

Baiqiao Zhang

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I study **Human–AI Alignment**: how people and AI remain in sync as they collaborate. My work models latent human and agent states, including memory, confidence, attention, and personality, across language, video, action, and physiological signals. I use these models to build more trustworthy and human-aligned interactive AI systems.

Education

2025–2029	Ph.D. in Computer Science and Engineering - The Hong Kong University of Science and Technology (HKUST) - Advisor: Prof. Xiaojuan Ma - Expected graduation: June 2029	Hong Kong SAR
2021–2025	B.Eng. in Computer Science (SDU–ANU Joint Program) - Shandong University (SDU) - GPA: 88.20/100; rank: 5/102 - Advisors: Prof. Yulong Bian, Xiangxian Li, and Prof. Juan Liu - Thesis: <i>Exploring a Gamified Personality Assessment Method through Interaction with Multi-Personality LLM Agents</i>	Weihai, China

Internship

2026–Present	Research Intern - Institute of Software, Chinese Academy of Sciences (ISCAS) - Topic: Agent Confidence - Supervisor: Prof. Shuai Ma	Beijing, China
2024–2025	Research Intern - Institute of HCI and Media Integration, Tsinghua University (THU) - Topic: Social Intelligence of LLMs - Supervisor: Prof. Yong-Jin Liu	Beijing, China

Publications

Journal Articles

2026 J4	E-Tactile Flow: Exploring a Novel Path of Pain Relief through Interactive Electrotactile Stimulation Shilong Liu, Yongjiu Lin, Hongnan Lin, Yihan Ma, Chao Zhou*, Yan Hu, Baiqiao Zhang , Xiangxian Li, Teng Han, Yulong Bian <i>Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)</i> DOI: 10.1145/3831989
2024 J3	Enhancing Recognition of Stereotyped Movements in ASD Children through Action Pattern Mining and Multi-Channel Fusion Baiqiao Zhang , Yanran Yuan, Wei Qin, Xiangxian Li, Weiying Liu, Wenxin Yao, Yulong Bian, Juan Liu* <i>IEEE Journal of Biomedical and Health Informatics · Featured Article</i> DOI: 10.1109/JBHI.2024.3511601
J2	Are We in the Zone? Exploring the Features and Method of Detecting Simultaneous Flow Experiences Based on EEG Signals Baiqiao Zhang , Xiangxian Li, Yunfan Zhou, Juan Liu, Weiying Liu, Chao Zhou*, Yulong Bian* <i>Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)</i> DOI: 10.1145/3699774
J1	Self-Guided DMT: Exploring a Novel Paradigm of Dance Movement Therapy in Mixed Reality for Children with ASD Weiying Liu, Yanyan Zhang, Baiqiao Zhang , Qianqian Xiong, Hong Zhao, Sheng Li*, Juan Liu*, Yulong Bian <i>IEEE Transactions on Visualization and Computer Graphics</i> DOI: 10.1109/TVCG.2024.3372063

