Zhiqing Wu

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Education

The Hong Kong University of Science and Technology (Guangzhou) Feb. 2023 – Present
PhD. Student in Computational Media and Art *Guangzhou, China*
Advisor: Dr. Mingming Fan

Singapore Management University Apr. 2026 – Oct. 2026
Visiting Research *Singapore*
Advisor: Dr. Jiannan Li

The University of Melbourne Feb. 2021 – Dec. 2022
Master of Information Technology (HCI) *Melbourne, Australia*
Advisor: Dr. Jorge Goncalves

The University of Melbourne Feb. 2018 – Dec. 2020
Bachelor of Science (Computing and Software System) *Melbourne, Australia*

Selected Publications

Zhiqing Wu, Jiawei Li, Shumeng Zhang, Peixuan Xiong, Zisu Li, and Mingming Fan. 2026. Beyond Upright VR: Understanding Direct Interaction and Hand Redirection Strategies in Supine Posture. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, early access. doi:10.1109/TVCG.2026.3724913.

Zhiqing Wu, Ziyan Wang, Junan Xie, Jiawei Li, and Mingming Fan. 2026. Stand Up, Head Up, Stretch Up: Exploring Opportunities for Context-Aware Adaptive Stretching in MR for Microbreaks among Sedentary Workers. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 10(2), Article 67. doi:10.1145/3810207.

Zhiqing Wu. 2026. Toward Adaptive and Accessible XR Through User and Context Modeling. *IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, Doctoral Consortium (Best Doctoral Consortium Award).

Zhiqing Wu, Ziyan Wang, Jiawei Li, Junkun Long, Tengjia Zuo, and Mingming Fan. 2025. Phanthera: An Adaptive VR Exergame for Posture-Aware Recovery During Work Breaks. *Companion of the ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp Companion '25)*, 414–418. doi:10.1145/3714394.3754410.

Zhiqing Wu, Duotun Wang, Shumeng Zhang, Yuru Huang, Zeyu Wang, and Mingming Fan. 2024. Toward Making Virtual Reality (VR) More Inclusive for Older Adults: Investigating Aging Effect on Target Selection and Manipulation Tasks in VR. *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '24)*, Article 24, 1–17. doi:10.1145/3613904.3642558.

Zhiqing Wu, Difeng Yu, and Jorge Goncalves. 2023. Point- and Volume-Based Multi-object Acquisition in VR. *Human-Computer Interaction – INTERACT 2023*, 20–42. doi:10.1007/978-3-031-42280-5_2.

Other Publications

Ziyan Wang, **Zhiqing Wu**, Siqi Yu, Mingming Fan, and Tengjia Zuo. 2026. The Last Door You Open: A Mixed-Methods Study on Design Strategies for Positive Disengagement in Virtual Reality Games. *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '26)*, Article 849, 1–15. doi:10.1145/3772318.3790542.

Yi Li, Kadek Ananta Satriadi, Jiazhou Liu, Anjali Khurana, **Zhiqing Wu**, Benjamin Tag, and Tim Dwyer. 2026. Human Factors in Immersive Analytics. *arXiv preprint*, arXiv:2601.11365. doi:10.48550/arXiv.2601.11365.

Peixuan Xiong, Jinhui Ouyang, **Zhiqing Wu**, Yukai Zhang, Xian Li, Chen Gong, Yuling Wang, and Mingming Fan. 2025. Toward Designing Motor Imagery-driven Hand Redirection in Virtual Reality for Upper Limb Rehabilitation. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 9(4), Article 224, 1–27. doi:10.1145/3770642.

Jiawei Li, Linjie Qiu, **Zhiqing Wu**, Qiongyan Chen, Ziyan Wang, and Mingming Fan. 2025. ExplorAR: Assisting Older Adults to Learn Smartphone Apps through AR-powered Trial-and-Error with Interactive Guidance. *Proceedings of the 33rd ACM International Conference on Multimedia (MM '25)*, 7016–7025. doi:10.1145/3746027.3755578.

Ruohao Li, Jiawei Li, Jia Sun, **Zhiqing Wu**, Zisu Li, Ziyan Wang, Ge Lin, and Mingming Fan. 2025. RemVerse: Supporting Reminiscence Activities for Older Adults through AI-Assisted Virtual Reality. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 9(3), Article 103, 1–25. doi:10.1145/3749505.

Qiongyan Chen, **Zhiqing Wu**, Yucheng Liu, Lei Han, Zisu Li, Ge Lin Kan, and Mingming Fan. 2024. SilverCycling: Exploring the Impact of Bike-Based Locomotion on Spatial Orientation for Older Adults in VR. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, 8(3), Article 95. doi:10.1145/3678522.

Design Project

Phanthera: An Adaptive VR Exergame for Posture-Aware Recovery During Work Breaks
Dutch Design Week 2025; Third Prize, Rokid Game Development Competition 2025.

Working Experience

Product Manager Intern Dec. 2021 – Jan. 2022
Hi-Target Navigation Technology Corporation *Guangzhou, China*

- Conducted comprehensive usability walkthroughs of the existing website, identifying key usability issues and recommending improvements.
- Collaborated with the Product Director to draft detailed project proposals and product requirement documents, ensuring alignment with business objectives.

Frontend Developer Feb. 2021 – July. 2021
Xiaopeng Motors Technology Co Ltd *Guangzhou, China*

- Contributed to the development of key features across four major versions of the mobile application, enhancing user experience and functionality.
- Actively participated in bi-weekly requirement and design review meetings, providing technical insights and feedback to optimize feature implementation.
- Debugged and resolved post-release issues, ensuring smooth functionality of new features in production.

IT intern Dec. 2019 – Feb. 2020
Dentsu Inc *Guangzhou, China*

- Assisted the line manager with administrative tasks, including hardware maintenance and troubleshooting, ensuring seamless day-to-day operations.
- Utilized data wrangling techniques to support cross-departmental teams, streamlining data management and enhancing workflow efficiency.

Awards and Grants

Best Doctoral Consortium Award, IEEE VR 2026

Third Prize, Rokid Game Development Competition 2025

Professional Service

Reviewer: ACM CHI 2025, ACM CHI 2026
Student Volunteer: ACM Ubicomp 2025, ACM Ubicomp 2024, Chinese CHI 2024, Greater Bay ACM SIGCHI Chapter

Exchange

London School of Economics and Political Science July. 2019
Further statistic for Economics and Econometrics *London, UK*
Ritsumeikan University Jan. 2019
Japanese Study *Kyoto, Japan*

Technical Skills, Language Skills, and Interests

Software development: Unity, Javascript, Flutter
Data Analysis: R, Python, Tableau
Hardware development: Arduino
User research: Quantitative, Qualitative, Usability testing
Prototyping: Adobe XD, Figma
Languages: Mandarin (native), Cantonese (native), English (fluent), Japanese (fluent)