUAGES & SKILLS

Languages:

- Chinese (native)
- French (proficient)
- English (proficient)

Skills:

- Software: Unity3D, Final Cut Pro, Adobe Photoshop, Lightroom, Blender
- Programming skills: C#
- Photography, Digital painting

PUBLICATIONS

C. Li, Z. Watson, X. Pan and M. Fyfe P. Gillies, "Forced Smile Creates Positive Mood: A Qualitative Analysis With A VR Experience," in Proc. of the Extended Abstracts of the CHI '25 Conference on Human Factors in Computing Systems, Apr. 2025, pp. 1-8. doi: 10.1145/3706599.3719827

C. Li, S. Zheng and X. Pan, "Using Eye Gaze for Navigation: A User Study Inspired by Lucid Dreams," 2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), 2021, pp. 665-666, doi: 10.1109/VRW52623.2021.00215.