**Hui-Shyong Yeo**
Homepage: https://hsyeo.me
Google Scholar (>1.4k citations): https://scholar.google.com/citations?user=lnF_WWEAAAAJ&hl=en
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## » Profile

I am an HCI Researcher at Huawei since April 2021, working in the Consumer BG Software UX department and visiting Huawei 2012 Laboratories. I completed my PhD at the University of St Andrews, where I was a member of the SACHI research group under the supervision of Prof. Aaron Quigley. Prior to that, I was a researcher at KAIST UVR Lab, working with Prof. Woontack Woo. My primary research interest revolves around exploring and developing innovative interaction techniques that bridge the gap between humans and computers. Specifically, I am fascinated by gestural and tangible interaction, mobile and wearable computing, Augmented and Virtual Reality (AR/VR), text entry, and pen interaction.

## » Education

**PhD, Computer Science** **2015-2020**
SACHI, School of Computer Science, University of St Andrews, Scotland, UK
Thesis: Single-Handed Interaction Techniques for Mobile and Wearable Computing

**Master of Science, Computer Science** (CGPA: 4.39/4.50) **2011-2013**
Department of Ubiquitous IT, Dongseo University (DSU), South Korea
Thesis: Design, Implementation and Evaluation of Advanced Multi-Cloud Storage System on Android Device

**Bachelor's Degree, Computer Engineering** (CGPA: 3.37/4.00) **2007-2011**
Faculty of Electronic Engineering, Multimedia University (MMU), Malaysia
Thesis: Interactive Video Game Using Natural User Interaction

## » Awards

Best paper award (ACM CHI 2018) – top 1%
Best paper honorable mention award (ACM MobileHCI 2017) – top 5%
Best paper honorable mention award (ACM MobileHCI 2016) – top 5%
Best poster award (ACM UIST 2016) – top 10%
Full PhD scholarship and stipend, School of Computer Science, University of St Andrews
SIGCHI student scholarship to attend ACM 50th celebration of the Turing Award

## » Work Experience

Huawei Consumer BG Software UX Department & 2012 Laboratories **2021 (Apr) - current**

- **Joined through Huawei Top Minds Program（入职华为天才少年计划）**
- 负责探索和落地可穿戴相关交互技术，包括表周交互 (扭转/敲击)，弦月窗通知，手表控大屏/PPT，手势识别，等等
- 探索 PC 和平板跨设备交互技术，包括头朝向自动键鼠穿越，自动模糊屏幕，触控板手势快速操控多屏，等等
- 探索和落地 AI/Agent 相关交互创新，包括语音输入法，智能编辑，通话助手，等等
- 解决手机侧边栏和底部手势误触问题，研发 3D 按压检测，利用自适应算法，达到用户越用越好用的效果
- 内部通过 13 篇专利
- 内部负责牵头洞察和分析人机交互学术界和业界大会和论文 (CHI, UIST, UbiComp, CES, MWC, etc)

Google (Research Internship), Host: Michael Xuelin Huang & Wenxin Feng **2019 (July - October)**

- Work led to patent application and a paper at CHI 2020

Tokyo Institute of Technology (Research Internship), Host: Prof. Hideki Koike **2019 (March - June)**

- Work led to a paper at UIST 2019

Microsoft Research Cambridge (Research Internship), Host: Nicholas Villar & Haiyan Zhang **2017 (May - August)**

- Work led to a paper at CHI 2018

UVR lab, KAIST (Visiting Researcher), Advisor: Prof. Woontack Woo **2018 (Jan - Feb)**

- Work led to a paper at MobileHCI 2019

UVR lab, KAIST (Full Researcher), Advisor: Prof. Woontack Woo **2014 (13 months)**

- Work led to multiple patent applications, a paper at CHI 2016 and a paper at ICAT-EGVE 2015

HCI lab at National University of Singapore (Student volunteer) **2014 (2 months)**

DHL IT Services (Graduate Trainee) **2011 (3 months)**

Flextronics (Internship) - Develop production applications **2010 (3 months)**

## » Invited Talks

Invited to give a talk in HCI lab in National Taiwan University **Jan 2018**

Invited to give a talk for Augmented Human forum in KAIST **Dec 2017**

Invited to give a talk to the IDI and GIST group in University of Glasgow **Nov 2016**

