

# 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 **The Hong Kong University of Science and Technology** – Guangzhou, China  
(Expected) 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, Ziyang 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 2026*)

## Professional Experience

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

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.

## Technical Skills

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