

Qiushi Zhou

haust798@gmail.com | <https://qiushi-zhou.github.io> | Date of Birth: 14-09-1991

REFERENCES

Hans Gellersen
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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

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

Interdisciplinary Center for Extended Reality (ICXR), Aarhus University, Denmark

Founding Member

Oct, 2024

XR Collaboratory, Pioneering Centre for Artificial Intelligence, Denmark

Annual Meetup Organiser

Nov, 2024

Special Interest Group on History of Novel Interaction Techniques, HCI Group, Aarhus University

Co-organiser with Prof. Susanne Bødker

2024

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

President

Jun, 2021 – Jun, 2022

Human-Computer Interaction Group, The University of Melbourne

HCI Research Seminar Coordinator

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

Michaël 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 & Science Gallery Melbourne 2024
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
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

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** CHI 2025
Qiushi Zhou, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso
- A Probabilistic Approach to Understanding User Preferences for Adaptive AR Interfaces** CHI 2025
Qiushi Zhou, Jean Paul Vera Soto, Zhongyi Bai, Mark Parent, Kashyap Todi, Tanya R. Jonker, Eduardo Velloso
- EXTENDED ABSTRACTS AND WORKSHOP PAPERS**
- Assisting MoCap-Based Teleoperation of Robot Arm using Augmented Reality Visualisations** HRI 2025 LBR
Qiushi Zhou, Antony Chacon, Jiahe Pan, Wafa Johal
- 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