Linjie Qiu

MPhil in The Hong Kong University of Science and Technology (Guangzhou)
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Research Interests

Human-Computer Interaction, Assistive Technology
Interactive Technology in Mixed Reality
In-Context Learning for LLM

Education

2024 – 2026 (Expected) **The Hong Kong University of Science and Technology** – Guangzhou, China
M.Phil. in Computational Media and Art
Advisor: Prof. Mingming Fan

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.
Proc. ACM on Human-Computer Interaction (CSCW 2025) (Conditionally Accept)

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** *(Ongoing for IEEE VR 2025)*

Professional Experience

Summer 2025 - Present
The Hong Kong University of Science and Technology, Guangzhou, China
Research Intern
Mentor: Yao SHU.
Work on in-context learning and automated agents

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.

Technical Skills

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