

ACADEMIC WORK EXPERIENCE

School of Computing and Information Systems

The University of Melbourne

Melbourne, Australia

Research Fellow

Jun, 2022 – Present

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.

EDUCATION

The University of Melbourne

Melbourne, Australia

PhD of Engineering (Human-Computer Interaction)

Apr, 2019 – Nov, 2023 (Expected completion)

The University of Melbourne

Melbourne, Australia

Master of Information Technology

2016

Nanchang University

Nanchang, China

Bachelor of Applied Science (Digital Media Technology)

2014

SELECT PUBLICATIONS

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

Motivated by the prevalence of mirrors in dance studios and inspired by Forsythe's Improvisation Technologies, we conducted workshops with 13 dancers and choreographers to highlight how the MR mirror enriches dancers' temporal and spatial perception, creates multi-layered presence, and affords appropriation by dancers.

Dance and choreography in HCI: a two-decade retrospective

CHI 2021

Qiushi Zhou, Cheng Cheng Chua, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso

We systematically review the past twenty years of dance literature in HCI to understand the challenges of recognising the abstract qualities of body movement, and of mediating between the diverse parties involved in the idiosyncratic creative process.

Eyes-free target acquisition during walking in immersive mixed reality

IEEE TVCG 2020

Qiushi Zhou, Difeng Yu, Martin N Reinoso, Joshua Newn, Jorge Goncalves, Eduardo Velloso

We 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 in immersive MR.

TECHNICAL SKILLS

Programming Languages and Platforms:

Unity, C#, Python, Java, Processing, Arduino

Other:

Fusion 360, 3D Printing, Adobe Illustrator, FCPX

TEACHING EXPERIENCE

The University of Sydney

Sydney, Australia

Guest Lecturer (Usability Engineering)

May, 2023

The University of Melbourne

Melbourne, Australia

Guest Lecturer (Media Computation, Designing Novel Interactions)

May, 2022

Academic Tutor (Designing Novel Interactions, Graphics and Interaction)

Feb, 2020 – Jun 2022

ACADEMIC SERVICE

Student Volunteer Chair

UbiComp 2024

Poster Chair

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

AWARD AND RECOGNITION

Graduate Research Student of the Year Runner Up Award (Shortlist of 3) <i>Faculty of Engineering and Information Technology at The University of Melbourne</i>	FEIT Community Awards 2022
Best Paper Honorable Mention Award <i>Dance and Choreography in HCI: A Two-Decade Retrospective</i>	CHI 2021
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 SpinalLog 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

ADMIN ROLES

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

SCHOLARSHIPS

M. A. Bartlett Research Scholarship Offered to high achieving candidates who intend to undertake study related travel or fieldwork	2023
Research Training Program Scholarship Awarded to high achieving students undertaking a Master by research or Doctoral by research degree in Australia	2019

STUDENT SUPERVISION

Jiahao Chen (MSc, The University of Melbourne)	Jul, 2023 – Jun, 2024
Ziyuan Chen (MIT, The University of Melbourne)	Jul, 2023 – Nove, 2023
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.

PUBLICATION

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

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

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