115 年 03 月　不通過 學術審查

年　　級：博　六　（108 下碩入，109 下直升）

著作列表(*為與博士論文有關之文章）

Conference Papers

[1] Wei-Hsin Yeh, Yu-An Su, Chih-Ning Chen, Yi-Hsueh Lin, **學生 A**, Wenhsin Chiu, Min-Chun Hu, Lun-Wei Ku, "CoachMe: Decoding Sport Elements with a Reference-Based Coaching Instruction Generation Model", In Proceedings of the 63rd Annual Meeting of the Association for Computational Linguistics (ACL'25) (Volume 1: Long Papers). (∗)

[citation number: 1]

[2] Jian-Jia Weng*, **學生 A***, Jo Chien Wang, Chih-Jen Cheng, Tica Lin, Yu-An Su, Tsung-Hsun Tsai, You-Yi Lin, Lun-Wei Ku, Hung-Kuo Chu, Min-Chun Hu, "Bridging Coaching Knowledge and AI Feedback to Enhance Motor Learning in Basketball Shooting Mechanics Through a Knowledge-Based SOP Framework", Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (∗)

[citation number: 4]

- **(*Equal contribution) Co-first author (noted in paper)**
- Honorable Mention (Top 5%)

[3] **學生 A**, Jian-Jia Weng, Wan-Ting Tseng, Pei-Chun Hsieh, Wen-Wei Hsieh, Lun-Wei Ku, Hung-Kuo Chu, and Min-Chun Hu, "Investigating Technology's Role in Sports Motor Skill Training Using Basketball Shooting as a Case Study", The 2nd International Workshop on Intelligent Technologies for Precision Sports Science (IT4PSS), in Conjunction with the 33rd International Joint Conference on Artificial Intelligence (IJCAI '24), 2024. (∗)

[4] Yun-Jui Wu, **學生 A**, Tsung-Hsun Tsai, Shih-Hsun Chen, Wen-Hsin Chiu, Min-Chun Hu, Hung-Kuo Chu, "Dual-Stage Adaptation with Self-Training for Human Mesh Reconstruction on Baseball Swing Videos", The 2nd International Workshop on Intelligent Technologies for Precision Sports Science (IT4PSS), in Conjunction with the 33rd International Joint Conference on Artificial Intelligence (IJCAI '24), 2024. (∗)

[5] Hsiao-Wei Chen, Herman Prawiro, **學生 A**, Tsung-Hsun Tsai, Tse-Yu Pan, Hung-Kuo Chu, and Min-Chun Hu, "A Real-time Hybrid Method for Basketball Key Actor Analysis and Event Detection", The 2nd International Workshop on Intelligent Technologies for Precision Sports Science (IT4PSS), in Conjunction with the 33rd International Joint Conference on Artificial Intelligence (IJCAI '24), 2024.

[6] Yen-Ru Chen, Tsung-Hsun Tsai, Tica Lin, **學生 A**, Min-Chun Hu, Hung-Kuo Chu, "DepBoxia: Depth Perception Training in Boxing, an Immersive

Approach”, 2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)

[7] Tsung Hsun Tsai, **學生 A**, Li Xin Ng, Min-Chun Hu, Chih-Yuan Yao, Hung-Kuo Chu, “3D Sports Field Registration via Parametric Learning”, Proceedings of the 5th ACM International Conference on Multimedia in Asia Workshops

[8] **學生 A**, Jian-Jia Weng, Yu-Hsin Wang, Dong-Xian Wu, Yi-Min Lau, Wan-Lun Tsai, Te-Cheng Wu, Hung-Kuo Chu, Min-Chun Hu, “Table tennis skill learning in vr with step by step guides using forehand drive as a case study”, 2022 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR) (*)
[citation number: 9]

[9] Yan-Hong Zhang, **學生 A**, Min-Chun Hu, Hung-Kuo Chu, “Monocular 3D human pose estimation with domain feature alignment and self training”, 2022 IEEE International Conference on Multimedia and Expo (ICME) (*)
[citation number: 1]

[10] Jian-Jia Weng, Yu-Hsin Wang, **學生 A**, Dong-Xian Wu, Yi-Min Lau, Wan-Lun Tsai, Tse-Yu Pan, Min-Chun Hu, Hung-Kuo Chu, Te-Cheng Wu, “Assist home training table tennis skill acquisition via immersive learning and web technologies”, 2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)
[citation number: 4]

Journal Paper under review

[1] **學生 A**, Zih-Syuan Jhan, Yu-Che Li, Shang-Ching Liu, Jyun-Hong Lin, Yung-Hui Li, Chih-Tsun Huang, Hung-Kuo Chu, Min-Chun Hu, “Architectural Trade-Offs for Efficient Sequential Human Pose Estimation: The Hybrid Sampling Sequential Refinement (HSSR) Framework with Comparative Analysis of Sequence Models”, IEEE Transactions on Emerging Topics in Computational Intelligence (TETCI) (*)

Conference Paper under review

[1] **學生 A**, Shi-Ping Guo, Pu Ching, Shang-Ching Liu, Hung-Kuo Chu, Min-Chun Hu, “SparseHMR: Accelerating 3D Human Motion Recovery via Sparse Temporal Sampling and Masked Pose Token Prediction”, 2026 IEEE International Conference on Multimedia and Expo (ICME) (*)