

## 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)**

*Incoming Tenure-Track Assistant Professor*

Guangzhou, China  
Oct, 2025 – Present

**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

## 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 2026

**Editorial Board Member**

ISS 2026

**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** (Art Paper Track)

VINCI 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, SIGGRAPH, UIST, CSCW, ISMAR, IEEE VR, DIS, VRST, SUI, etc.) 2019 – Present

## AWARD AND RECOGNITION

**Special Recognition for Outstanding Review**

UIST 2025, 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

## GRANTS

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

## ADMIN ROLES

<b>Interdisciplinary Center for Extended Reality (ICXR), Aarhus University, Denmark</b>	
<i>Founding Member</i>	Oct, 2024
<b>Pioneering Centre for Artificial Intelligence, Denmark</b>	
<i>Communication Ambassador (XR Collaboratory)</i>	Nov, 2024
<b>Special Interest Group on History of Novel Interaction Techniques, HCI Group, Aarhus University</b>	
<i>Co-organiser with Prof. Susanne Bødker</i>	2024
<b>Computing and Information Systems Graduate Research Students, The University of Melbourne</b>	
<i>President</i>	Jun, 2021 – Jun, 2022
<b>Human-Computer Interaction Group, The University of Melbourne</b>	
<i>HCI Research Seminar Coordinator</i>	May, 2019 – Aug, 2020

## FELLOWSHIPS AND SCHOLARSHIPS

<b>Visiting Fellowships in Computing</b>	2023
Travel grants to encourage collaborations with computer science researchers among the Go8 universities in Australia	
<b>M. A. Bartlett Research Scholarship</b>	2023
Offered to high achieving candidates who intend to undertake study related travel or fieldwork	
<b>Research Training Program Scholarship</b>	2019
Awarded to high achieving students undertaking a Master by research or Doctoral by research degree in Australia	

## STUDENT SUPERVISION

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

## ART

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

## FULL PAPER PUBLICATIONS

**Mapping 6DOF Hand Movement to Concurrent 3DOF Controls of Translation and Rotation for Manipulation in Extended Reality** ISMAR 2025

*Thorbjørn Mikkelsen, Qiushi Zhou, Mathias Lystbæk, Yang Liu, Hans Gellersen, Ken Pfeuffer*

**Multimodal Pen and Gaze Interaction Techniques for Shape Point Manipulation** ISMAR 2025

*Uta Wagner, Jinwook Kim, Zhikun Wu, Qiushi Zhou, Mario Romero, Alessandro Iop, Tiare Feuchtner, Ken Pfeuffer*

**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,

**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.

**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 Proceedings of the 2025 ACM/IEEE International Conference on Human-Robot Interaction (HRI '25). IEEE Press, 1765–1769.

**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.