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地址：中国浙江省杭州市萧山区西安电子科技大学杭州研究院

研究领域：人机交互、具身智能、机器人遥操、情感计算和虚拟/增强现实等

工作经历

2023/9 – 现在　**博士后** 西安电子科技大学杭州研究院，先进视觉研究所胡瑞敏团队 (合作导师: 王皓教授).

2017/7 – 2017/9　**实习** 上汽集团发动机事业部.

教育经历

2019/9 – 2023/8　**博士, 英国利物浦大学** 计算机科学与软件工程系.
研究课题: 通过虚拟现实接口远程操作移动无人机器人

2017/9 – 2018/9　**硕士, 英国南安普顿大学**系统控制和信号处理系.
研究课题: 用于测量物体抓取的传感器

2015/9 – 2017/6　**学士, 英国利物浦大学**电子电气工程及其自动化
研究课题: 用于支持电网频率的风力涡轮机的控制

2013/9 – 2015/6　**Y1 - Y2, 西交利物浦大学**电子电气工程及其自动化

研究刊物

Journal Articles

1. Xu, H., ***Luo, Y.***, Wang, Y., Xu, Z., & Pan, Y. (2026). Empowering couriers: Balancing algorithmic control and autonomy for enhanced well-being. *Interacting with Computers*, *38*(1), 95–107. doi:10.1093/iwc/iwaf039

2. Liu, X., Xu, H., ***Luo, Y.***, & Cai, S. (2025). From beeping machines to caring companions: Redesigning social robots through reflective ethnography in elderly care work. *Proc. ACM Hum.-Comput. Interact.*, *9*(7). doi:10.1145/3757603

3. Yan, J., Sun, J., ***Luo, Y.***, Wang, Y., Xiang, N., & Pan, Y. (2025). Bridging the gap: Understanding collaborative practices of underrepresented student developers in the github community. *Interacting with Computers*, iwaf051. doi:10.1093/iwc/iwaf051

4. Gan, Y., Wang, Y., Li, Q., ***Luo, Y.***, Wang, Y., & Pan, Y. (2025). Dual-stream autoencoder for channel-level multi-scale feature extraction in hyperspectral unmixing. *Knowledge-Based Systems*, *317*, 113428. doi:https://doi.org/10.1016/j.knosys.2025.113428

5. Li, Z., Liu, P., Pan, Y., Yu, J., Liu, W., Chen, H., … Wang, H. (2025). Text-dominant multimodal perception network for sentiment analysis based on cross-modal semantic enhancements: Z. li et al. *Applied Intelligence*, *55*(3), 188.

6. Lin, T., Gan, Q., Ouyang, F., ***Luo, Y.***, Pan, Y., Li, Y., & Cai, S. (2025). Aromacanvas: A wearable olfactory display for chinese painting appreciation and learning in virtual reality. *Computers & Education: X Reality*, *7*, 100109. doi:https://doi.org/10.1016/j.cexr.2025.100109

7. Liu, W., Li, Q., ***Luo, Y.***, Pan, Y., Ding, W., & Wang, H. (2025). Learning inter and intra class variation with deep frequency factorization network for face anti-spoofing. *IEEE Transactions on Emerging Topics in Computational Intelligence*, *9*(5), 3614–3625. doi:10.1109/TETCI.2024.3462172

8. Ouyang, Y., Liang, Y., Li, Q., Guo, X., ***Luo, Y.***, Wu, D., … Pan, Y. (2025). Back to fundamentals: Low-level visual features guided progressive token pruning. *Journal of Systems Architecture*, *168*, 103579. doi:https://doi.org/10.1016/j.sysarc.2025.103579

9. Xu, H., ***Luo, Y.***, Wang, Y., Wang, D., Pan, Y., & Cai, S. (2025). From routes to ratings: Challenges and strategies in food delivery work: H. xu et al. *Computer Supported Cooperative Work (CSCW)*, *34*(3), 911–948.

10. Zhao, F., Li, Z., ***Luo, Y.***, Li, Y., & Liang, H.-N. (2025). Airwhisper: Enhancing virtual reality experience via visual-airflow multimodal feedback. *Journal on Multimodal User Interfaces*, *19*(2), 139–154.

11. Zhu, M., He, X., Qiao, B., ***Luo, Y.***, Li, Z., & Pan, Y. (2025). Text-guided deep correlation mining and self-learning feature fusion framework for multimodal sentiment analysis. *Knowledge-Based Systems*, *315*, 113249. doi:https://doi.org/10.1016/j.knosys.2025.113249

12. Gan, Y., Zhang, H., Liu, W., Ma, J., ***Luo, Y.***, & Pan, Y. (2024). Local-global feature fusion network for hyperspectral image classification. *International Journal of Remote Sensing*, *45*(22), 8548–8575. doi:10.1080/01431161.2024.2403622

13. Li, Z., ***Luo, Y.***, Wang, J., Pan, Y., Yu, L., & Liang, H.-N. (2024). Feasibility and performance enhancement of collaborative control of unmanned ground vehicles via virtual reality. *Personal and Ubiquitous Computing*, *28*(3), 579–595.

