

ACADEMIC WORK EXPERIENCE

School of Computing and Information Systems
The University of Melbourne
Research Fellow

Melbourne, Australia
Jun, 2022 – Present

EDUCATION

The University of Melbourne
PhD of Engineering (Human-Computer Interaction)

Melbourne, Australia
Apr, 2019 – Present

The University of Melbourne
Master of Information Technology

Melbourne, Australia
2016

Nanchang University
Bachelor of Applied Science (Digital Media Technology)

Nanchang, China
2014

SELECT RESEARCH PROJECTS

Reflected Reality: Augmented Reality through the Looking Glass Under Review
Designed and engineered *Reflected Reality*: an augmented reality prototype interface that expands the augmented space across a smart mirror, to enable novel interactions blending the physical space and its reflection.

Here and Now: Creating Improvisational Dance Movements with a Mixed Reality Mirror CHI 2023
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.

Movement Guidance using a Mixed Reality Mirror DIS 2022
Built and evaluated a movement training system featuring a mixed reality mirror and a humanoid virtual instructor avatar.

TECHNICAL SKILLS

Programming Languages and Platforms: Unity, C#, Python, Java, Processing, Arduino
Development Kits: MRTK, Kinect SDK, OpenCV
Other: Fusion 360, 3D Printing, Photoshop, Illustrator, FCPX

TEACHING EXPERIENCE

School of Computing and Information Systems
The University of Melbourne
Guest Lecturer (Media Computation, Designing Novel Interactions)
Academic Tutor (Designing Novel Interactions)
Academic Tutor (Graphics and Interaction)

Melbourne, Australia
May, 2022
Feb, 2020 – Present
Jul, 2021 – Nov, 2021

Faculty of Architecture, Building and Planning
The University of Melbourne
ABP Studio Teaching (Workshop for Architectural Association Visiting School)

Melbourne, Australia
Jul, 2021 – Jul, 2021

ADMIN ROLES

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

Melbourne, Australia
Jun, 2021 – Jun, 2022

Computing and Information Systems Graduate Research Students

The University of Melbourne
Communication Officer

Melbourne, Australia
Jun, 2020 – Jun, 2021

Human-Computer Interaction Group
The University of Melbourne
HCI Research Seminar Coordinator

Melbourne, Australia
May, 2019 – Aug, 2020

AWARD AND RECOGNITION

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| Melbourne Teaching Certificate <i>The University of Melbourne</i> | The University of Melbourne |
| 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 |
| Best Paper Honorable Mention Award <i>Dance and Choreography in HCI: A Two-Decade Retrospective</i> | CHI 2021 |
| Melbourne InnovatEd Showcase <i>Invited Presentation for Melbourne InnovatEd Showcase (LINK)</i> | Melbourne InnovatEd 2020 |
| 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

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| Learning and Teaching Initiatives Grants (\$29,656 AUD) The Portable Spinal Log 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 |

STUDENT SUPERVISION

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| Jean Paul Vera Soto (MIT, The University of Melbourne) | Nov, 2022 – Present |
| Marvin Bai (MSc, The University of Melbourne) | Nov, 2022 – Present |
| Geye Guo (MSc, The University of Melbourne) | Jul, 2022 – Present |
| Tsz Kin Leung (MIT, The University of Melbourne) | Jul, 2022 – Present |
| Tianchen Zheng (MIT, The University of Melbourne) | Jul, 2022 – Present (Graduated) |
| Zhaozhao Yang (MIT, The University of Melbourne) | Jul, 2022 – Present (Graduated) |
| Qiaoduo Lin (MIT, The University of Melbourne) | Jul, 2022 – Present (Graduated) |
| Beier Li (MIT, The University of Melbourne) | Jul, 2022 – Present (Graduated) |
| Louise Grebel (Research Intern, The University of Paris-Saclay) | Apr, 2022 – Jun, 2022 |
| Borui Liao (MSc, The University of Melbourne) | Jan, 2021 – Dec, 2021 (Graduated) |
| Sibo Ma (MIT, The University of Melbourne) | Jun, 2019 – Dec, 2019 (Graduated) |

ACADEMIC SERVICE

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| Associate Chair (Late-Breaking Work) | CHI 2022 |
| Subcommittee Chair Assistant (User Experience) | 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. | |

ART

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| Biometric Music Collaboration with artist Mindy Meng Wang to create an audiovisual experience that challenges people's perception of artificial intelligence, through music and a mixed reality mirror. | City of Melbourne |
| Anthropomorphic Machine | Science Gallery Melbourne 2022 |

Collaboration with artist Stelarc to create an installation that responds to crowd movement for Science Gallery Melbourne.

PUBLICATION

- 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, Jorge Goncalves, Eduardo Velloso
- 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
- Ubiquitous Smart Eyewear Interactions using Implicit Sensing and Unobtrusive Output** IMWUT 2019
Qiushi Zhou, Joshua Newn, Benjamin Tag, Hao-Ping Lee, Chaofan Wang, Eduardo Velloso
- Cognitive Aid: Task Assistance Based On Mental Workload Estimation** CHI 2019
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