

Tiffany Luong

Research Scientist, MIT, USA

✉ tiffanyluong@gmail.com | 🇫🇷 French, 28 | 🏠 www.luongtiffany.com | 🌐 linkedin.com/in/luong-tiffany | 📄 Google Scholar

Profile

I am a research scientist at MIT in the Department of Brain and Cognitive Sciences. Previously, I did a postdoc at ETH Zürich in the Sensing, Interaction, and Perception Lab (SIPLAB) in Switzerland. Before this, I did my Ph. D. jointly at Inria Rennes (hybrid team) and in the institute of research and technologies b-com (Human Factors Technologies team) in France. My main topics of interest are Virtual Reality (VR), Mixed Reality (MR), Human-Computer Interaction (HCI), and cognitive science. I strive to understand user experience, cognition, and behaviour using objective metrics, such as indicators from physiological modalities and motion capture.

Education

Ph. D. Computer Science

Rennes, France

Université de Rennes 1

January 2018 - February 2021

- **Supervisors:** Anatole Lécuyer (Inria), Guillaume Jégou (b-com), Ferran Argelaguet (Inria), Nicolas Martin (b-com)
- **Jury:** Mark Billinghurst (Uni. of South Australia), Daniel Mestre (CNRS), Catherine Pélachaud (CNRS), Anthony Steed (UCL)
- **Thesis Title:** Towards the Exploitation of Mental Workload in Virtual Reality Systems

M. Sc. Computer Science

Laval, France

Arts et Métiers Paristech

September 2016 - September 2017

- Courses in 3D interaction and VR/MR application design and research.
- Industrial projects with Airbus France and Agem Interior Design
- Double-degree, ranked 3rd

Engineering Degree

Paris, France

Arts et Métiers Paristech

September 2014 - September 2017

- Courses and projects on mechanical engineering, object-oriented programs, statistical methods, CAD.

Classes Préparatoires aux Grandes Écoles

Nancy, France

Lycée Henri Poincaré

September 2012 - September 2014

- Two-year undergraduate program with mathematics, physics, and engineering courses to prepare for the nationwide competitive exams leading to the French "Grandes Ecoles".

Work Experience

MIT

Cambridge, USA

Research scientist (*Department of Brain and Cognitive Sciences*)

November 2023 - Current

- **Contact:** Vikash Mansinghka

ETH Zürich

Zürich, Switzerland

Postdoctoral researcher (*Department of Computer Science*)

February 2021 - March 2023

- **Contact:** Christian Holz

Inria Rennes

Rennes, France

Intern (*MimeTIC and hybrid teams*)

Apr 2017 - Dec 2017

- **Topic:** Low-cost full-body control of human avatars for immersive virtual reality systems
- **Tools:** Unity3D, mecanim, motion graphs, VICON, FinalIK
- **Advisor:** Ludovic Hoyet

University of Birmingham

Birmingham, UK

Intern (*Department of Mechanical Engineering*)

June 2016 - Sep 2016

- **Topic:** Modelling the temperature diffusion into the bulk metallic glass (BMG) due to short laser pulses
- **Tool:** MATLAB
- **Advisor:** Jean-Michel Romano

Publications and Patents

Journal articles

- [J1] *Controllers or Bare Hands? A Controlled Evaluation of Input Techniques on Interaction Performance and Exertion in Virtual Reality*
T. Luong, Y. Cheng, M. Moebus, A. Fender, and C. Holz
IEEE TVCG 2023, Sydney, Australia.