Invited to give a Tech talk at Google UK **Aug 2016**

## » Patent Applications (Before Huawei)

Classification method and device WO2018158578A1

Sensing apparatus and method WO2019043397A1

Collaboration Method Using Head Mounted Display WO2017065348A1

Garment Design Apparatus Based on Augmented Reality KR101678510B1

Method For Extending Field of View of Head Mounted Display KR20170044319A

## » Journal Publications

[1] Exploring Tangible Interactions with Radar Sensing

***Hui-Shyong Yeo***, *Ryosuke Minami, Kirill Rodriguez, George Shaker, Aaron Quigley* https://youtu.be/FCi56T8X-eY

Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**IMWUT**) Vol. 2, No. 4, Article 200 Publication date: December 2018. (presented at **UbiComp'19**)

[2] Leveraging Client-side Storage Techniques for Enhanced Use of Multiple Consumer Cloud Storage Services on Resource-Constrained Mobile Devices

***Hui-Shyong Yeo***, *Xiao-Shen Phang, Hoon-Jae Lee, Hyotaek Lim*

Journal of Network and Computer Applications (**JNCA**), Elsevier. (Impact Factor: **8.7**)

[3] Hand Tracking and Gesture Recognition System for Human-Computer Interaction using Low-cost Hardware

***Hui-Shyong Yeo***, *Byung-Gook Lee, Hyotaek Lim* https://youtu.be/xML2S6bvMwI

Multimedia Tools and Applications (**MTAP**), Springer. (5-Year Impact Factor: **3.6**)

[4] Microcam: Leveraging smartphone microscope camera for context-aware contact surface sensing

Yongquan Hu, ***Hui-Shyong Yeo***, Mingyue Yuan, Haoran Fan, Don Samitha Elvitigala, Wen Hu, Aaron Quigley

Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**IMWUT**) Vol. 7, Issue 3 Publication date: September 2023. (presented at **UbiComp'23**)

## » Conference Publications

[1] OmniSense: Exploring Novel Input Sensing and Interaction Techniques on Mobile Device with an Omni-Directional Camera https://www.youtube.com/watch?v=4MZu1leUUdw

***Hui-Shyong Yeo***, *Erwin Wu, Daehwa Kim, Juyoung Lee, Hyung-il Kim, Seo Young Oh, Luna Takagi, Woontack Woo, Hideki Koike, Aaron Quigley* In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'23**.

[2] WATouCH: Enabling Direct Input on Non-touchscreen Using Smartwatch's Photoplethysmogram and IMU Sensor Fusion
***Hui-Shyong Yeo**, Wenxin Feng, Michael Xuelin Huang* https://youtu.be/6OxQ84jryUU
In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'20**.

[3] Back-Hand-Pose: 3D Hand Pose Estimation for Wrist-worn Devices via Dorsum Deformation Analysis
*Erwin Wu, Ye Yuan, **Hui-Shyong Yeo**, Aaron Quigley, Hideki Koike, Kris Kitani* https://youtu.be/7IJUs3iqags
In Proceedings of the ACM symposium on User Interface Software and Technology, **UIST'20.**

[4] WristLens: Enabling Single-Handed Surface Gesture Interaction for Wrist-Worn Devices Using Optical Motion Sensor
***Hui-Shyong Yeo,** Juyoung Lee, Andrea Bianchi, Alejandro Samboy, Hideki Koike, Woontack Woo, Aaron Quigley*
In Proceedings of the Augmented Humans International Conference, **AHs'20**. https://youtu.be/4ADgA5L23qE

[5] Opisthenar: Hand Poses and Finger Tapping Recognition by Observing Back of Hand Using Embedded Wrist Camera
***Hui-Shyong Yeo**, Erwin Wu, Juyoung Lee, Aaron Quigley, Hideki Koike* https://youtu.be/PgqrmfctEqc
In Proceedings of the ACM symposium on User Interface Software and Technology, **UIST'19**.

[6] WRIST: Watch-Ring Interaction and Sensing Technique for Wrist Gestures And Macro-Micro Pointing
***Hui-Shyong Yeo**, Juyoung Lee, Hyung-il Kim, Aakar Gupta, Andrea Bianchi, Daniel Vogel, Hideki Koike, Woontack Woo, Aaron Quigley* In Proceedings of International Conference on Human-Computer Interaction with Mobile Devices and Services **MobileHCI'19**. https://youtu.be/VE3o4NyXhdE

[7] RotoSwype: Word-Gesture Typing using a Ring
*Aakar Gupta, Cheng Ji, **Hui-Shyong Yeo**, Aaron Quigley, Daniel Vogel* https://youtu.be/vxylqyTusLA
In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'19**.

