

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, Ziyang 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.