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 (Expected)
The Hong Kong University of Science and Technology – Guangzhou, China
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 Conference on Virtual Reality and 3D User Interfaces. (IEEE VR 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 Conference on Virtual Reality and 3D User Interfaces. (IEEE VR 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 Design: Supporting User Intent in Spatial and Collaborative Interactions**
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.