# Christian Remy, PhD

Curriculum Vitae (as of September 19, 2024) Senior Research Associate School of Computing & Communications Lancaster University InfoLab 2 I LA I 4WA Lancaster, United Kingdom \sciences jc.remy@gmail.com

# **Research Areas and Interests**

Sustainable HCI, sustainable interaction design, ubiquitous computing, HCI design patterns, HCI for development, research evaluation, design and creativity, interactive technologies.

## **Education and Work Experience**

- 06/2021 present Senior Research Associate, School of Computing & Communications, Lancaster University, United Kingdom
- 02/2018 01/2021 Assistant professor, School of Communication and Culture, Department of Digital Design and Information Studies, Aarhus University, Denmark.
- 03/2017 01/2018 **Postdoctoral researcher**, *People and Computing Lab*, Department of Informatics, University of Zurich, Switzerland.

# 12/2010 – 02/2017 Ph.D. student, People and Computing Lab, Department of Informatics, University of Zurich, Switzerland. Dissertation: Incorporating Sustainable HCI Research into Design Practice Advisors: Elaine May Huang, Eli Blevis, distinction: summa cum laude

10/2003 – 07/2010 **Diplom Informatik**, *RWTH Aachen University*, Germany. Degree: Diplom-Informatiker (equiv. to M.Sc.), grade: 1.3 (equiv. to GPA 3.7/4.0) Thesis: A Pattern Language for Interactive Tabletops in Collaborative Workspaces Advisors: Jan Borchers, Malte Weiß, and Martina Ziefle, grade: 1.0 (highest grade)

### **Publications**

#### **Conference Papers and Notes**

- [C24] Christina Bremer, Christian Remy, and Adrian Friday. Fake Data Leads to Fake Insights: The Challenges of Prototyping Energy Dashboards. In LIMITS 2024: Tenth Workshop on Computing within Limits.
- [C23] Oliver Bates, Christian Remy, Kieran Cutting, Adam Tyler, and Adrian Friday. Exploring post-neoliberal futures for managing commercial heating and cooling through speculative praxis. In LIMITS 2024: Tenth Workshop on Computing within Limits.
- [C22] Adam Tyler, Oliver Bates, Christian Remy, and Adrian Friday. **Mind the gap! : The** role of ICT in office heating & comfort. In ICT4S 2024: ICT for Sustainability Conference, Stockholm, Sweden.
- [C21] Matthew Pilling, Michael Stead, Adrian Gradinar, Christian Remy, and Thomas Macpherson-Pope. Preparing to Repair: Using Co-Design and Speculative Design Methods to Explore the Future of IoT Right-to-Repair with Citizens and Communities. In Cumulus Detroit 2022: Design for Adaptation.

- [C20] Christian Remy, Gunnar Harboe, Jonas Frich, Michael Mose Biskjaer, and Peter Dalsgaard. Challenges and Opportunities in the Design of Digital Tools for Distributed Affinity Diagramming. In ECCE 2021: Proceedings of the 32nd annual European Conference on Cognitive Ergonomics.
- [C19] Jonas Frich, Michael Mose Biskjaer, Christian Remy, Lindsay MacDonald Vermeulen, and Peter Dalsgaard. Revisiting the Role of User Research in Design Creativity: Three Insights for Future Studies. In ECCE 2021: Proceedings of the 32nd annual European Conference on Cognitive Ergonomics.
- [C18] Christian Remy, Lindsay MacDonald Vermeulen, Jonas Frich, Michael Mose Biskjaer, and Peter Dalsgaard. Evaluating Creativity Support Tools in HCI Research. In DIS 2020: Proceedings of the 2020 ACM on Designing Interactive Systems Conference.
- [C17] Simon Voelker, Sebastian Hueber, Christian Corsten, and Christian Remy. HeadReach: Utilizing Head Tracking to Address Reachability Issues on Mobile Touch Devices. In CHI 2020: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems.
- [C16] Simon Voelker, Sebastian Hueber, Christian Holz, Christian Remy, and Nicolai Marquardt. GazeConduits: Calibration-Free Cross-Device Collaboration through Gaze and Touch. In CHI 2020: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems.
- [C15] Oliver Bates, Callum Nash, Christian Remy, and Ben Kirman. The Future of Techno-Disruption in Gig Economy Workforces: Challenging the Dialogue with Fictional Abstracts. In HttF 2019: Halfway to the Future Workshop, Nottingham, UK, 2019.
- [C14] Clemens N. Klokmose, Christian Remy, Janus Bager Kristensen, Rolf Bagge, Michel Beaudouin-Lafon, and Wendy Mackay. Videostrates: Collaborative, Distributed and Programmable Video Manipulation. In UIST 2019: In Proceedings of the 32nd ACM User Interface Software and Technology Symposium, New Orleans, Lousiana, USA, 2019.
- [C13] Michael Mose Biskjaer, Jonas Frich, Lindsay MacDonald Vermeulen, Christian Remy, and Peter Dalsgaard. How Time Constraints in a Creativity Support Tool Affect the Creative Writing Experience. In ECCE 2019: In Proceedings of the European Conference on Cognitive Ergonomics, Belfast, Northern Ireland, 2019.
- [C12] Mai Linneberg, Devarajan Ramanujan, and Christian Remy. Where are you? Challenges in Aligning Bottom-up Sustainability Innovation with Corporate Strategy. In CRR 2019: Corporate Responsibility Research Conference, Tampere, Finland, 2019.
- [C11] Jonas Frich, Lindsay MacDonald Vermeulen, Christian Remy, Michael Mose Biskjaer, Peter Dalsgaard. Mapping the Landscape of Creativity Support Tools in HCI. In CHI '19: Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow, UK, 2019.
- [C10] Christian Remy, Oliver Bates, Vanessa Thomas, and Matthew Broadbent. Sustainability... it's just not important. The Challenges of Academic Engagement with Diverse Stakeholders. In ICT4S' 18: Proceedings of the 5th International Conference on ICT for Sustainability, Toronto, Canada, May 2018.
- [C9] Christian Remy, Oliver Bates, Alan Dix, Vanessa Thomas, Mike Hazas, Adrian Friday, and Elaine M. Huang. Evaluation beyond Usability: Validating Sustainable HCI Research. In CHI' 18: Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Québec, Canada, April 2018.

