

## 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 in 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** UIST 2022 (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.

**Eyes-free Target Acquisition During Walking in Immersive Mixed Reality** DIS 2022  
Built and evaluated a movement training system featuring a mixed reality mirror and a humanoid virtual instructor avatar.

**Movement Guidance using a Mixed Reality Mirror** IEEE TVCG  
Conducted experiment to 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, as they walk in a spatial-mapping mixed reality environment wearing a virtual reality headset.

## SKILLS

**Programming Languages and Platforms:**  
**Development Kits:**  
**Images and Videos:**

Unity, C#, Python, Java, Processing, Arduino  
MRTK, Kinect SDK, OpenCV  
Photoshop, Illustrator, FCPX, GIMP, Inkscape

## 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 – Present

**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

<b>Graduate Research Student of the Year Award (Shortlist)</b> <i>Faculty of Engineering and Information Technology at The University of Melbourne</i>	FEIT Community Awards
<b>Best Paper Honorable Mention Award</b> <i>Dance and Choreography in HCI: A Two-Decade Retrospective</i>	CHI 2021
<b>Melbourne InnovatEd Showcase</b> <i>Invited to present SpinalLog 2 for a Melbourne InnovaEd Showcase video (<a href="#">LINK</a>)</i>	Melbourne InnovatEd 2020
<b>Best Paper Nomination</b> <i>Fully-occluded target selection in virtual reality</i>	ISMAR 2020
<b>Best Paper Honorable Mention Award</b> <i>GazeGrip: improving mobile device accessibility with gaze and grip interaction</i>	OzCHI 2017

## GRANTS

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

## STUDENT SUPERVISION

<b>Louise Grebel</b> (Research Internship via The University of Paris-Saclay, co-supervisor)	Apr, 2022 – Jun, 2022
<b>Borui Liao</b> (MSc, co-supervisor)	Jan, 2021 – Dec, 2021 (Graduated)
<b>Sibo Ma</b> (MIT, co-supervisor)	Jun, 2019 – Dec, 2019 (Graduated)

## ACADEMIC SERVICE

<b>Associate Chair</b> (Late-Breaking Work)	CHI 2022
<b>Subcommittee Chair Assistant</b> (User Experience)	CHI 2022
<b>Student Volunteer</b> (Paper session support & LBW session chairing)	CHI 2021
<b>Student Volunteer</b> (Paper session support)	OzCHI 2020
<b>External Reviewer</b> CHI, IMWUT, UIST, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, ISS, MobileHCI, OzCHI.	2019 – Present

## ART PROJECT

<b>Stelarc Swarm Commission</b> Collaboration with artist Stelarc to create an installation that responds to crowd movement for Science Gallery Melbourne.	2021
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## PUBLICATION

<b>Movement Guidance using a Mixed Reality Mirror</b> <i>Qiushi Zhou, Andrew Irlitti, Difeng Yu, Jorge Goncalves, Eduardo Velloso</i>	DIS 2022
<b>Dance and Choreography in HCI: A Two-Decade Retrospective</b> <i>Qiushi Zhou, Chengcheng Chua, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso</i>	CHI 2021
<b>Eyes-free Target Acquisition During Walking in Immersive Mixed Reality</b> <i>Qiushi Zhou, Difeng Yu, Martin Reinoso, Joshua Newn, Jorge Goncalves, Eduardo Velloso</i>	IEEE TVCG
<b>Fully-Occluded Target Selection in Virtual Reality</b>	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 Information 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*