

Xixiang Nie

A responsible a Human-AI Interaction Designer and Creative Technologist passionate about Ethical Technology, Research through Playful Design, Physical and Tangible Computing.

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EDUCATION

<i>School of Computer Science, Northumbria University</i>	09/2025-09/2029
<i>PhD in Computer Science (UKRI AI Centre for Doctoral Training in Citizen-Centred AI)</i>	
<i>The Institute for Design Informatics, University of Edinburgh</i>	09/2023-06/2025
<i>MA Design Informatics with First Class Honours</i>	
Relevant Courses: Case Studies in Design Informatics I, Histories and Futures of Technology, Data Science for Design, Design with Data	
<i>Winchester School of Art, University of Southampton</i>	09/2019-07/2023
<i>BA (Hons) Graphic Arts: graphic design with First Class Honours</i>	
Relevant Courses: Critical Reflection of Specialism, Creative Futures	

PUBLICATION

Xixiang Nie and Xin Shu. 2026. Somaditation: A Multisensory VR Meditation Experience with a Wearable Glove. In <i>Proceedings of the Twentieth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '26)</i> , March 08–11, 2026, Chicago, IL, USA. ACM, New York, NY, USA, 5 pages. https://doi.org/10.1145/3731459.3786212 (Just Accepted)	
Nie, X. (2023). "The Illusion of Democracy." In D’Souza, Ed. (ed.). <i>Democratic Futures</i> . Winchester: Studio 3015, University of Southampton, pp. 96-97. ISBN 978-1-3999-5370-2. Available from: https://wsarotunda.soton.ac.uk/alumni/democratic-futures/	

RESEARCH PROJECTS

Edinburgh Science Festival	01/2024-03/2024
Phenological Gearbox	
Phenological Gearbox is supported by the Design Informatics Institute at the University of Edinburgh and part of Edinburgh Science Festival 2024. Our interactive installation is a responsive device that explores how human behavior concerning greenhouse gas emissions impacts phenological mismatches.	
VISHUB	11/2023-12/2023
VR Insights: Unmasking Workspace Gender Bias	
The University of Edinburgh's VISHUB supports this data science group project. As a data analyst and interaction designer, I led Python graph analysis and VR interaction. It aims to highlight workplace gender inequalities through immersive VR scenarios.	
Traveltech for Scotland	10/2023-12/2023
Navibrella	
Navibrella is an innovative concept product service supported by the Design Informatics Institute at the University of Edinburgh and Traveltech for Scotland. This project leverages data-driven technology in a tangible product to augment the emotional enhance the dynamics of urban cultural exchanges through human-data interaction.	

02/2023-06/2023

I have collaborated with the Institute of Sound and Vibration Research at the University of Southampton on a project to enhance sound perception through a multisensory meditation experience. This project uses data from MIDI glove wearables to convert participants' hand movements into auditory and tactile feedback, influencing the virtual reality visuals. Finally, the project was presented on campus.

10/2022-12/2022

This study, in collaboration with the UK Parliament and led by Professor Ed D'souza in the Social Practice Lab, investigates the influence of social media on the consumption of political information. I employ the data-driven interaction to uncover potential democratic risks associated with data breaches in social media platforms. My outcomes were featured in the "Democratic Futures" exhibition and have been chronicled in an academic book edited by Professor Ed D'souza.

Designing Data Humans in 2024 Edinburgh Science Festival, Inspace gallery, University of Edinburgh
Winchester School of Art BA Degree Show 2023, Winchester School of Art, University of Southampton
Democratic Futures Exhibition 2023, Winchester School of Art, University of Southampton

05/2025-present

- Conducted an interdisciplinary research project on Art, Tangible Interface and HCI.
- Developed a shape-changing data physicalisation provotype to raise public awareness of data capitalism through its design interventions, and the first-author Pictorial has been submitted to the ACM DIS 2026.

02/2023-06/2023

- Reimagined elementary education through non-technical interactions, gaining insights into primary school dynamics through workshops.
- Redesigned primary school curricula by incorporating graphical cards and interactive activities while leading weekly sessions in local primary schools.
- Communicated curriculum updates to the university and provided regular progress updates to the Southampton Bassett Green Primary School as a student ambassador.

10/2022-06/2023

- Investigated and collected students' feedback to convey students' democratic voice.
- Met with professors in the Department of Design to discuss future course improvement.

09/2022-02/2023

- Shared experiences with first-year students while conveying the importance of human-centred design principles and interaction concepts in traditional graphic arts study.
- Identified their challenges in studio projects or essays and organized workshops to enhance their critical thinking and research skills, focusing on the direction of user experience design and interactive technologies.