# Linjie Qiu

M.Phil. in The Hong Kong University of Science and Technology

✉ lqiu250@connect.hkust-gz.edu.cn 🌐 https://www.linjie-qiu.com

## Research Interests

Human-Computer Interaction, Assistive Technology
Interactive Technology in Mixed Reality
Human-AI Interaction

## Education

**2024 – 2026 (Expected)** **The Hong Kong University of Science and Technology** – Guangzhou, China
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
**The Hong Kong University of Science and Technology**, Guangzhou, China
Research Intern
Advisor: Mingming Fan.
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

Language    Chinese (Native), English (TOEFL 102, R:30 / L:29 / S: 19 / W: 24)

## References

Available upon request.