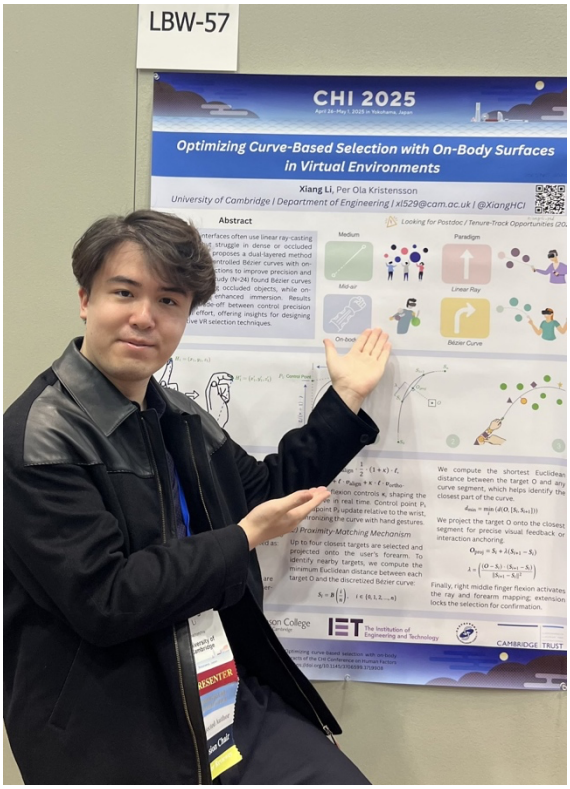
I attended **ACM CHI 2025** in Yokohama, Japan, where I had the opportunity to present my Late-Breaking Work titled *"Optimizing Curve-Based Selection with On-Body Surfaces in Virtual Environments"* (DOI: 10.1145/3706599.3719908). This work introduces a dual-layered target selection technique that integrates Bézier curve-based input with on-body forearm projection in VR, aiming to improve selection precision and user immersion, particularly in visually complex or occluded environments. Presenting this work allowed me to gather valuable feedback from the CHI community, particularly on the trade-offs between physical demand and precision, as well as on the potential of proprioception in enhancing spatial awareness during virtual object selection. The insights gained are already influencing how I refine my system design and evaluation methods for future work.



CHI 2025 also offered an unparalleled opportunity for academic networking and community engagement. I had the chance to reconnect with peers and interact with leading researchers across the fields of human-computer interaction and immersive systems. A particularly memorable moment was meeting and conversing with Dr. Shumin Zhai, a pioneer in interaction technique research and the PhD advisor of my current supervisor. Our discussion touched on input modeling, motor control in XR contexts, and future directions in adaptive interaction systems. In addition, I explored early-stage collaboration opportunities with researchers from HKUST, UCL, ETH, the University of Tokyo, MIT, and Stanford. These discussions ranged from co-located collaboration in AR to embodied

interaction, and AI-enhanced XR interfaces. Several of these contacts are likely to lead to cross-institutional collaborations in the coming year.

Overall, my participation in CHI 2025 has been a highly impactful experience, both professionally and intellectually. The conference offered a platform to disseminate my research, receive critical feedback, and stay informed about the latest developments in XR interaction and user experience research. It also served as a catalyst for expanding my international academic network and developing ideas for joint research initiatives. The experience will directly benefit my ongoing projects and long-term research trajectory, particularly as I continue to investigate novel interaction paradigms in immersive environments.