- [C8] Vanessa Thomas, Christian Remy, and Oliver Bates. The Limits of HCD: Reimagining the Anthropocentricity of ISO 9241-210. In LIMITS '17: Third Workshop on Computing within Limits, Santa Barbara, California, USA, 2017.
- [C7] Christian Remy, Oliver Bates, Vanessa Thomas, and Elaine M. Huang. The Limits of Evaluating Sustainability. In LIMITS '17: Third Workshop on Computing within Limits, Santa Barbara, California, USA, 2017.
- [C6] Vanessa Thomas, Christian Remy, Mike Hazas, and Oliver Bates. HCl and Environmental Public Policy: Opportunities for Engagement. In CHI '17: Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, Denver, Colorado, USA, 2017. Honorable mention award (top 5%)
- [C5] Christian Remy, Silke Gegenbauer, and Elaine M. Huang. Bridging the Theory-Practice Gap: Lessons and Challenges of Applying the Attachment Framework for Sustainable HCI Design. In CHI'15: Proc. of the 33rd Annual ACM Conference on Human Factors in Computing Systems, p. 1305-1314, Seoul, Korea, 2015.
- [C4] Christian Remy and Elaine M. Huang. Addressing the Obsolescence of End-User Devices: Approaches from the Field of Sustainable HCI. In ICT4S '14: Conference on ICT for Sustainability, Stockholm, Sweden, 2014.
- [C3] Christian Remy, Sheetal Agarwal, Arun Kumar, and Saurabh Srivastava. Supporting voice content sharing among underprivileged people in urban India. In INTERACT '13: Proceedings of the 14th IFIP TC13 Conference on Human-Computer Interaction, Cape Town, South Africa, September 2013.
- [C2] Malte Weiss, Christian Remy, and Jan Borchers. Rendering physical effects in tabletop controls. In CHI'll: Proceedings of the twenty-ninth annual SIGCHI conference on Human factors in computing systems, pages 3009–3012, Vancouver, BC, Canada, 2011.
- [C1] Christian Remy, Malte Weiss, Martina Ziefle, and Jan Borchers. A Pattern Language for Interactive Tabletops in Collaborative Workspaces. In EuroPLoP '10: Proceedings of the 15th European Conference on Pattern Languages of Programs, pages (C3)1–47, Irsee Monastery, Germany, July 2010.

Journal Articles

- [J8] Christian Remy, Adam Tyler, Paul Smith, Oliver Bates, and Adrian Friday. Wasted Energy? Illuminating Energy Data With Ontologies. In IEEE Pervasive Computing, Volume: 23, Issue: 2, April-June 2024.
- [J7] Anke Brocker, René Schäfer, Christian Remy, Simon Voelker, and Jan Borchers. Flowboard: How seamless, live, flow-based programming impacts learning to code for embedded electronics. In ToCHI 2023: ACM Transactions on Computer-Human Interaction, Issue 1, Vol. 30.
- [J6] Kelly Widdicks, Christian Remy, Oliver Bates, Adrian Friday, and Mike Hazas. Escaping unsustainable digital interactions: Toward "more meaningful" and "moderate" online experiences. In IJHCS 2022: International Journal of Human-Computer Studies, Vol. 165, 102853, 30.09.2022, p. 102853.
- [J5] Jonas Frich, Michael Mose Biskjaer, Christian Remy, Lindsay MacDonald Vermulen, and Peter Dalsgaard. User research and design creativity: three insights for future studies. In BIT: Special Issue of the journal Behaviour & Information Technology, 2021.
- [J4] Oliver Bates, Vanessa Thomas, Christian Remy, Adrian Friday, Lisa Nathan, Mike Hazas, and Samuel Mann. **Championing Environmental and Social Justice.** *In ACM interactions 25, 5 (2018).*