- [J2] *Characterizing Physiological Responses to Fear, Frustration, and Insight in Virtual Reality*
T. Luong, and C. Holz
IEEE TVCG 2022, Singapore, Singapore.
<https://doi.org/10.1109/TVCG.2022.3203113>
- [J3] *Experiencing Herd Immunity in VR Increases COVID-19 Vaccination Intention: Evidence From a Large-Scale Field Intervention Study*
A. Plechatá, C. Vandeweerdt, M. Atchapero, **T. Luong**, C. Holz, C. Betsch, B. Dietermann, Y. Schultka, R. Böhm, and G. Makransky
Computers in Human Behavior 2022.
<https://doi.org/10.1016/j.chb.2022.107533>
- [J4] *Virtual Reality Reduces COVID-19 Vaccine Hesitancy in the Wild: A Randomized Trial*
C. Vandeweerdt, **T. Luong**, M. Atchapero, A. Mottelson, C. Holz, G. Makransky, and R. Böhm
Scientific Reports 2022.
<https://doi.org/10.1038/s41598-022-08120-4>
- [J5] *A Self-Administered Virtual Reality Intervention Increases COVID-19 Vaccination Intention*
A. Mottelson, C. Vandeweerdt, M. Atchapero, **T. Luong**, C. Holz, R. Böhm, and G. Makransky
Vaccine 2021.
<https://doi.org/10.1016/j.vaccine.2021.10.004>
- [J6] *A Survey on Affective and Cognitive VR*
T. Luong, A. Lécuyer, N. Martin, and F. Argelaguet
IEEE TVCG 2021.
<https://doi.org/10.1109/TVCG.2021.3110459>

Conference papers

- [C1] *ViGather: Inclusive Virtual Conferencing with a Joint Experience Across Traditional Screen Devices and Mixed Reality Headsets*
H. Qiu, P. Strelí, **T. Luong**, C. Gebhardt, and C. Holz
ACM MobileHCI 2023, Athens, Greece.
- [C2] *InfinitePaint: Painting in Virtual Reality with Passive Haptics Using Wet Brushes and a Physical Proxy Canvas*
A. Fender, T. Roberts, **T. Luong**, and C. Holz
ACM CHI 2023, Hamburg, Germany.
<https://doi.org/10.1145/3544548.3580927>
- [C3] *Demographic and Behavioral Correlates of Cybersickness: A Large Lab-in-the-Field Study of 837 Participants*
T. Luong, A. Plechatá, M. Möbus, M. Atchapero, R. Böhm, G. Makransky, and C. Holz
IEEE ISMAR 2022, Singapore, Singapore.
<https://doi.org/10.1016/j.chb.2022.107533>
- [C4] *ComforTable User Interfaces: Surfaces Reduce Input Error, Time, and Exertion for Tabletop and Mid-air User Interfaces*
Y. Cheng, **T. Luong**, A. Fender, P. Strelí, C. Holz
IEEE ISMAR 2022, Singapore, Singapore.
<https://doi.org/10.1109/ISMAR55827.2022.00029>
- [C5] *Towards Real-Time Recognition of Users' Mental Workload Using Integrated Physiological Sensors Into a VR HMD*
T. Luong*, N. Martin*, A. Raison, F. Argelaguet, J.-M. Diverrez, and A. Lécuyer
IEEE ISMAR 2020, Recife, Brazil.
<https://doi.org/10.1109/ISMAR50242.2020.00068>
- [C6] *Introducing Mental Workload Assessment for the Design of Virtual Reality Training Scenarios*
T. Luong, F. Argelaguet, N. Martin, and A. Lecuyer
IEEE VR 2020, Atlanta, USA.
<https://doi.org/10.1109/VR46266.2020.00089>
- [C7] *Studying the Mental Effort in Virtual Versus Real Environments*
T. Luong, N. Martin, F. Argelaguet, and A. Lecuyer
IEEE VR 2019, Osaka, Japan.
<https://doi.org/10.1109/VR.2019.8798029>

Other publications

- [O1] *3Dexterity: Finding Your Place in a 3-Armed World*
A. Audinot*, D. Dewez*, G. Fouché*, R. Fribourg*, T. Howard*, F. Lécuyer*, **T. Luong***, V. Mercado*, A. Reuzeau*, T. Rinnert*, G. Vailland*,
and F. Argelaguet
IEEE VR 2020, Atlanta, USA.
<https://doi.org/10.1109/VRW50115.2020.00112>
- [O2] *Pyramid Escape: Design of Novel Passive Haptics Interactions for an Immersive and Modular Scenario*
H. Brument*, R. Fribourg*, G. Gallagher*, T. Howard*, F. Lécuyer*, **T. Luong***, V. Mercado*, E. Peillard*, X. de Tinguy*, and M. Marchal
IEEE VR 2019, Osaka, Japan.
<https://doi.org/10.1109/VR.2019.8797848>
- [O3] *Toward Intuitive 3D User Interfaces for Climbing, Flying and Stacking*
A. Bernardin*, G. Cortes*, R. Fribourg*, **T. Luong***, F. Nouviale*, and H. Si-Mohammed*
IEEE VR 2018, Reutlingen, Germany.
<https://doi.org/10.1109/VR.2018.8446047>

Patent

[P1] INPI Patent no FR2000704

T. Luong, F. Argelaguet, N. Martin, and A. Lécuyer

Issued Jan. 24, 2020.