🏆 [8] Project Zanzibar: A Portable and Flexible Tangible Interaction Platform ***(Best Paper Award)***
*Nicolas Villar, Daniel Cletheroe, Greg Saul, Christian Holz, Tim Regan, Misha Sra, **Hui-Shyong Yeo**, William Field, Haiyan Zhang* https://youtu.be/4Gl6iaVXZu0
In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'18**.

[9] AdaM: Adapting Multi-User Interfaces for Collaborative Environments in Real-Time
*Seonwook Park, Christoph Gebhardt, Roman Rädle, Anna Feit, Hana Vrzakova, Niraj Dayama, **Hui-Shyong Yeo**, Clemens Klokmose, Aaron Quigley, Antti Oulasvirta, Otmar Hilliges* https://youtu.be/we3THlGJ39Y
In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'18**.

🎖 [10] SpeCam: Sensing Surface Color and Material with the Front-Facing Camera of a Mobile Device ***(Honorable Mention)***
***Hui-Shyong Yeo**, Juyoung Lee, Andrea Bianchi, David Harris-Birtill, Aaron Quigley* https://youtu.be/8YMPzsgadA0
In Proc. of International Conference on Human-Computer Interaction with Mobile Devices and Services **MobileHCI'17**.

[11] Itchy Nose: Discreet Gesture Interaction using EOG Sensors in Smart Eye-Wear
*Juyoung Lee, **Hui-Shyong Yeo**, Murtaza Dhuliawala, Jedidiah Akano, Junichi Shimizu, Thad Starner, Aaron Quigley, Woontack Woo, Kai Kunze* https://youtu.be/IQ_LkPM_GHs
In Proceedings of the ACM International Symposium on Wearable Computers, **ISWC'17**.

[12] Investigating Tilt-based Gesture Keyboard Entry for Single-Handed Text Entry on Large Devices
***Hui-Shyong Yeo**, Xiao-Shen Phang, Steven Castelluci, Per Ola Kristensson, Aaron Quigley* https://youtu.be/8BuXIlQ7_XM
In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'17**.

[13] RadarCat: Radar Categorization for Input & Interaction
***Hui-Shyong Yeo**, Gergely Flamich, Patrick Schrempf, David Harris-Birtill, Aaron Quigley* https://youtu.be/B6sn2vRJXJ4
In Proceedings of the ACM symposium on User Interface Software and Technology, **UIST'16**.

🎖 [14] WatchMI: Pressure Touch, Twist and Pan Gesture Input on Unmodified Smartwatches ***(Honorable Mention Award)***

***Hui-Shyong Yeo**, Juyoung Lee, Andrea Bianchi, Aaron Quigley* https://youtu.be/74roE_cyafk
In Proc. of International Conference on Human-Computer Interaction with Mobile Devices and Services **MobileHCI'16**.

[15] Mirror Mirror: an On-Body T-shirt Design System
*Daniel Saakes, **Hui-Shyong Yeo**, Seung-tak Noh, Gyeol Han, Woontack Woo* https://youtu.be/ZQ7l_Ukn4ws
In Proceedings of the ACM annual conference on Human Factors in Computing Systems, **CHI'16**.

[16] An HMD-based Mixed Reality System for Avatar-Mediated Remote Collaboration with Bare-hand Interaction
*Seung-Tak Noh, **Hui-Shyong Yeo**, Woontack Woo* https://youtu.be/-oY_o79bi-s
In Proceedings of The 25th International Conference on Artificial Reality and Telexistence, **ICAT-EGVE'15**

[17] 1-inch UniTouch System using Kinect
*Seok-Min Hong, Yung-Fu Tan, **Hui-Shyong Yeo**, Byung-Gook Lee* https://youtu.be/IeXT2r1bYBY
In Signal Processing Image Processing & Pattern Recognition (**ICSIPR**), 2013 pp. 351- 355. IEEE, 2013.

[18] User Research for Experience of Fashion Design System Based on Spatial Augmented Reality
*Gyeol Han, Seung-Tak Noh, **Hui-Shyong Yeo**, Daniel Saakes, Woontack Woo*
In Proceedings of HCI KOREA 2016

[19] Implementation and Performance Evaluation of Network-based Virtual Storage Systems on Android Mobile Device
***Hui-Shyong Yeo**, Hoon-Jae Lee, Hyotaek Lim*
In Proceedings of International Conference of the Korea Institute of Information & Communication Engineering.

