

# LINJIE QIU

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

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## Research Interests

Interests: I am interested in the intersection of VR/AR/MR, human-AI collaboration (perception and co-creation), and **human behavior modeling**.

Question: How can we build **intelligent user interfaces** that unify perception and daily life data to infer **user intent** instantly and understand **user preference** over time, enabling **intuitive interaction** with **minimal physical and cognitive effort**?

## Education

2024 – 2026    **The Hong Kong University of Science and Technology** – Guangzhou, China  
(Expected)    M.Phil. in Computational Media and Art, Information Hub  
Supervisor: Prof. Mingming Fan and Prof. Zeyu Wang  
*Fully funded by the Postgraduate Studentship (PGS)*

2020 – 2024    **Xiamen University** – Xiamen, China  
B.Eng. in Digital Media Technology, School of Informatics

## Publications

### FULL CONFERENCE AND JOURNAL PAPERS (P)

\* Equal Contribution.

- 2025 [P.5]    **Follow the Signs or the Crowd? Effects of Environmental Load and Crowd Dynamics in VR Evacuation.**  
Zheng Wei, Jingchen Gao, Zhe Yan, Yihan Liu, Linjie Qiu, Xian Xu, Yun Huang, Huamin Qu.  
*IEEE Transactions on Visualization and Computer Graphics. (TVCG 26)(Conditionally Accept)*
- 2025 [P.4]    **Direct vs. Score-based Selection: Understanding the Heisenberg Effect in Target Acquisition across Input Modalities in Virtual Reality.**  
Linjie Qiu, Duotun Wang, Boyu Li, Jiawei Li, Yulin Shen, Zeyu Wang, Mingming Fan.  
*IEEE Transactions on Visualization and Computer Graphics. (TVCG 26)(Conditionally Accept)*
- 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.  
*Proceedings of the ACM on Human-Computer Interaction. (CSCW 25)*
- 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. (ACM MM 25)*

- 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. (TVCG & IEEE VR 25)*

## MANUSCRIPTS (M)

- 2025 [M.1] Anonymous authors. (The Second author) **A Survey of Visual GenAI in XR** (*Under Review for a Journal Paper*)

## Professional Experience

- Fall 2023 - **The Hong Kong University of Science and Technology**, Guangzhou, China  
Present Research Intern  
Advisor: [Mingming Fan](#).  
Developed AI-powered systems for accessibility.  
Designed new interactive techniques in VR.

## Invited Talks

- Dec. 2025 **Intelligent Interface: Supporting User Intent in Spatial and Collaborative Contexts**  
University of Illinois Urbana-Champaign, Remote (Hosted by Prof. Yun Huang)

## 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)

## 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.