Scientific Papers Reviewing

2023 ACM CHI, SIGGRAPH, IEEE VR, TAC, Presence, IJHCI

2022 ACM CHI, UIST, IEEE ISMAR

2021 ACM CHI, IEEE VR

Awards and Grants

2021	Best Ph. D. Student Award , <i>b-com</i>	Rennes, France
2020	International Mobility Grant , 3200 €, <i>MathSTIC</i> For 4 months at the University College of London in the Virtual Environments and Computer Graphics group (canceled due to COVID-19)	Rennes, France
2020	3DUI Contest , Honorable Mention, <i>IEEE VR</i> Development of a VR application on the theme “Embodiment for the Difference”	Atlanta, US
2020	Nominee for the Best Ph. D. Student Award , <i>b-com</i>	Rennes, France
2019	3DUI Contest , Tournament Winner, <i>IEEE VR</i> Development of an escape room involving passive haptic feedback and “Impossible Spaces” navigation in VR	Osaka, Japan
2018	3DUI Contest , Honorable Mention, <i>IEEE VR</i> Development of 3D user interfaces for 3 given tasks (climbing, flying, tower stacking) in VR	Reutlingen, Germany
2017	Hackaton in VR , First Prize, <i>Inria Rennes</i> Development of a VR application featuring a movie: the maze of Harry Potter and the Goblet of Fire	Rennes, France
2017	Virtual Fantasy Limited Time , First Prize, <i>Laval Virtual</i> Development of a VR application for education: fundamental physics equation in an escape room	Laval, France

Teaching and Supervision

Teaching Assistant

2021 Fall & 2022 Fall - Human-Computer Interaction, *ETH Zürich*

Course for 82 students (in 2021), undergrad level.

In charge of supervising 5 groups of 4–6 students in HCI projects; introduction to statistical analysis methodology for HCI.

2022 Spring - Advanced Topics in Mixed Reality, *ETH Zürich*

Seminar for 24 students, undergrad level.

In charge of supervising 12 students.

Guest Lecturer

2022 Fall - Mixed Reality, *ETH Zürich*

Experimental design and evaluation for MR studies.

Supervision

Master's Theses

A. Brombach, 2023, Effect of Consumed Content on Mobile Devices on Users' Immediate Emotional Response

A. Abollivier, 2020, Baseline procedures for the usage of physiological signals in VR

A. Raison, 2019, Mental Workload study in VR settings

Bachelor's Theses

R. Hänni, 2022, Risk awareness in a VR cytology lab

J. Steiner, 2021, Frustration in VR

T. Fischer, 2021, Focus and concentration in VR

Skills

VR/AR Prototyping	Unity3D, C#
Statistical Analysis	R, RStudio, Python
Working environments	Visual Studio Community, Visual Studio Code, Git
3D Modelling	3ds Max, Substance Painter, Photoshop
Modalities	EDA, PPG, Eye-tracking, Respiration, Mocap (OptiTrack, VICON)

Languages

English	Professional
French	Native
German	Intermediate

Other Certifications

PSC1 (Certificate of Training in First Aid – level 1), France Vice-Champion of Vietnamese Martial Arts in 2011 (FFKDA AMV)

Interests

Music	Piano (9 years of piano and music theory in conservatoire)
Sport	Vietnamese martial arts (6 years, teacher and coach), swimming (4 years)
Art	Sketching, 3D modeling, painting, interest in cinema, video games, and Japanese anime
Transfer	Introduction to VR for middle school students in 2019 and 2020
Volunteering	Journées Sciences et Musique in Rennes in 2018 and 2019, Restos du Cœur in 2014 (food gathering), raising awareness about the Ehlers Danlos syndrome in 2014
Involvement	Part of the organization team of numerous events (with over 1k people during engineering school) and member of several school associations (mainly related to sport and art) during engineering school and Ph. D.