Conference Proceedings

- 2026 C8 **Understanding Human Engagement with AI-Extended Characters in Creative Media: A Preliminary Investigation into AI Talk Shows**
Yuying Tang, Wenqi Qiu, Yu Zhang, **Baiqiao Zhang**, Wenshuo Zhang, Xiaojuan Ma, Huamin Qu
Proceedings of the 2026 Conference on Creativity and Cognition
DOI: [10.1145/3803784.3816817](https://doi.org/10.1145/3803784.3816817)
- C7 **TongueBCI: An Interaction Method Based on EEG Signals from Tongue Movement Direction**
Dingming Tan, Zifeng Ni, **Baiqiao Zhang**, Chao Zhou, Tianshuo Bai, Juan Liu, Xiangxian Li, Yulong Bian*
The International Conference on Extended Reality (ICXR)
DOI: [10.1007/978-981-95-7195-6_26](https://doi.org/10.1007/978-981-95-7195-6_26)
- 2025 C6 **Rethinking Personality Assessment from Human-Agent Dialogues: Fewer Rounds May Be Better Than More**
Baiqiao Zhang, Zhifeng Liao, Xiangxian Li*, Chao Zhou, Juan Liu, Xiaojuan Ma*, Yulong Bian*
Findings of the Association for Computational Linguistics: EMNLP 2025
DOI: [10.18653/v1/2025.findings-emnlp.287](https://doi.org/10.18653/v1/2025.findings-emnlp.287)
- C5 **LLM-Empowered Dynamic Prompt Routing for Vision-Language Models Tuning under Long-Tailed Distributions**
Yongju Jia, Jiarui Ma, Xiangxian Li*, **Baiqiao Zhang**, Xianhui Cao, Juan Liu, Yulong Bian
Findings of the Association for Computational Linguistics: EMNLP 2025
DOI: [10.18653/v1/2025.findings-emnlp.799](https://doi.org/10.18653/v1/2025.findings-emnlp.799)
- C4 **MAGNeT: Multimodal Adaptive Gaussian Networks for Intent Inference in Moving Target Selection across Complex Scenarios**
Xiangxian Li, Yawen Zheng*, **Baiqiao Zhang**, Yijia Ma, Xianhui Cao, Juan Liu, Yulong Bian, Jin Huang, Chenglei Yang
Proceedings of the 33rd ACM International Conference on Multimedia · Oral
DOI: [10.1145/3746027.3758187](https://doi.org/10.1145/3746027.3758187)
 **Outstanding Paper**
- C3 **An Approach of Reducing Motion Sickness in Passive Virtual Driving through Multi-Sensory Simulation of Wind Sensation**
Yuan Yue, Chao Zhou, Tangjun Qu, **Baiqiao Zhang**, Juan Liu, Junhao Wang, Tianren Luo, Yulong Bian*
2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW) · Poster
DOI: [10.1109/VRW66409.2025.00302](https://doi.org/10.1109/VRW66409.2025.00302)
- 2024 C2 **Becoming an Animal? Exploring Proteus Effect Based on Human-Avatar Hand Gesture Consistency**
Tangjun Qu, Junjie Wang, Yongjiu Lin, Juan Liu, Chao Zhou, **Baiqiao Zhang**, Kaiyuan Jiang, Yulong Bian*
2024 IEEE International Symposium on Mixed and Augmented Reality (ISMAR) · Oral
DOI: [10.1109/ISMAR62088.2024.00093](https://doi.org/10.1109/ISMAR62088.2024.00093)
- C1 **Positive or Negative? The Effect of Self-Motion Speed on Flow Experience Is Moderated by Susceptibility to VR Sickness**
Chao Zhou, Juan Liu, Wenxiu Geng, **Baiqiao Zhang**, Kaiyuan Jiang, Yulong Bian*
2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct) · Poster
DOI: [10.1109/ISMAR-Adjunct64951.2024.00165](https://doi.org/10.1109/ISMAR-Adjunct64951.2024.00165)

Preprint

- 2026 U1 **Exploring a Gamified Personality Assessment Method through Interaction with LLM Agents Embodying Different Personalities**
Baiqiao Zhang, Xiangxian Li, Chao Zhou, Xinyu Gai, Juan Liu, Xue Yang, Nianlong Li, Shuai Ma, Xiaojuan Ma, Yong-Jin Liu*, Yulong Bian*
Preprint
DOI: <https://arxiv.org/pdf/2507.04005>

* Corresponding author. † Equal contribution.

Honors & Awards

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- 2025 ACM Multimedia Outstanding Paper
2025 Outstanding Graduate of Shandong University (**top 6%**)
2024 Finalist, Shandong University President's Award, Research Track (**25/42,254; highest university honor**)
2024 Shandong University 120th Anniversary Scholarship (**120/42,254**)
2024 Second Prize, National College Student Software Innovation Competition (**20/1,139**)
2023 CHCI Best Paper Honorable Mention
2022–2024 Shandong University Special Talent Scholarship, Research Track

Professional Service

Conference Reviewing

- 2025–2026 ACM UIST (Special Recognition for Outstanding Review, 2025 and 2026)
- 2025–2026 ACM CHI (four Special Recognitions for Outstanding Review, 2026)
- 2025 EMNLP (Special Recognition for Great Review)

Journal Reviewing

- Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)
- IEEE Transactions on Affective Computing
- IEEE Transactions on Human–Machine Systems
- npj Science of Learning
- npj Digital Medicine

Community Service

- 2025 Student Volunteer, CHI China Night

Teaching

The Hong Kong University of Science and Technology

- Spring 2026 Teaching Assistant, COMP 2211: Introduction to Artificial Intelligence

Shandong University

- Spring 2024 Teaching Assistant, Digital Image Processing
- Spring 2024 Teaching Assistant, Human–Computer Interaction Technology
- Fall 2023 Teaching Assistant, VR System Development and Usability Study
- Spring 2023 Teaching Assistant, Three-Dimensional Contents Design and Creation
- Spring 2023 Teaching Assistant, Basic Photography

Technical Skills

- Toolkit Python, PyTorch, MATLAB, SQL, C/C++, Java, Unity, ~~La~~TeX