Qiushi Zhou
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ACADEMIC WORK EXPERIENCE

Thrust of Computational Media and Arts (Co-Affiliation with Thrust of Internet of Things)
The Hong Kong University of Science and Technology (Guangzhou) — Guangzhou, China
Tenure-Track Assistant Professor — Oct, 2025 − Present

Department of Computer Science
Aarhus University — Aarhus, Denmark
Postdoctoral Fellow (Funded by Danish Pioneering Centre for Artificial Intelligence) — Mar, 2024 − Present
Exploring novel eye-hand interaction techniques for Extended Reality (XR).

School of Computing and Information Systems
The University of Melbourne — Melbourne, Australia
Research Fellow (Funded by Meta Reality Labs) — Jun, 2022 − Nov, 2023
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.

TEACHING EXPERIENCE

Aarhus University — Aarhus, Denmark
Lecturer (Augmented Reality) — 2025
University of Sydney — Sydney, Australia
Guest Lecturer (Human-Computer Interaction, Usability Engineering) — 2023
The University of Melbourne — Melbourne, Australia
Guest Lecturer (Media Computation, Designing Novel Interactions, Fundamentals of Interaction Design) — 2022
Academic Tutor (Designing Novel Interactions, Graphics and Interaction) — 2020 − 2022

EDUCATION

The University of Melbourne — Melbourne, Australia
PhD of Engineering (Human-Computer Interaction) — Apr, 2019 − Nov, 2023
The University of Melbourne — Melbourne, Australia
Master of Information Technology — 2016
Nanchang University — Nanchang, China
Bachelor of Applied Science (Digital Media Technology) — 2014

ACADEMIC SERVICE

Associate Chair (Paper Track) — CHI 2026
Main Organiser (3rd Workshop on Gaze and Eye Movement in Interaction in XR (GEMINI)) — ISMAR 2025
Associate Chair (Paper Track) — UIST 2025
Session Chair (Embodiment and Immersion) — CHI 2025
Associate Chair (Paper Track) — CHI 2025
Associate Chair (Paper Track) — Augmented Humans 2025
Student Volunteer Chair — UbiComp 2024
Poster Chair — Augmented Human 2024
Session Chair — ERC GEMINI Workshop 2024
Student Design Competition Reviewer — CHI 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 (CHI, IMWUT, CSCW, UIST, ISMAR, IEEE VR, DIS, VRST, SUI, TEI, ISS, ...) — 2019 − Present

AWARD AND RECOGNITION

Special Recognition for Outstanding Review	CSCW 2023
Graduate Research Student of the Year (Shortlist of 3)	FEIT Community Awards 2022

Faculty of Engineering and Information Technology at The University of Melbourne

Best Paper Honourable Mention Award	CHI 2021

Dance and Choreography in HCI: A Two-Decade Retrospective

Best Paper Nomination	ISMAR 2020

Fully-occluded target selection in virtual reality

Best Paper Honourable 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 SpinalLog 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

ADMIN ROLES

Interdisciplinary Center for Extended Reality (ICXR), Aarhus University, Denmark

Founding Member	Oct, 2024

Pioneering Centre for Artificial Intelligence, Denmark

Communication Ambassador (XR Collaboratory)	Nov, 2024

Special Interest Group on History of Novel Interaction Techniques, HCI Group, Aarhus University

Co-organiser with Prof. Susanne Bødker	2024

Computing and Information Systems Graduate Research Students, The University of Melbourne

President	Jun, 2021 − Jun, 2022

Human-Computer Interaction Group, The University of Melbourne

HCI Research Seminar Coordinator	May, 2019 − Aug, 2020

FELLOWSHIPS AND SCHOLARSHIPS

Visiting Fellowships in Computing	2023

Travel grants to encourage collaborations with computer science researchers among the Go8 universities in Australia

M. A. Bartlett Research Scholarship	2023

Offered to high achieving candidates who intend to undertake study related travel or fieldwork

Research Training Program Scholarship	2019

Awarded to high achieving students undertaking a Master by research or Doctoral by research degree in Australia

