

# LINJIE QIU

MPhil in The Hong Kong University of Science and Technology

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<https://www.linjie-qiu.com>

## Research Interests

Human-Computer Interaction, Assistive Technology

Interactive Technology in Mixed Reality

Human-AI Interaction

## Education

- 2024 – 2026    **The Hong Kong University of Science and Technology** – Guangzhou, China  
(Expected)    M.Phil. in Computational Media and Art (*with a Full Scholarship*)  
Supervisor: Prof. Mingming Fan and Prof. Zeyu Wang
- 2020 – 2024    **Xiamen University** – Xiamen, China  
B.Eng. in Digital Media Technology

## Publications

### FULL CONFERENCE AND JOURNAL PAPERS (P)

\* Equal Contribution.

- 2025 [P.3]    **DesignMemo: Integrating Discussion Context into Online Collaboration with Enhanced Design Rationale Tracking.**  
Boyu Li, Linjie Qiu, Duotun Wang, Qianxi Liu, Ryo Suzuki, Mingming Fan, Zeyu Wang.  
*ACM on Human-Computer Interaction (CSCW 2025)*
- 2025 [P.2]    **ExplorAR: Assisting Older Adults to Learn Smartphone Apps through AR-powered Trial-and-Error with Interactive Guidance.**  
Jiawei Li, Linjie Qiu, Zhiqing Wu, Qiongyan Chen, Ziyan Wang, Mingming Fan.  
*ACM Multimedia 2025 (MM 2025)*
- 2025 [P.1]    **FocalSelect: Improving Occluded Objects Acquisition with Heuristic Selection and Disambiguation in Virtual Reality.**  
Duotun Wang\*, Linjie Qiu\*, Boyu Li, Qianxi Liu, Xiaoying Wei, Jianhao Chen, Zeyu Wang, Mingming Fan.  
*IEEE Transactions on Visualization and Computer Graphics. (VR 2025 & TVCG)*

### MANUSCRIPTS (M)

- 2025 [M.1]    Anonymous authors. (The First author) **An Analysis of the Heisenberg Effect in Target Selection across Input Modalities in VR** (*Under Review for IEEE VR*)
- 2025 [M.2]    Anonymous authors. (The Second author) **A Survey of Visual GenAI in XR** (*Under Review for a Journal Paper*)

## Professional Experience

Fall 2023 - Present	<b>The Hong Kong University of Science and Technology</b> , Guangzhou, China
	Research Intern
	Advisor: <a href="#">Mingming Fan</a> .
	Developed AI-powered systems for accessibility.
	Designed new interactive techniques in VR.

## Academic Services

	Reviewer (Selected)
2026	SIGCHI Conference on Human Factors in Computing Systems (CHI)
2026	IEEE Conference on Virtual Reality and 3D User Interfaces (VR)

## Technical Skills

Programming	Python, C#, C++, C, R, HTML/CSS/JavaScript, Kotlin
Frameworks	PyTorch, Flask, Django, Vuforia
Creative Tools	Unity, Maya, R Studio, Android Studio

## References

- R.1 **Prof. Mingming Fan** - [mingmingfan@ust.hk](mailto:mingmingfan@ust.hk)  
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- R.2 **Prof. Zeyu Wang** - [zeyuwang@ust.hk](mailto:zeyuwang@ust.hk)  
Assistant Professor, The Hong Kong University of Science and Technology, CN
- R.3 **Prof. Yue Jiang** - [yue.jiang@aalto.fi](mailto:yue.jiang@aalto.fi)  
Assistant Professor, University of Utah, USA