# Qiushi Zhou

haust798@gmail.com | https://qiushi-zhou.github.io


## ACADEMIC WORK EXPERIENCE

**School of Computing and Information Systems**
**The University of Melbourne** — Melbourne, Australia
*Research Fellow* — Jun, 2022 – Present
*Leading a collaborative research project with Meta Reality Labs on adaptive augmented reality interface.*
*Developing an audio-visual art installation using a mixed reality mirror to discuss the alienating gaze of AI.*

## EDUCATION

**The University of Melbourne** — Melbourne, Australia
*PhD of Engineering (Human-Computer Interaction)* — Apr, 2019 – Nov, 2023 (Expected completion)

**The University of Melbourne** — Melbourne, Australia
*Master of Information Technology* — 2016

**Nanchang University** — Nanchang, China
*Bachelor of Applied Science (Digital Media Technology)* — 2014

## SELECT RESEARCH PROJECTS

**Reflected Reality: Augmented Reality through the Mirror** — Under Review
Designed and engineered *Reflected Reality*: an augmented reality prototype interface that expands the augmented space across a smart mirror, to enable novel interactions blending the physical space and its reflection.

**Here and Now: Creating Improvisational Dance Movements with a Mixed Reality Mirror** — CHI 2023
Motivated by the prevalence of mirrors in dance studios and inspired by Forsythe's Improvisation Technologies, we conducted workshops with 13 dancers and choreographers to highlight how the MR mirror enriches dancers' temporal and spatial perception, creates multi-layered presence, and affords appropriation by dancers.

**Movement Guidance using a Mixed Reality Mirror** — DIS 2022
Built and evaluated a movement training system featuring a mixed reality mirror and a humanoid virtual instructor avatar.

## TECHNICAL SKILLS

**Programming Languages and Platforms:** Unity, C#, Python, Java, Processing, Arduino
**Development Kits:** MRTK, Kinect SDK, OpenCV
**Other:** Fusion 360, 3D Printing, Photoshop, Illustrator, FCPX

## TEACHING EXPERIENCE

**School of Computer Science**
**The University of Sydney** — Sydney, Australia
*Guest Lecturer (Usability Engineering)* — May, 2023

**School of Computing and Information Systems**
**The University of Melbourne** — Melbourne, Australia
*Guest Lecturer (Media Computation, Designing Novel Interactions)* — May, 2022
*Academic Tutor (Designing Novel Interactions)* — Feb, 2020 – Jun 2022
*Academic Tutor (Graphics and Interaction)* — Jul, 2021 – Nov, 2021

**Faculty of Architecture, Building and Planning**
**The University of Melbourne** — Melbourne, Australia
*ABP Studio Teaching (Workshop for Architectural Association Visiting School)* — Jul, 2021 – Jul, 2021

## ADMIN ROLES

**Computing and Information Systems Graduate Research Students**
**The University of Melbourne** Melbourne, Australia
*President* Jun, 2021 – Jun, 2022

**Computing and Information Systems Graduate Research Students**
**The University of Melbourne** Melbourne, Australia
*Communication Officer* Jun, 2020 – Jun, 2021

**Human-Computer Interaction Group**
**The University of Melbourne** Melbourne, Australia
*HCI Research Seminar Coordinator* May, 2019 – Aug, 2020

## AWARD AND RECOGNITION

**Melbourne Teaching Certificate** The University of Melbourne
*The University of Melbourne*
**Graduate Research Student of the Year Runner Up Award (Shortlist of 3)** FEIT Community Awards
*Faculty of Engineering and Information Technology at The University of Melbourne*
**Best Paper Honorable Mention Award** CHI 2021
*Dance and Choreography in HCI: A Two-Decade Retrospective*
**Melbourne InnovatEd Showcase** Melbourne InnovatEd 2020
*Invited Presentation for Melbourne InnovatEd Showcase (LINK)*
**Best Paper Nomination** ISMAR 2020
*Fully-occluded target selection in virtual reality*
**Best Paper Honorable Mention Award** OzCHI 2017
*GazeGrip: improving mobile device accessibility with gaze and grip interaction*

## GRANTS

**Learning and Teaching Initiatives Grants ($29,656 AUD)** 2021
The Portable Spinal Log 2: Application and Evaluation in Physiotherapy Teaching Settings

**Melbourne InnovatEd ($20,000 AUD)** 2019
SpinalLog 2: maximising portability and scalability for a 3D-printed tangible physiotherapy LTA device

## SCHOLARSHIPS

**Research Training Program Scholarship** 2019
Awarded to high achieving students undertaking a Master by research or Doctoral by research degree

**M. A. Bartlett Research Scholarship** 2023
Offered to high achieving candidates who intend to undertake study related travel or fieldwork