STUDENT SUPERVISION

Thorbjørn Mikkelsen (PhD, Aarhus University, w/ Prof. Pfeuffer and Prof. Gellersen)	Jun, 2024 − Present
Juan Sánchez Esquivel (PhD, Aarhus University, w/ Prof. Pfeuffer and Prof. Gellersen)	Mar, 2024 − Present
Gengchen Tian (MSc, Aarhus University)	Sep, 2024 − Apr, 2025
Zehai Liu (MSc, Aarhus University)	Sep, 2024 − Apr, 2025
Yang Liu (MSc, Aarhus University)	Jun, 2024 − Apr, 2025
Jinwook Kim (Visiting PhD, KAIST, w/ Prof. Pfeuffer)	Mar, 2024 − Sep, 2024
Micharl Smirnov (MSc, Aarhus University)	Jun, 2024 − Sep 2024
Jiahao Chen (MSc, The University of Melbourne)	Sep, 2023 − Sep, 2024
Kexin Chen (BSc, The University of Melbourne)	Feb, 2023 − Jun, 2023
Jean Paul Vera Soto (MIT, The University of Melbourne)	Nov, 2022 − Jun, 2023
Marvin Bai (MC-SOFTENG, The University of Melbourne)	Nov, 2022 − Jun, 2023
Geye Guo (MSc, The University of Melbourne)	Jul, 2022 − Jun, 2023
Tsz Kin Leung (MIT, The University of Melbourne)	Jul, 2022 − Jun, 2023
Tianchen Zheng (MIT, The University of Melbourne)	Jul, 2022 − Nov, 2022
Zhaozhao Yang (MIT, The University of Melbourne)	Jul, 2022 − Nov, 2022
Qiaoduo Lin (MIT, The University of Melbourne)	Jul, 2022 − Nov, 2022
Beier Li (MIT, The University of Melbourne)	Jul, 2022 − Nov, 2022
Louise Grebel (Research Intern, The University of Paris-Saclay)	Apr, 2022 − Jun, 2022
Borui Liao (MSc, The University of Melbourne)	Jan, 2021 − Dec, 2021

ART

Guài Melbourne Fringe Festival 2023 & Science Gallery Melbourne 2024
Creating an audiovisual experience that discusses human-AI relationship through music, avatars, 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.

FULL PAPER PUBLICATIONS

At A Glance To Your Fingertips: Direct Manipulation for Distant Objects by Gaze-Summoning. UIST 2025
*Yang Liu, Thorbjørn Mikkelsen, Zehai Liu, Geng Tian, Diako Mardanbegi, **Qiushi Zhou**, Hans Gellersen, Ken Pfeuffer*.
In Proceedings of the 38th Annual ACM Symposium on User Interface Software and Technology (UIST '25). Association for Computing Machinery, New York, NY, USA.

PinchCatcher: Enabling Multi-selection for Gaze+Pinch. CHI 2025
*Jinwook Kim, Sangmin Park, **Qiushi Zhou**, Mar Gonzalez-Franco, Jeongmi Lee, Ken Pfeuffer*.
In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). Association for Computing Machinery, New York, NY, USA.

The Effects of Generative AI on Design Fixation and Divergent Thinking. CHI 2024
*Samangi Wadinambiarachchi, Ryan M. Kelly, Saumya Pareek, **Qiushi Zhou**, Eduardo Velloso*.
In Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24). Association for Computing Machinery, New York, NY, USA, Article 380, 1–18.

Augmented Reality at Zoo Exhibits: A Design Framework for Enhancing the Zoo Experience. CHI 2024
*Brandon Syiem, Sarah Webber, Ryan Kelly, **Qiushi Zhou**, Jorge Goncalves, Eduardo Velloso*.
In Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24). Association for Computing Machinery, New York, NY, USA, Article 84, 1–18.

Mr.LfD: A Mixed Reality Interface for Robot Learning from Demonstration. OzCHI 2024
*Jiahao Chen, Antony Chacon, Muhammad Bilal, **Qiushi Zhou**, Wafa Johal*
In Proceedings of the 30th Australian Conference on Computer-Human Interaction (OzCHI '24).

Exploring Design Parameters for RSVP Reading of Mobile Notifications. OzCHI 2024
*Hao-Ping Lee, **Qiushi Zhou**, Vassilis Kostakos, Benjamin Tag, Tilman Dingler*
In Proceedings of the 30th Australian Conference on Computer-Human Interaction (OzCHI '24).

Reflected Reality: Augmented Reality through the Mirror. IMWUT
***Qiushi Zhou**, Brandon Victor Syiem, Beier Li, Jorge Goncalves, Eduardo Velloso*
Proc. ACM Interact. Mob. Wearable Ubiquitous Technol. 7, 4, Article 202 (December 2023), 28 pages.

"Hello, Fellow Villager!": Perceptions and Impact of Displaying Users' Locations on Weibo INTERACT 2023
*Ying Ma, **Qiushi Zhou**, Benjamin Tag, Zhanna Sarsenbayeva, Jarrod Knibbe, Jorge Goncalves*
In IFIP Conference on Human-Computer Interaction (pp. 511-532). Cham: Springer Nature Switzerland.

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*
In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). Association for Computing Machinery, New York, NY, USA, Article 183, 1–16.

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*
In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). Association for Computing Machinery, New York, NY, USA, Article 101, 1–14.