[20] Real-Time Hand Gesture Recognition Interface Based on IR-Camera
*Seok-Min Hong, **Hui-Shyong Yeo**, Byung-Gook Lee*
Korea Multimedia Society, pp. 22-25, May 2012. ISSN: 1738-611X

[21] A comparative Study of Tree-based and Mesh-based Overlay P2P Media Streaming
*Chin Yong Goh, **Hui Shyong Yeo**, Hyotaek Lim, Poo Kuan Hoong, Jay W.Y.Lim, Ian K.T Tan*
In Proceedings of International Conference on Computer Science and Technology, CST 2012, Jeju, Korea.

## » Poster, Demo and Workshop Paper

[1] Augmented Learning for Sports Using Wearable Head-worn and Wrist-worn Devices, **VR'19** workshop (HAA)
***Hui-Shyong Yeo**, Hideki Koike, Aaron Quigley*

[2] SWAG demo: smart watch assisted gesture interaction for mixed reality head-mounted displays, **ISMAR'18** Demo
*Hyung-il Kim, Juyoung Lee, **Hui-Shyong Yeo**, Aaron Quigley, Woontack Woo*

[3] Enabling Single-Handed Interaction for Mobile and Wearable Computing, **UIST'18** Doctor Symposium
***Hui-Shyong Yeo***

[4] Radar sensing in human-computer interaction, ACM **Interactions Magazine**, vol 25, no. 1, pp. 70-73
***Hui-Shyong Yeo**, Aaron Quigley*

[5] Automated Data Gathering and Training Tool for Personalized Itchy Nose, **AH'18** Demonstration
*Juyoung Lee, **Hui-Shyong Yeo**, Aaron Quigley, Kai Kunze, Thad Starner, Woontack Woo*

[6] Tangible UI by Object and Material Classification with Radar, **SIGGRAPH ASIA'17** Emerging Technologies
***Hui-Shyong Yeo**, Barrett Ens, Aaron Quigley*

[7] Exploring Mixed-Scale Gesture Interaction, **SIGGRAPH ASIA'17** Poster
*Barrett Ens, Aaron Quigley, **Hui-Shyong Yeo**, Pourang Irani, Thammathip Piumsomboon, Mark Billinghurst*

[8] Multi-scale gestural interaction for augmented reality **SIGGRAPH Asia'17** MGIA
*Barrett Ens, Aaron Quigley, **Hui-Shyong Yeo**, Pourang Irani, Mark Billinghurst*

[9] Workshop on object recognition for input and mobile interaction, **MobileHCI'17** Workshop
***Hui-Shyong Yeo**, Gierad Laput, Nicholas Gillian, Aaron Quigley*

[10] TiTAN: Exploring Midair Text Entry using Freehand Input, **CHI'17** Late Breaking Work
***Hui-Shyong Yeo***, *Xiao-Shen Phang, Taejin Ha, Woontack Woo, Aaron Quigley* https://youtu.be/WK28OeaBszY

[11] Sidetap & Slingshot Gestures on Unmodified Smartwatches, **UIST'16** Poster **(Best Poster Award)**
***Hui-Shyong Yeo***, *Juyoung Lee, Andrea Bianchi, Aaron Quigley* https://youtu.be/3Zc5Yi5C5vU

[12] WatchMI: Applications of Watch Movement Input on Unmodified Smartwatches, **MobileHCI'16** Demo
***Hui-Shyong Yeo***, *Juyoung Lee, Andrea Bianchi, Aaron Quigley*

[13] Single-Handed Interaction for Mobile and Wearable Computing, **MobileHCI'16** Doctor Consortium
***Hui-Shyong Yeo***

[14] Sensing and Sensibility: In the Wild Proxemic Interaction **CHI'16** Workshop
***Hui-Shyong Yeo***, *Aaron Quigley*

[15] Mirror Mirror: An On-Body Clothing Design System **SIGGRAPH'15**: Studio Installation.
*Daniel Saakes,* ***Hui-Shyong Yeo****, Seung-tak Noh, Gyeol Han, Woontack Woo* https://youtu.be/Z8BE0shfu8U

[16] Mirror Mirror: An On-Body Clothing Design System **SIGGRAPH'15**: Talks.
*Daniel Saakes,* ***Hui-Shyong Yeo****, Seung-tak Noh, Gyeol Han, Woontack Woo*

