

ACADEMIC WORK EXPERIENCE

Department of Computer Science

Aarhus University

Postdoctoral Fellow (Funded by Danish Pioneering Centre for Artificial Intelligence)
Exploring novel eye-hand interaction techniques for Extended Reality (XR).

Aarhus, Denmark
Mar, 2024 – Present

School of Computing and Information Systems

The University of Melbourne

Research Fellow (Funded by Meta Reality Labs)
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.

Melbourne, Australia
Jun, 2022 – Nov, 2023

TEACHING EXPERIENCE

Aarhus University

Lecturer (Augmented Reality)

Aarhus, Denmark
2025

University of Sydney

Guest Lecturer (Human-Computer Interaction, Usability Engineering)

Sydney, Australia
2023

The University of Melbourne

Guest Lecturer (Media Computation, Designing Novel Interactions, Fundamentals of Interaction Design)
Academic Tutor (Designing Novel Interactions, Graphics and Interaction)

Melbourne, Australia
2022
2020 – 2022

EDUCATION

The University of Melbourne

PhD of Engineering (Human-Computer Interaction)

Melbourne, Australia
Apr, 2019 – Nov, 2023

The University of Melbourne

Master of Information Technology

Melbourne, Australia
2016

Nanchang University

Bachelor of Applied Science (Digital Media Technology)

Nanchang, China
2014

ACADEMIC SERVICE

Associate Chair (Paper Track)

CHI 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

XR Collaboratory, Pioneering Centre for Artificial Intelligence, Denmark	
<i>Annual Meetup Organiser</i>	Nov, 2024
Special Interest Group on History of Novel Interaction Techniques, HCI Group, Aarhus University	
<i>Co-organiser with Prof. Susanne Bødker</i>	2024
Computing and Information Systems Graduate Research Students, The University of Melbourne	
<i>President</i>	Jun, 2021 – Jun, 2022
Human-Computer Interaction Group, The University of Melbourne	
<i>HCI Research Seminar Coordinator</i>	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
Jinwook Kim (Visiting PhD, KAIST, w/ Prof. Pfeuffer)	Mar, 2024 – Present
Gengchen Tian (MSc, Aarhus University)	Sep, 2024 – Present
Zehai Liu (MSc, Aarhus University)	Sep, 2024 – Present
Yang Liu (MSc, Aarhus University)	Jun, 2024 – Present
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
Sibo Ma (MIT, The University of Melbourne)	Jun, 2019 – Dec, 2019

ART

Guài	Melbourne Fringe Festival 2023
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

The Effects of Generative AI on Design Fixation and Divergent Thinking	CHI 2024
---	----------

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*

Mr.LfD: A Mixed Reality Interface for Robot Learning from Demonstration OzCHI 2024
*Jiahao Chen, Antony Chacon, Muhammad Bilal, **Qiushi Zhou**, Wafa Johal*

Exploring Design Parameters for RSVP Reading of Mobile Notifications OzCHI 2024
*Hao-Ping Lee, **Qiushi Zhou**, Vassilis Kostakos, Benjamin Tag, Tilman Dingler*

Reflected Reality: Augmented Reality through the Mirror IMWUT 2023
***Qiushi Zhou**, Brandon Victor Syiem, Beier Li, Jorge Goncalves, Eduardo Velloso*

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*

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

FULL PAPERS IN-SUBMISSION

Single-Hand Rotation and Translation of 3D Virtual Objects TOCHI
*Thorbjørn Mikkelsen, **Qiushi Zhou**, Mathias Lystbæk, Michael Smirnov, Hans Gellersen, Ken Pfeuffer*

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*

Assisting MoCap-Based Teleoperation of Robot Arm using Augmented-Reality Visualisations RAL
***Qiushi Zhou**, Antony Chacon, Jiahe Pan, Wafa Johal*

PinchCatcher: Enabling Multi-selection for Gaze+Pinch CHI 2025
*Jinwook Kim, Sangmin Park, **Qiushi Zhou**, Mar Gonzalez-Franco, Jeongmi Lee, Ken Pfeuffer*

Extended Perspective in Extended Reality: A Survey
Qiushi Zhou, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso

CHI 2025

A Probabilistic Approach to Understanding User Preferences for Adaptive AR Interfaces
Qiushi Zhou, Jean Paul Vera Soto, Zhongyi Bai, Mark Parent, Kashyap Todi, Tanya R. Jonker, Eduardo Velloso

CHI 2025

EXTENDED ABSTRACTS AND WORKSHOP PAPERS

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

IMWUT 2019 EA

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

CHI 2019 LBW