14. Li, Z., Huang, Z., Pan, Y., Yu, J., Liu, W., Chen, H., … Wang, H. (2024). Hierarchical denoising representation disentanglement and dual-channel cross-modal-context interaction for multimodal sentiment analysis. *Expert Systems with Applications*, *252*, 124236. doi:https://doi.org/10.1016/j.eswa.2024.124236

15. ***Luo, Y.***, Wang, J., Pan, Y., Luo, S., Irani, P., & Liang, H.-N. (2024). Visual augmentation of live-streaming images in virtual reality to enhance teleoperation of unmanned ground vehicles. *Frontiers in Virtual Reality, Volume 5 - 2024*. doi:10.3389/frvir.2024.1230885

16. ***Luo, Y.***, Sun, S., Wang, Y., Wu, D., Ouyang, Y., Li, Y., & Pan, Y. (2023). Designing a virtual reality-support for the thesis supervision meetings: A case of a sino-british international university in china. *Computers & Education: X Reality*, *3*, 100047. doi:https://doi.org/10.1016/j.cexr.2023.100047

17. ***Luo, Y.***, Wang, J., Shi, R., Liang, H.-N., & Luo, S. (2022). In-device feedback in immersive head-mounted displays for distance perception during teleoperation of unmanned ground vehicles. *IEEE Transactions on Haptics*, *15*(1), 79–84. doi:10.1109/TOH.2021.3138590

Conference Proceedings

1. Li, B., ***Luo, Y.***, Wang, J., Xiang, N., Pan, Y., Wang, H., … Xu, Z. (2025). Advancing anatomy outreach: A systematic comparative study of mixed reality, computer-assisted, and conventional methods. In *Siggraph asia 2025 educator's forum*. doi:10.1145/3757372.3771850

2. ***Luo, Y.***, Liu, S., Wu, D., Wang, H., & Pan, Y. (2024). "please be nice": Robot responses to user bullying - measuring performance across aggression levels. In *Proceedings of the 2024 chi conference on human factors in computing systems*. doi:10.1145/3613904.3642290

3. Ouyang, Y., ***Luo, Y.***, Ji, R., Wu, D., Wang, D., Wang, X., … Pan, Y. (2024). Aiot and vr-based technology for robots control in critical safety environments: Challenges and opportunities. In *2024 ieee international conference on industrial technology (icit)* (pp. 1–6). doi:10.1109/ICIT58233.2024.10541037

4. Li, Z., Qin, Z., ***Luo, Y.***, Pan, Y., & Liang, H.-N. (2023). Exploring the design space for hands-free robot dog interaction via augmented reality. In *2023 9th international conference on virtual reality (icvr)* (pp. 288–295). IEEE.

5. ***Luo, Y.***, Wang, J., Pan, Y., Luo, S., Irani, P., & Liang, H.-N. (2023). Teleoperation of a fast omnidirectional unmanned ground vehicle in the cyber-physical world via a vr interface. In *Proceedings of the 18th acm siggraph international conference on virtual-reality continuum and its applications in industry*. doi:10.1145/3574131.3574432

6. Li, Z., ***Luo, Y.***, Wang, J., Pan, Y., Yu, L., & Liang, H.-N. (2022). Collaborative remote control of unmanned ground vehicles in virtual reality. In *2022 international conference on interactive media, smart systems and emerging technologies (imet)* (pp. 1–8). doi:10.1109/IMET54801.2022.9929783

7. Liu, Y., Lin, Y., Shi, R., ***Luo, Y.***, & Liang, H.-N. (2021). Relicvr: A virtual reality game for active exploration of archaeological relics. In *Extended abstracts of the 2021 annual symposium on computer-human interaction in play* (pp. 326–332). doi:10.1145/3450337.3483507

8. ***Luo, Y.***, Wang, J., Liang, H.-N., Luo, S., & Lim, E. G. (2021). Monoscopic vs. stereoscopic views and display types in the teleoperation of unmanned ground vehicles for object avoidance. In *2021 30th ieee international conference on robot & human interactive communication (ro-man)* (pp. 418–425). doi:10.1109/RO-MAN50785.2021.9515455

其他成果

专利 ■ 立体覆盖隐形二维码的 *AR* 交互与空间定位系统及方法
一种基于车载 *AR* 眼镜的 *A* 柱透视系统及二维码定位方法
一种基于脑电的疲劳检测装置和检测方法
一种基于区块链智能合约众包任务方法

获奖 ■ 第 *18* 届 *ACM Siggraph* 国际虚拟现实连续体及其在工业中的应用会议论文集最佳论文奖（*VRCAI 2023*）
空军首届航空创意挑战赛优秀奖

学术经历 ■ *IEEE* 混合现实与增强现实国际研讨会 *(ISMAR 2022)* 在线志愿者
ACM CHI 计算系统中的人为因素会议（*CHI2024*）、第 *9* 届虚拟现实国际会议 *(ICVR 2023)*、*IEEE* 混合和增强现实国际研讨会 *(ISMAR 2022)*、第 *30* 届 *IEEE* 虚拟现实和 *3D* 用户界面会议 *(IEEE VR 2023)* 的审稿人...
第九届虚拟现实国际会议（*ICVR 2023, Special Session 4*）组织者

相关技能

编码 ■ C, C++, C#, Java, Python, R, HTML···

工具 ■ Unity3D, SPSS, MS, PS, LaTeX, Matlab, VICON···

语言 ■ 英语（流利）阅读、写作和口语能力，中文（母语）

杂项 ■ 学术研究、教学、培训、咨询、LaTeX 排版与出版；锻炼、游玩和开发游戏···