Blending On-Body and Mid-Air Interaction in Virtual Reality. ISMAR 2022
*Difeng Yu, **Qiushi Zhou**, Tilman Dingler, Eduardo Velloso, Jorge Goncalves*
IEEE International Symposium on Mixed and Augmented Reality (ISMAR), Singapore, Singapore, 2022, pp. 637-646.

Movement Guidance using a Mixed Reality Mirror. DIS 2022
Qiushi Zhou, Andrew Irlitti, Difeng Yu, Jorge Goncalves, Eduardo Velloso
In Proceedings of the 2022 ACM Designing Interactive Systems Conference (DIS '22). Association for Computing Machinery, New York, NY, USA, 821–834.

Dance and Choreography in HCI: A Two-Decade Retrospective.. CHI 2021
Qiushi Zhou, Cheng Cheng Chua, Jarrod Knibbe, Jorge Goncalves, and Eduardo Velloso.
In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). Association for Computing Machinery, New York, NY, USA, Article 262, 1–14.

Eyes-free Target Acquisition During Walking in Immersive Mixed Reality. IEEE TVCG
Qiushi Zhou, Difeng Yu, Martin Reinoso, Joshua Newn, Jorge Goncalves, Eduardo Velloso
IEEE Transactions on Visualization and Computer Graphics, vol. 26, no. 12, pp. 3423-3433, Dec. 2020.

Fully-occluded target selection in virtual reality. IEEE TVCG
Yu, Difeng, Qiushi Zhou, Joshua Newn, Tilman Dingler, Eduardo Velloso, and Jorge Goncalves.
IEEE Transactions on Visualization and Computer Graphics, vol. 26, no. 12, pp. 3402-3413, Dec. 2020.

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
In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20). Association for Computing Machinery, New York, NY, USA, 1–13.

Engaging Participants during Selection Studies in Virtual Reality,. IEEE VR 2020
Difeng Yu, Qiushi Zhou, Benjamin Tag, Tilman Dingler, Eduardo Velloso, Jorge Goncalves
2020 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Atlanta, GA, USA, 2020, pp. 500-509.

GazeGrip: Improving Mobile Device Accessibility with Gaze & Grip Interaction OzCHI 2017
Qiushi Zhou, Eduardo Velloso
In Proceedings of the 29th Australian Conference on Computer-Human Interaction (OzCHI '17). Association for Computing Machinery, New York, NY, USA, 467–471.

FULL PAPERS IN-SUBMISSION

Extended Perspective in Extended Reality: A Survey TOCHI
Qiushi Zhou, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso
Submitted to ACM Transactions on Computer-Human Interaction.

TapOnGaze: Integrating Gaze and Finger-Tapping for Distant Selection in XR TOCHI
Juan Sánchez Esquivel, Qiushi Zhou, Mathias Lystbæk, Yang Liu, Hans Gellersen, Ken Pfeuffer
Submitted to ACM Transactions on Computer-Human Interaction.

Assisting MoCap-Based Teleoperation of Robot Arm using Augmented-Reality Visualisations ISMAR 2025
Qiushi Zhou, Antony Chacon, Jiahe Pan, Wafa Johal
Submitted to ISMAR 2025.

Single-Hand Rotation and Translation of 3D Virtual Objects ISMAR 2025
Thorbjørn Mikkelsen, Qiushi Zhou, Mathias Lystbæk, Michael Smirnov, Hans Gellersen, Ken Pfeuffer
Submitted to ISMAR 2025.

A Probabilistic Approach to Understanding User Preferences for Adaptive AR Interfaces IEEE TVCG
Qiushi Zhou, Jean Paul Vera Soto, Zhongyi Bai, Mark Parent, Kashyap Todi, Tanya R. Jonker, Eduardo Velloso
Submitted to IEEE Transactions on Visualization and Computer Graphics.

EXTENDED ABSTRACTS AND WORKSHOP PAPERS

Assisting MoCap-Based Teleoperation of Robot Arm using Augmented Reality Visualisations. HRI 2025
Qiushi Zhou, Antony Chacon, Jiahe Pan, Wafa Johal
In Companion of the 2024 ACM/IEEE International Conference on Human-Robot Interaction (HRI '25). Association for Computing Machinery, New York, NY, USA (To appear in ACM Digital Library).

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

In Adjunct Proceedings of the 2019 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2019 ACM International Symposium on Wearable Computers (UbiComp/ISWC '19 Adjunct). Association for Computing Machinery, New York, NY, USA, 661–666.

Cognitive Aid: Task Assistance Based On Mental Workload Estimation   CHI 2019 LBW

Qiushi Zhou, Joshua Newn, Namrata Srivastava, Tilman Dingler, Jorge Goncalves, Eduardo Velloso

In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). Association for Computing Machinery, New York, NY, USA, Paper LBW2315, 1–6.