Qiushi Zhou

haust798@gmail.com | https://qiushi-zhou.github.io

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

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
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

Special Recognition for Outstanding Review CSCW 2023
Graduate Research Student of the Year Runner Up Award (Shortlist of 3) FEIT Community Awards 2022
Faculty of Engineering and Information Technology at The University of Melbourne
Best Paper Honorable 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 Honorable 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

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

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*