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, <u>Linjie Qiu</u>, Duotun Wang, Qianxi Liu, Ryo Suzuki, Mingming Fan, Zeyu Wang.
ACM SIGCHI Conference on Computer-Supported Cooperative Work & Social Computing (CSCW 2025)

2025 [P.2]
ExplorAR: Assisting Older Adults to Learn Smartphone Apps through AR-powered Trial-and-Error with Interactive Guidance.
Jiawei Li, <u>Linjie Qiu</u>, 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*, <u>Linjie Qiu</u>*, 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)

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.