Curriculum vitae

Yiran Long

lorraineshu@163.com Chongqing, China Born 12 November 2003

Education

Tsinghua University 2022–present

Academy of Arts & Design · Art & Technology · Exhibition Design

Undergraduate · Year 3 · GPA 3.9 / 4.0 · Major rank: 2

Entered Vehicle Design in 2022; transferred to Exhibition Design in 2024.

Scholarships

2025 Tsinghua Comprehensive Excellence Scholarship; Haodushu Scholarship support

2023 Tsinghua Social Work Excellence Scholarship

Papers & research

Games as Perceptual Dynamics: The Narrative Generative Mechanism of Materials in Gamified Exhibition Design 2026

First author

Boya 2026 · Invited oral presentation

- Selected for the 2026 Boya International Academic Conference on Video Games, organized by the School of Arts and the Video Game and Art Research Center at Peking University.
- Invited to present the research at Peking University. The study examines how materials generate narrative through gamified exhibition design.

Gamification of Content and Material Presentation in Exhibition Narratives 2025

First author

20,000-word paper · Second prize for oral presentation

- Core outcome of a Category B Undergraduate Academic Research Advancement project. The approximately 20,000-word paper examines the principles and practical methods of gamified exhibitions.
- Received second prize for the oral presentation at the final project review. Its findings inform subsequent work on gamification in exhibition design.

An Eye-Tracking MR Game for Children's Attention Training on Apple Vision Pro 2026

First author

Project demonstration · 50+ government representatives

- Presented the project during Zhongguancun's "Education + Technology" Innovation Week.
- Introduced the mixed-reality attention-training experience to more than 50 government representatives.

Design awards

Lexicon Labyrinth
2025

Team leader

MUSE Design Awards · Silver Winner

- International award in Gaming, AR & VR / Interaction / Student Design.

Starlight Promenade
2025

Team leader

G-CROSS Cross-Border Art & Creativity Awards · Bronze

- International recognition for the Starlight Promenade project.

FLOOAID
2024

MUSE Design Awards · Silver Winner

- International award in Product Design, Safety.

Gerber Annual Snack Gift-Box Collection
2024

Team leader

Nestlé CEO Challenge · 1st at Tsinghua / 3rd nationally

- Designed an annual series of snack gift boxes for Gerber.
- Received first prize in the Tsinghua division and third prize in the national competition.

Jökull
2024

Team leader

The Climate Creatives Challenge · Shortlisted & published

- Shortlisted and included in the challenge publication.

Without Marine Iguana
2023

London Young Artist Award · Finalist

- Selected for the final round of the London Young Artist Award.

Cut-Out Glass Perfume Bottle & Wooden Pagoda Bottle Set
2023

Team leader

2nd Tsinghua Crafts Competition · Excellence Award

- Excellence Award in the university–local collaboration project division for exploring new creative directions.

Research projects

Gamification in Exhibition Planning
Sep 2025–present

SRT undergraduate research project

Exhibition planning · Game mechanics · Audience participation

- Research into exhibition planning, game mechanics and audience participation through the Student Research Training programme.

Walkable Narratives in Urban Space: Gamified Exploration through AI

Apr 2026–present

Undergraduate Academic Research Advancement programme

Selected as a Category B project

- Selected for the Category B Undergraduate Academic Research Advancement programme.

Gamified Materials in Exhibition Narrative Art

Apr–Dec 2025

Research team leader · Lead writer

Time & Memory VR prototype · 20,000-word paper · Oral presentation 2nd prize

- Led the team in research on exhibition narratives, material translation and gamified interaction. The study was selected as a Category B Undergraduate Academic Research Advancement project.
- Developed the Time & Memory VR prototype to explore relationships among exhibition content, audience behaviour and narrative in virtual space.
- Led the writing of an approximately 20,000-word academic paper on how materials generate narratives in gamified exhibition design. Received second prize for the oral presentation at the 2025 final review.

Biodegradable Materials: Innovation and Design Applications

Sep 2023–May 2025

SRT undergraduate research project

Material properties · Product form · Sustainability

- Explored design applications through material properties, product form and sustainability as part of the Student Research Training programme.

Leadership & practice

Future Interaction Student Innovation Team

Mar 2025–present

Chair

Annual A rating · Top 5% university-wide

- Coordinate the team's daily operations and support student innovation in interaction design, digital media, hardware exploration and future experiences.
- Organize project incubation in VR, interactive installations and gamified exhibitions. The team received an annual A rating, placing it in the university's top 5%.

Yonsei University Summer Exchange

Jul 2026

Exchange student

Media & design coursework

- Studied media and design through a summer exchange at Yonsei University.

Tsinghua Youth League Organization Department

Jul 2023–Jun 2024

Officer · Congress working group

University-level student organization work

- Participated in university-level Youth League and student organization affairs.

Stage Installation · Tsinghua Philosophy–Theatre Festival

Dec 2024

Stage installation designer

Outstanding Volunteer

- Contributed stage installations to an original campus production at Tsinghua's second Philosophy–Theatre Festival.
- Received the Outstanding Volunteer recognition for contributions to the production.

FÖRUM: Iceland Volunteering, Sustainable Design & Energy Research

Jan 2024

Team leader

Top 10 overseas fieldwork teams · Academy Bronze Award

- Led the Iceland volunteering, sustainable design and energy-research team.
- Selected among Tsinghua's top ten overseas winter social-practice teams in 2024; received the Academy of Arts & Design's winter social-practice Bronze Award.
- The fieldwork discussion event was reported by China's Ministry of Foreign Affairs.

Field Research in Liangshan, Sichuan

Feb 2024

Team member

School of Humanities · Winter social-practice Gold Award

- The team received the 2024 winter student social-practice Gold Award from Tsinghua's School of Humanities.

Tsinghua University Art Museum

Oct 2023–Oct 2024

Volunteer

Museum volunteer service

- Participated in volunteer service at Tsinghua University Art Museum.

Global Competence Overseas Practice · Türkiye

Jul 2023

Team member

Overseas practice course

- Participated in the Türkiye team of Tsinghua University's Global Competence Overseas Practice course.

Design & prototyping tools

Blender · Figma · Unity · SketchUp · Illustrator · After Effects · Unreal Engine 5 · Twinmotion