[17] Mirror Mirror Exhibits at Dongdaemun Design Plaza (**DDP**), Seoul
*Daniel Saakes,* ***Hui-Shyong Yeo****, Seung-tak Noh, Gyeol Han, Woontack Woo*

[18] Static-Dynamic Gesture based AR Interaction and Applications **KJMR'15**
*Youngkyoon Jang, Ikbeom Jeon, Hyung-Il Kim,* ***Hui Shyong Yeo****, Tae-Kyun Kim, Woontack Woo*

## » Skills

**Intermediate** - C#, Java, Android[1]
**Beginner** - C, C++, Python, Visual Basic, SQL, Assembly, VHDL, ASP.Net
**Library/SDK** - Unity3D, WEKA, TensorFlow, Keras, OpenCV, OpenPose, EmguCV, Kinect SDK, LeapMotion SDK, OpenNI, XNA, Cinder, OpenGL, TUIO, Oculus SDK, Intel SenZ3D SDK
**Software** - Visual Studio, Android Studio, PyCharm, Eclipse, Wireshark, Matlab, Proteus, Justinmind, Balsamiq

## » Other Activities

- ACM TEI2022 Publicity Chairs **2022**
- ACM MobileHCI 2021 Work-in-progress Associate Program Committee **2021**
- ACM CHI 2021 Social Media Co-Chair **2021**
- ACM SIGGRAPH ASIA 2020 Emerging Technologies AC **2020**
- ACM ISS 2019 Late-breaking Work AC and Student Volunteer **2019**
- ACM CHI 2019 Late-breaking Work AC **2019**
- ACM UIST 2018 Publicity Co-Chair **2018**
- ACM TEI 2017 Work-in-progress Associate Program Committee **2016**
- SIGCHI Communication Ambassador **2017**
- HCI Research fan page admin and contributor (Facebook & Twitter) **2013-Current**
- Microsoft One week hackathon – Cambridge Runner-Up – Project Fizzyo **2017**
- Google ATAP's Project Soli early alpha developer program **2015-Current**
- Reviewing for papers TEI17, CHI17-21, UIST16-20, MobileHCI17-19, DIS17,20, SUI16 **2016-Current**
- Reviewing for late-breaking work and work-in-progress CHI16/17/19/21, MobileHCI19 **2016-Current**
- Supervising undergrad and master students **2016-Current**
- Participation in UIST 2016 Student Innovation Contest **2016**
- Phase 1 Finalist in the Intel® RealSense™ App Challenge **2014**

[1] https://play.google.com/store/apps/details?id=hsyeo.watchmi1&hl=en_US

- Microsoft Kinect 2.0 for Windows and Leap Motion early developer **2013**
- Candescent NUI open-source project (Contributor) - Hand tracking, Multi Touch **2011**
- CCNA (Cisco Certified Network Academy) **2009-2011**
- Dean list for 3 semesters **2009-2011**
- Cisco Netriders Challenge Malaysia 2011 (won Best Academy Award) **2011**
- Cisco Netriders Challenge Malaysia 2010 **2010**

## » Languages

- Chinese/Mandarin - Native
- English - Speak fluently and read/write with high proficiency (**TOEFL – 106/120, MUET – 5/6, GRE**)
- Bahasa Malaysia - Speak fluently and read/write with high proficiency

## » MOOC Courses Completed

- Machine Learning – Andrew Ng, Stanford University
- Interactive Computer Graphics (Liberal arts track) – Takeo Igarashi, University of Tokyo
- Human-Computer Interaction (Distinction) – Scott Klemmer, Stanford University
- Internet History, Technology, and Security (Distinction) – Charles Severance, University of Michigan
- Creative, Serious and Playful Science of Android Apps – Lawrence Angrave, University of Illinois
- Programming Mobile Applications for Android System – Adam Porter, University of Maryland
- Computer Networks – David Wetherall, University of Washington
- Pattern-Oriented Software Architectures: Programming Mobile Services for Android Handheld Systems (Distinction)

