

# TIAN MIN

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## EDUCATION

- 2024 - 2027      Ph.D. in Human-computer Interaction, Keio University  
                    Advisor: Dr. Yuta Sugiura
- 2022 - 2024      M.S. in Information and Computer Science, Keio University  
                    Advisor: Dr. Yuta Sugiura
- 2016 - 2020      B.S. in Computer Science, Chinese University of Hong Kong, Shenzhen  
                    Advisor: Dr. Wei Cai

## PUBLICATIONS

### Journal Articles

- 2025      Chengshuo Xia, Xinyi Chen, Lingtao Huang, **Tian Min**, Daxing Zhang. “Open Source Virtual IMU Sensor Platform for Developing a Customized Wearable Human Activity Recognition System” in IEEE Transactions on Instrumentation and Measurement, vol. 74, pp. 1-14, 2025, Art no. 9508514, doi: 10.1109/TIM.2025.3548063.
- 2025      Chengshuo Xia, Qingyuan Peng, Zeyuan Fan, **Tian Min**, Daxing Zhang, Congsi Wang. “vCapTouch: Interactive Touch Sensing Data Synthesis for Hand Gesture Recognition Based on Digital Twin” in IEEE Internet of Things Journal (Early Access), doi: 10.1109/JIOT.2025.3553561
- 2024      **Tian Min** (\*), Chengshuo Xia (\*). and Yuta Sugiura. (\*: equal contribution) “AudioMove: AudioMove: Applying the Spatial Audio to Multi-Directional Limb Exercise Guidance.” Proc. ACM Hum.-Comput. Interact. 8, MHCI, Article 244 (September 2024), 26 pages. Sep 29– Oct 03, 2024, Mulbourne, Australia, (2024).
- 2023      **Tian Min**, Chengshuo Xia, Takumi Yamamoto and Yuta Sugiura. “Seeing the Wind: An Interactive Mist Interface for Airflow Input.” PACM on Human-Computer Interaction (HCI), ACM Interactive Surfaces and Spaces Conference (ISS’23), Pittsburgh US, Nov. 2023.
- 2022      Sizheng Fan, **Tian Min** and Wei Cai. “Towards Understanding Governance Tokens in Liquidity Mining: A Case Study of Decentralized Exchanges.” Springer World Wide Web (Springer WWW 2022).
- 2022      **Tian Min** and Wei Cai. “Portrait of Decentralized Application Users: An Overview Based on Large-scale Ethereum Data.” CCF Transactions on Pervasive Computing and Interaction, 4, 124–141 (CCF TPCI 2022).

### Conference Proceedings

- 2024      Chengshuo Xia, **Tian Min**, Daxiang Zhang and Congsi Wang. “Understanding the Needs of Novice Developers in Creating Self-Powered IoT.” In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI ’24), Hawaii, USA, May. 2024.
- 2023      Sizheng Fan, **Tian Min**, Xiao Wu and Wei Cai. “Altruistic and Profit-oriented: Making Sense of Roles in Web3 Community from Airdrop Perspective.” In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI’23), Hamburg Germany, Apr. 2023.

- 2022 Yu Jiang, **Tian Min**, Sizheng Fan and Wei Cai. “Towards Understanding Player Behavior in Blockchain Games: A Case Study of Aavegotchi.” In Proceedings of the 17<sup>th</sup> International Conference on the Foundations of Digital Games (FDG’22), Athens Greece, Sep. 2022.
- 2019 **Tian Min**, Hanyi Wang, Yaoze Guo and Wei Cai. “Blockchain Games: A Survey.” IEEE Conference on Games 2019 (CoG’19) London, United Kingdom, Aug. 2019.
- 2019 **Tian Min** and Wei Cai. “A Security Case Study for Blockchain Games.” IEEE Games, Entertainment & Media Conference 2019 (GEM’19) New Haven, United States, Jun. 2019.

### Posters, Workshops, and Demos

- 2025 Fengzhou Liang, **Tian Min**, Chenghuo Xia and Yuta Sugiura. “Vsens Toolkit: AR-based Open-ended System for Virtual Sensors” In Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA ’25). Association for Computing Machinery, New York, NY, USA, Article 754, 1–5.
- 2023 **Tian Min**, Chengshuo Xia and Yuta Sugiura. “Assisting the Multi-Directional Limb Motion Exercise with Spatial Audio and Interactive Feedback.” In Companion Proceedings of the 2023 Conference on Interactive Surfaces and Spaces (ISS Companion ’23). Association for Computing Machinery, New York, NY, USA, 53–56.
- 2022 Yu Chen, **Tian Min**, Juntao Zhao and Wei Cai. “Synchronization in Games Sound: An Audiovisual Study on Player Experience and Performance.” In Proceedings of the 2nd Workshop on Games Systems (GameSys ’22). Association for Computing Machinery, New York, NY, USA, 22–28.

### TEACHING EXPERIENCE

- 2023.9 - 2025.2 **TA @ Keio University**, Real-World Interactive System.
- 2020.4 - 2020.6 **TA @ Chinese University of Hong Kong, Shenzhen**, Web Programming.

### INTERNSHIP & EXTERNAL RESEARCH EXPERIENCE

- 2021.6 - 2022.6 **Researcher @ Institute of Artificial Intelligence and Robotics for Society.**  
Social computing.
- 2020.6 - 2021.4 **Research Assistant @ Human-crypto System Lab, CUHK(SZ).**  
Social computing.
- 2018.9 - 2020.4 **Research Assistant @ Game and Interactive Multimedia Laboratory, CUHK(SZ).**  
Web and smart contract analysis.
- 2019.6 - 2019.8 **Engineer @ Tencent Ltd.**  
Design and development on the WeGame platform.

Updated April 2025