## STUDENT SUPERVISION

**Ziyuan Chen** (MIT, The University of Melbourne) Jul, 2023 – Present
**Jiahao Chen** (MSc, The University of Melbourne) Jul, 2023 – Present
**Kexin Chen** (BSc, The University of Melbourne) Feb, 2023 – Jun, 2023
**Jean Paul Vera Soto** (MIT, The University of Melbourne) Nov, 2022 – Jun, 2023 (Graduated)
**Marvin Bai** (MC-SOFTENG, The University of Melbourne) Nov, 2022 – Jun, 2023 (Graduated)
**Geye Guo** (MSc, The University of Melbourne) Jul, 2022 – Jun, 2023 (Graduated)
**Tsz Kin Leung** (MIT, The University of Melbourne) Jul, 2022 – Jun, 2023 (Graduated)
**Tianchen Zheng** (MIT, The University of Melbourne) Jul, 2022 – Nov, 2022 (Graduated)
**Zhaozhao Yang** (MIT, The University of Melbourne) Jul, 2022 – Nov, 2022 (Graduated)
**Qiaoduo Lin** (MIT, The University of Melbourne) Jul, 2022 – Nov, 2022 (Graduated)
**Beier Li** (MIT, The University of Melbourne) Jul, 2022 – Nov, 2022 (Graduated)
**Louise Grebel** (Research Intern, The University of Paris-Saclay) Apr, 2022 – Jun, 2022
**Borui Liao** (MSc, The University of Melbourne) Jan, 2021 – Dec, 2021 (Graduated)
**Sibo Ma** (MIT, The University of Melbourne) Jun, 2019 – Dec, 2019 (Graduated)

## ACADEMIC SERVICE

**Student Volunteer Chair** UbiComp 2024
**Poster Co-Chair** Augmented Human 2024
**Subcommittee Chair Assistant** (User Experience) CHI 2022
**Associate Chair** (Late-Breaking Work) CHI 2022
**Student Volunteer** (Paper session support & LBW session chairing) CHI 2021
**Student Volunteer** (Paper session support) OzCHI 2020
**External Reviewer** 2019 – Present
CHI, IMWUT, UIST, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, ISS, MobileHCI, OzCHI.

## ART

**Guai (Biometric Music)** City of Melbourne
Collaboration with artist Mindy Meng Wang to create an audiovisual experience that challenges people's perception of artificial intelligence, through music and a mixed reality mirror.

**Anthropomorphic Machine** Science Gallery Melbourne 2022
Collaboration with artist Stelarc to create an installation that responds to crowd movement for Science Gallery Melbourne.

## PUBLICATION

**Public Attitudes and Behaviours on Social Media Platforms Displaying Users' Location** INTERACT 2023
*Ying Ma,* ***Qiushi Zhou****, Benjamin Tag, Zhanna Sarsenbayeva, Jorge Goncalves, Eduardo Velloso*

**Here and Now: Creating Improvisational Dance Movements with a Mixed Reality Mirror** CHI 2023
***Qiushi Zhou****, Louise Grebel, Andrew Irlitti, Julie Ann Minaai, Jorge Goncalves, Eduardo Velloso*

**Volumetric Mixed Reality Telepresence for Real-time Cross Modality Collaboration** CHI 2023
*Andrew Irlitti, Mesut Latifoglu,* ***Qiushi Zhou****, Martin Reinoso, Thuong Hoang, Eduardo Velloso, Frank Vetere*

**Blending On-Body and Mid-Air Interaction in Virtual Reality** ISMAR 2022
*Difeng Yu,* ***Qiushi Zhou****, Tilman Dingler, Eduardo Velloso, Jorge Goncalves*

**Movement Guidance using a Mixed Reality Mirror** DIS 2022
***Qiushi Zhou****, Andrew Irlitti, Difeng Yu, Jorge Goncalves, Eduardo Velloso*

**Dance and Choreography in HCI: A Two-Decade Retrospective** CHI 2021
***Qiushi Zhou****, Chengcheng Chua, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso*

**Eyes-free Target Acquisition During Walking in Immersive Mixed Reality** IEEE TVCG
***Qiushi Zhou****, Difeng Yu, Martin Reinoso, Joshua Newn, Jorge Goncalves, Eduardo Velloso*

**Fully-Occluded Target Selection in Virtual Reality** IEEE TVCG
*Difeng Yu,* ***Qiushi Zhou****, Joshua Newn, Tilman Dingler, Eduardo Velloso, Jorge Goncalves*

**Faces of Focus: A Study on the Facial Cues of Attentional States** CHI 2020
*Ebrahim Babaei, Namrata Srivastava, Joshua Newn,* ***Qiushi Zhou****, Tilman Dingler, Eduardo Velloso*

**Engaging Participants during Selection Studies in Virtual Reality** IEEE VR 2020
*Difeng Yu,* ***Qiushi Zhou****, Benjamin Tag, Tilman Dingler, Eduardo Velloso, Jorge Goncalves*

**Ubiquitous Smart Eyewear Interactions using Implicit Sensing and Unobtrusive Output** IMWUT 2019 EA
***Qiushi Zhou****, Joshua Newn, Benjamin Tag, Hao-Ping Lee, Chaofan Wang , Eduardo Velloso*

**Cognitive Aid: Task Assistance Based On Mental Workload Estimation** CHI 2019 LBW
***Qiushi Zhou****, Joshua Newn, Namrata Srivastava, Tilman Dingler, Jorge Goncalves, Eduardo Velloso*