## » Selected Press

**TheVerge,** “Google’s Project Soli radar is sensitive enough to count sheets of paper and read Lego bricks”
**University of St Andrews,** “Radar sensing: transforming the way we interact with computers”
**TheVerge,** “These concept smart glasses let you control your phone by scratching your nose”
**Gizmodo,** “These Smart Glasses Could One Day Turn Your Nose Into a Secret Remote Control”
**Daily Mail,** “'Itchy' concept smart glasses let you discreetly control your gadgets by scratching your NOSE”
**Mirror,** “These are the latest "smart glasses" and they promise to turn your nose into a remote control”
**TechRadar,** “This smartphone app plays smooth jazz when you put it on the sofa”
**Android Authority,** “You might never have to search for your phone again thanks to SpeCam”
**Android Headlines,** “SpeCam Helps Phones To ‘See’ Surfaces & Respond With Actions”
**The Scotsman,** “Scots researchers use AI to make phone detect different surfaces”
**FutureScot,** “New technology allows smartphone to recognise surfaces”
**TechCrunch,** “Tilt gesture keyboard could hold promise for typing in VR”
**University of St Andrews,** “SWiM: an evolution in one-handed texting”
**Fast Company**, “Why Don’t More UIs Use Accelerometers?”
**New Atlas,** “Researchers create an app that makes you tilt and roll to type”
**Gizmodo,** “Students Hacked a Chip to Give Your Smartphone a Sense of Touch”
**University of St Andrews,** “New technology using radar can identify materials and objects in real time”
**Digital Trends,** “RadarCat doesn’t purr, but it can recognize a human leg and other objects ”
**Daily Mail,** “Clever computers can 'see' objects: AI software uses Google radar technology to identify things around it”
**New Atlas,** “RadarCat has the touch for identifying different materials and objects”
**The Courier,** “A technological revolution starts in St Andrews”
**Hackaday,** “RadarCat Gives Computers A Sense of Touch”
**Motherboard,** “Watch this Sensor Effortlessly Identify Different Objects with Radar”
**E&T,** “Radar sensor system to help blind people identify objects”
**University of St Andrews,** “New methods make smartwatches easier to use”
**ACM TechNews – SIGCHI Edition,** “New Methods Make Smartwatches Easier to Use”
**SlashGear,** “WatchMI adds more smartwatch controls without adding hardware”
**Android Police,** “Researchers in UK develop amazing new way to interact with Android Wear devices”

**Android Headlines,** “WatchMI Could Make Any Smartwatch A Tad Smarter”
**Android Community,** “New smartwatch technology developed, under experiment for usability”
**Computing,** “Easier-to-use smart watch interface developed by University of St Andrews researchers”
**The Inquirer,** “Boffins develop smartwatch UI that could turn wearables into gaming controllers”
**Engadget DE,** “WatchMI: Touchscreen-Interaktionen auf SmartWatches die Spass machen”
**PocketNow,** “Press, pan and twist: university researchers extend Android Wear interaction methods”
**V3,** “Researchers show off pressure-touch and movement control tech for wearables”
**Phone Radar,** “WatchMI is a new technology which may change the way you use Smart Watch”
**Wareable,** “WatchMI wants to bring new gesture controls to existing smartwatches”
**The Financial Express,** “New methods make smartwatches easier to use”
**Electronics 360,** “Computer Scientists Are Making Smartwatches Easier to Use”
**Smartwatch.me,** “WatchMI System Lets Users Access Smartwatch Functions With Motions”
**WearableTech,** “Research examines different pressures and inputs for greater smartwatch functionality”
**ITHome,** “触屏用出新高度：Android Wear 智能手表还能这样玩”
**Sohu,** “谷歌快去收购 安卓智能表这么玩就不会吃灰了”
**Fast Company**, “This Magic Mirror Reflects Clothing Onto Your Body”
**Adafruit**, “Innovative display lets you design clothes on yourself in real time”
**Cnet**, “Mirror Mirror: Try On Clothes And Customize Them With This Cool Project”
**Wired Italy**, “Mirror Mirror, l’utensile per i maker della moda”
**Spiegel Online**, “Projekt "Mirror Mirror": Virtuelle Anprobe mit dem Hightech-Spiegel”
**Visual News**, “Mirror Mirror: Prototype System Lets You Design Clothes Right On Your Body”
**Refinery29**, “A High-Tech Mirror That Lets You Design & Wear A Shirt, Immediately”
**Hypebest**, “Mirror Mirror Allows You to Design Your Own Clothing in Real Time”
**Design Faves**, “Innovative display lets you design clothes on yourself in real time”
**ElectricTV**, “Augmented Reality & Projection Mapping Fashion|Mirror Mirror @ Siggraph 2015”
**Prosthetic Knowledge**, “Augmented tech project from myDesign ID KAIST lets users customise the visual design of clothing using a depth camera, projection and a mirror:”

## » References


Name : AARON QUIGLEY
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Name : WOO WOONTACK
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