

ACADEMIC WORK EXPERIENCE

School of Computing and Information Systems
The University of Melbourne
Research Fellow

Melbourne, Australia
Jun, 2022 – Present

EDUCATION

The University of Melbourne
PhD in Human-Computer Interaction

Melbourne, Australia
Apr, 2019 – Present

The University of Melbourne
Master of Information Technology

Melbourne, Australia
2016

Nanchang University
Bachelor of Applied Science (Digital Media Technology)

Nanchang, China
2014

SELECT RESEARCH PROJECTS

Reflected Reality: Augmented Reality through the Looking Glass UIST 2022 (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.

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.

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 a virtual reality headset.

SKILLS

Programming Languages and Platforms:
Development Kits:
Images and Videos:

Unity, C#, Python, Java, Processing, Arduino
MRTK, Kinect SDK, OpenCV
Photoshop, Illustrator, FCPX, GIMP, Inkscape

TEACHING EXPERIENCE

School of Computing and Information Systems
The University of Melbourne
Guest Lecturer (Media Computation, Designing Novel Interactions)
Academic Tutor (Designing Novel Interactions)
Academic Tutor (Graphics and Interaction)

Melbourne, Australia
May, 2022
Feb, 2020 – Present
Jul, 2021 – Nov, 2021

Faculty of Architecture, Building and Planning
The University of Melbourne
ABP Studio Teaching (Workshop for Architectural Association Visiting School)

Melbourne, Australia
Jul, 2021 – Jul, 2021

ADMIN ROLES

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

Melbourne, Australia
Jun, 2021 – Jun, 2022

Computing and Information Systems Graduate Research Students

The University of Melbourne
Communication Officer

Melbourne, Australia
Jun, 2020 – Jun, 2021

Human-Computer Interaction Group
The University of Melbourne
HCI Research Seminar Coordinator

Melbourne, Australia
May, 2019 – Aug, 2020

AWARD AND RECOGNITION

Graduate Research Student of the Year Award (Shortlist) <i>Faculty of Engineering and Information Technology at The University of Melbourne</i>	FEIT Community Awards
Best Paper Honorable Mention Award <i>Dance and Choreography in HCI: A Two-Decade Retrospective</i>	CHI 2021
Melbourne InnovatEd Showcase <i>Invited to present SpinalLog 2 for a Melbourne InnovaEd Showcase video (LINK)</i>	Melbourne InnovatEd 2020
Best Paper Nomination <i>Fully-occluded target selection in virtual reality</i>	ISMAR 2020
Best Paper Honorable Mention Award <i>GazeGrip: improving mobile device accessibility with gaze and grip interaction</i>	OzCHI 2017

GRANTS

Learning and Teaching Initiatives Grants (\$29,656 AUD) The Portable Spinal Log 2: Application and Evaluation in Physiotherapy Teaching Settings	2021
Melbourne InnovatEd (\$20,000 AUD) SpinalLog 2: maximising portability and scalability for a 3D-printed tangible physiotherapy LTA device	2019

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 CHI, IMWUT, UIST, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, ISS, MobileHCI, OzCHI.	2019 – Present

ART PROJECT

Stelarc Swarm Commission Collaboration with artist Stelarc to create an installation that responds to crowd movement for Science Gallery Melbourne.	2021
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PUBLICATION

Movement Guidance using a Mixed Reality Mirror <i>Qiushi Zhou, Andrew Irlitti, Difeng Yu, Jorge Goncalves, Eduardo Velloso</i>	DIS 2022
Dance and Choreography in HCI: A Two-Decade Retrospective <i>Qiushi Zhou, Chengcheng Chua, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso</i>	CHI 2021
Eyes-free Target Acquisition During Walking in Immersive Mixed Reality <i>Qiushi Zhou, Difeng Yu, Martin Reinoso, Joshua Newn, Jorge Goncalves, Eduardo Velloso</i>	IEEE TVCG
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