Qiushi Zhou

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ACADEMIC WORK EXPERIENCE

School of Computing and Information Systems
The University of Melbourne — Melbourne, Australia
Research Fellow — Jun, 2022 − Present

EDUCATION

The University of Melbourne — Melbourne, Australia
PhD of Engineering (Human-Computer Interaction) — Apr, 2019 − Present

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 Looking Glass — 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.

Movement Guidance using a Mixed Reality Mirror — DIS 2022
Conducted experiment to investigate the effects of spatial reference frame, walking path curvature, and target placement relative to the body on user performance of manually acquiring out-of-sight targets located around their bodies, as they walk in a spatial-mapping mixed reality environment wearing an virtual reality headset.

Eyes-free Target Acquisition During Walking in Immersive Mixed Reality — IEEE TVCG
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
Images and Videos: Photoshop, Illustrator, FCPX

TEACHING EXPERIENCE

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 − Present
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 University of Melbourne
Professional development program for academic teaching staff at the University of Melbourne
Graduate Research Student of the Year Award (Shortlist) 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 to present SpinalLog 2 for a Melbourne InnovaEd Showcase video (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

STUDENT SUPERVISION

Louise Grebel (Research Internship via The University of Paris-Saclay, co-supervisor) Apr, 2022 − Jun, 2022
Borui Liao (MSc, co-supervisor) Jan, 2021 − Dec, 2021 (Graduated)
Sibo Ma (MIT, co-supervisor) Jun, 2019 − Dec, 2019 (Graduated)

ACADEMIC SERVICE

Associate Chair (Late-Breaking Work) CHI 2022
Subcommittee Chair Assistant (User Experience) 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

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

PUBLICATION

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, Jorge Goncalves, Eduardo Velloso

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

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

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

GazeGrip: Improving Mobile Device Accessibility with Gaze Grip Interaction   OzCHI 2017
Qiushi Zhou, Eduardo Velloso