Qiushi Zhou

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ACADEMIC WORK EXPERIENCE

Thrust of Computational Media and Arts (Co-Affiliation with Thrust of Internet of Things)
The Hong Kong University of Science and Technology (Guangzhou) — Guangzhou, China
Incoming Tenure-Track Assistant Professor — Oct, 2025 − Present

Department of Computer Science
Aarhus University — Aarhus, Denmark
Postdoctoral Fellow (Funded by Danish Pioneering Centre for Artificial Intelligence) — Mar, 2024 − Oct, 2025
Exploring novel eye-hand interaction techniques for Extended Reality (XR).

School of Computing and Information Systems
The University of Melbourne — Melbourne, Australia
Research Fellow (Funded by Meta Reality Labs) — Jun, 2022 − Nov, 2023
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
The University of Melbourne — Melbourne, Australia
Master of Information Technology — 2016
Nanchang University — Nanchang, China
Bachelor of Applied Science (Digital Media Technology) — 2014

ACADEMIC SERVICE

Associate Chair (Paper Track)	CHI 2026
Editorial Board Member	ISS 2026
Associate Chair (Paper Track)	UIST 2025
Organiser (3rd Workshop on Gaze and Eye Movement in Interaction in XR (GEMINI))	ISMAR 2025
Session Chair (Embodiment and Immersion)	CHI 2025
Associate Chair (Paper Track)	CHI 2025
Associate Chair (Art Paper Track)	VINCI 2025
Associate Chair (Paper Track)	Augmented Humans 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, SIGGRAPH, UIST, CSCW, ISMAR, IEEE VR, DIS, VRST, SUI, etc.)	2019 − Present

AWARD AND RECOGNITION

Special Recognition for Outstanding Review	UIST 2025, CSCW 2023
Graduate Research Student of the Year (Shortlist of 3)	FEIT Community Awards 2022
Faculty of Engineering and Information Technology at The University of Melbourne	
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
Pioneering Centre for Artificial Intelligence, Denmark
Communication Ambassador (XR Collaboratory) 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
Gengchen Tian (MSc, Aarhus University) Sep, 2024 − Apr, 2025
Zehai Liu (MSc, Aarhus University) Sep, 2024 − Apr, 2025
Yang Liu (MSc, Aarhus University) Jun, 2024 − Apr, 2025
Jinwook Kim (Visiting PhD, KAIST, w/ Prof. Pfeuffer) Mar, 2024 − Sep, 2024
Michael Smirnov (MSc, Aarhus University) Jun, 2024 − Sep 2024
Jiahao Chen (MSc, The University of Melbourne) Sep, 2023 − Sep, 2024
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
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

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.