Yijun Qian, PhD Candidate

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EDUCATION

Northeastern University. — Boston, MA
Ph.D. in Interdisciplinary Clinical and Movement Science — 2022 - 2026

Drexel University — Philadelphia, PA
M.S. in Human-Computer Interaction and User Experience — 2020 - 2022

Communication University of China — Beijing, China
B.A. in Digital Media and Animation Creativity — 2012 - 2016

RESEARCH EXPERIENCE

Graduate Research Fellow | Boston, MA — 2022 - Current
School of Clinical and Rehabilitation Science
Bouve College of Health Science, Northeastern University
Advisors: Dr. Leanne Chukoskie, and Dr. Miso Kim

- Explore sensory- and computer vision solutions on novel game interaction.
- Led evidence-based research on an innovative motion-control game that combines aerobic exercise and language learning to enhance cognitive function in older adults
- Developed and implemented a user-centered design framework for improving the accessibility of motion games for older adults and neurodivergent population.
- Investigated design methodologies by applying mixed-methods research approaches to examine the implementation of established game design patterns in games with clinically demonstrated cognitive benefits.

Masters Research Fellow | Philadelphia, PA — 2021 - 2022
College of Computing and Informatics, Drexel University
Advisors: Dr. Jina Huh-Yoo, and Dr. Paul Diefenbach

- Spearheaded user research to identify pain points in conventional HIV risk assessment processes through clinician interviews and comprehensive literature review.
- Designed and conducted semi-structured interviews with local clinicians to uncover user needs and workflow challenges.
- Translated research insights into user-friendly data visualization tools, improving risk assessment accuracy and treatment decision-making for HIV clinics.

Summer Research Fellow | Remote — 2021-2022
School of Creative Media, City University of Hong Kong
Advisors: Dr. Ray LC, and Dr. Xin Tong

- Designed experiment protocol for exploring the efficacy of using VR narrative and role-play game as an alternative tool to assess Fear of Intimacy.
- Developed virtual reality game environment in Unity.

WORKING EXPERIENCE	**Co-founder, Design Lead** | Boston, MA	2024 - Current

WORKING
EXPERIENCE

Co-founder, Design Lead | Boston, MA   2024 - Current
HospitalAlert

- Led UX, UI, and front-end development on a health emergency alert product.
- Worked with a cross-functional team, including initiating conversations with ER physicians and conducting user research with potential users.
- Structured user flow, onboarding, and main product features.

Product Designer - User Growth | Beijing, CN   2017 - 2019
NetEase (NASDAQ: NTES)

- Led a cross-functional team (20 people) to design World Cup 2018 online event to support business sales and improve user retention during the event. Successfully sponsored by Haval Auto with $3M in sales, improved daily user activity by 20% compared to usual levels.
- Developed storyboards, wireframes, and prototypes to communicate design and product strategy.

SKILLS

- **Research** Behavioral Sensing, HCI Research, Health Informatics.
- **Analysis** R, Python, Physiological Data Analysis
- **Design** Adobe Illustrator, Photoshop, Figma, Miro
- **Build** Unity, HTML, CSS, Vibe Coding

AWARDS
AND
HONORS

- **Hackathon Winner**, Philly Codefest 2022   2022
- **Hackathon Winner**, CCI Web App Design Competition   2022
- **Dean's List**, College of Computing & Informatics, Drexel University,   2021-2022
- **Academic Scholarship**, Drexel University   2021-2022

PUBLICATIONS

1. **Qian Y**, Li Y, Lin L, Wang Z, Lai J, Li M, Tong X, LC R. Virtual Reality Assessment: Using In-game Behaviors During Immersive Role-Play for Contextually Relevant Assessment of Fear of Intimacy. *Journal of Frontier of Virtual Reality*, 2025.

2. **Qian Y**, Schwartz A, Zhang Y, Kramer AF, Chukoskie L. Evaluating the Cognitive Impact of Exergames in Community-Dwelling Older Adults: A Systematic Review and Meta-Analysis . *JMIR Serious Games under review*, 2025.

3. **Qian Y**, Schwartz A, Jung A, Zhang Y, Seitz U, Wilds G, Kim M, Kramer AF, Chukoskie L. Promoting Cognitive Health in Older Adults through an Exercise Game Centered around Foreign Language Learning. *ACM CHI Conference on Human Factors in Computing Systems*, 2024.

4. **Qian Y**, Prajapati S, Schwartz A, Jung A, Zhang Y, Seitz U, Alfen J, Lewis L, Kim M, Kramer AF, Chukoskie L. Integrated Aerobic Exercise into Adult Second Language Learning in Virtual Reality Game. *2023 IEEE Conference on Games (CoG)*, Boston, MA, USA, 2023, pp. 1-4.

PRESENTATIONS **Poster**

Qian Y, Schwartz A, Jung A, Zhang Y, Seitz U, Wilds G, Kim M, Kramer AF, Chukoskie L. Promoting Cognitive Health in Older Adults through an Exercise Game Centered around Foreign Language Learning, ACM CHI Conference on Human Factors in Computing Systems 2024, Honolulu, Hawaii, USA.

Qian Y, Schwartz A, Jung A, Zhang Y, Seitz U, Wilds G, Kim M, Kramer AF, Chukoskie L. Promoting Cognitive Health in Older Adults through an Exercise Game Centered around Foreign Language Learning. Measure Behaviors 2024, Aberdeen, Scotland.

Qian Y, Prajapati S, Alfen J, and Chukoskie L. 2023. Integrated Aerobic Exercise into Adult Second Language Learning in Virtual Reality Game. RISE 2023 Northeastern, Boston, MA, USA.

Oral

Qian Y, Prajapati S, Schwartz A, Jung A, Zhang Y, Seitz U, Alfen J, Lewis L, Kim M, Kramer AF, Chukoskie L. Integrated Aerobic Exercise into Adult Second Language Learning in Virtual Reality Game. 2023 IEEE Conference on Games (CoG), Boston, MA, USA.

ACADEMIC SERVICES

President of: *Drexel International Graduate Student Association 2021-2022*

Reviewers for: *Journal of ACM Transactions on Computing for Healthcare*
ACM CHI Conference on Human Factors in Computing Systems
IEEE Conference on Games
Journal of IEEE Transactions on Games
The Annual Symposium on Computer-Human Interaction in Play

TEACHING EXPERIENCE

Teaching Assistant: *PT6511 Research Method and Statistics, 2024-2025*
Experimental Learning Group
PT6512 DPT Research Capstone Spring 2025,
INFO 690 User Experience Research Method,