

## ACADEMIC WORK EXPERIENCE

### Department of Computer Science

#### Aarhus University

Postdoctoral Fellow

*Exploring novel interaction affordances of the body in Extended Reality (XR).*

Aarhus, Denmark

Mar, 2024 – Present

### School of Computing and Information Systems

#### The University of Melbourne

Research Fellow

*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

## SELECT PUBLICATIONS

### Reflected Reality: Augmented Reality through the Mirror

IMWUT 2023

Qiushi Zhou, Brandon Victor Syiem, Beier Li, Jorge Goncalves, Eduardo Velloso

We propose Reflected Reality: a new dimension for augmented reality that expands the augmented physical space into mirror reflections. By synchronously tracking the physical space in front of the mirror and the reflection behind it using an AR headset and an optional smart mirror component, reflected reality enables novel AR interactions that allow users to use their physical and reflected bodies to find and interact with virtual objects.

### 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.

## TECHNICAL SKILLS

### Programming Languages and Platforms:

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

## TEACHING EXPERIENCE

### The 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

Feb, 2020 – Jun 2022

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

## AWARD AND RECOGNITION

Special Recognition for Outstanding Review	CSCW 2023
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 Honourable 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 Honourable 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

## FELLOWSHIPS AND SCHOLARSHIPS

Visiting Fellowships in Computing Travel grants to encourage collaborations with computer science researchers among the Go8 universities in Australia	2023
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

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
Gengchen Tian (MSc, Aarhus University)	Sep, 2024 – Present
Zehai Liu (MSc, Aarhus University)	Sep, 2024 – Present

Michael Smirnov (MSc, Aarhus University)	Jun, 2024 – Sep 2024
Yang Liu (MSc, Aarhus University)	Jun, 2024 – Present
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.

## [PUBLICATION](#)

**The Effects of Generative AI on Design Fixation and Divergent Thinking** CHI 2024  
*Samangi Wadinambiarachchi, Ryan M. Kelly, Saumya Pareek, **Qiushi Zhou**, Eduardo Velloso*

**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*

**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*