

LINJIE QIU

MPhil in The Hong Kong University of Science and Technology

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Research Interests

Human-Computer Interaction, Assistive Technology

Interactive Technology in Mixed Reality

Human-AI Interaction

Education

2024 – 2026 **The Hong Kong University of Science and Technology** – Guangzhou, China
(Expected) 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, Linjie Qiu, Duotun Wang, Qianxi Liu, Ryo Suzuki, Mingming Fan, Zeyu Wang.

ACM on Human-Computer Interaction (CSCW 2025)

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** (*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 - **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.

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)

Technical Skills

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

References

- R.1 **Prof. Mingming Fan** - mingmingfan@ust.hk
Associate Professor, The Hong Kong University of Science and Technology, CN
- R.2 **Prof. Zeyu Wang** - zeyuwang@ust.hk
Assistant Professor, The Hong Kong University of Science and Technology, CN
- R.3 **Prof. Yue Jiang** - yue.jiang@aalto.fi
Assistant Professor, University of Utah, USA