- [J3] Oliver Bates, Vanessa Thomas, and Christian Remy. Doing Good in HCI: Can We Broaden Our Agenda? In ACM interactions 24, 5 (2017).
- [J2] Christian Remy and Elaine M. Huang. Limits and sustainable interaction design: Obsolescence in a future of collapse and resource scarcity. In First Monday, Volume 20, Number 8, Special Issue "Limits '15", 2015.
- [J1] Christian Remy. Taking a note from marketing research in sustainable HCI. In ACM interactions 20, 3 (2013).

**Book Chapters** 

- [BC2] Christian Remy and Elaine M. Huang. Communicating SHCI Research to Practitioners and Stakeholders. In: Digital Technology and Sustainability: Acknowledging Paradox, Facing Conflict, and Embracing Disruption, Routledge, Abingdonon-Thames, UK, p. 129 – 139, 2017.
- [BC1] Christian Remy and Elaine M. Huang. Addressing the obsolescence of end-user devices: Approaches from the field of sustainable HCI. In: ICT Innovations for Sustainability, Springer, Heidelberg/New York, p. 257 - 267, 2015.

Organized Workshops

- [O7] Poorna Talkad Sukumar, Ignacio Avellino, Christian Remy, Michael A DeVito, Tawanna Dillahunt, Joanna McGrenere, and Max L Wilson. Transparency in Qualitative Research: Increasing Fairness in the CHI Review Process. In CHI 2020: Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems.
- [O6] Shadan Borojeni, Alexander Meschtscherjakov, Bastian Pfleging, Birsen Donmez, Andreas Riener, Chrisitan Janssen, Andrew Kun, Wendy Ju, Christian Remy, and Philipp Wintersberger. Should I Stay or Should I Go? Automated Vehicles in the Age of Climate Change. In CHI 2020: Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems.
- [O5] Sarah-Kristin Thiel, Christian Remy, Licinio Roque, Rita Orji, Peter Dalsgaard, Celine Latulipe, and Sayan Sarcar. Towards a Research Agenda for Gameful Creativity. In DIS 2019: Proceedings of the 2019 Conference on Designing Interactive Systems, Extended Abstracts, San Diego, CA, USA, 2019.
- [O4] Oliver Bates, Kathy New, Samantha Mitchell Finnigan, Matthew Louis Mauriello, Christian Remy, Roy Bendor, Samuel Mann, Simran Chopra, Adrian Clear, Chris Preist. Towards a Responsible Innovation Agenda for HCI. In CHI '19: Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow, UK, 2019.
- [O3] Peter Dalsgaard, Christian Remy, Jonas Frich, Lindsay MacDonald Vermeulen, Michael Mose Biskjaer. Digital Tools in Collaborative Creative Work. In NordiCHI 2018: Extended Abstracts of the 10th NordiCHI Conference, Oslo, Norway, 2018.
- [O2] Christian Remy, Oliver Bates, Jennifer Mankoff, and Adrian Friday. Special Interest Group: Evaluating HCI Research beyond Usability. In CHI '18: Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Québec, Canada, April 2018.
- [O1] Oliver Bates, Vanessa Thomas, Christian Remy, Lisa Nathan, Samuel Mann, and Adrian Friday. Special Interest Group: The Future of HCI and Sustainability: Championing Environmental and Social Justice. In CHI '18: Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Québec, Canada, April 2018.

#### **Doctoral Consortium**

[DC1] Christian Remy. Addressing Obsolescence of Consumer Electronics through Sustainable Interaction Design. In CHI EA '15: Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (Doctoral Consortium), pages 227-230, Seoul, Korea, 2015.

#### Workshop Papers

- [W4] Christian Remy and Elaine M. Huang. Identifying Promising Objectives for a Sustainable HCI Pattern Language. In CHI '16: Position paper for the Design patterns, principles, and strategies for Sustainable HCI workshop, San Jose, CA, USA, 2016.
- [W3] Christian Remy and Elaine M. Huang. Limits and Sustainable Interaction Design: Obsolescence in a Future of Collapse and Resource Scarcity. In LIMITS '15: First Workshop on Computing within Limits. Irvine, California, USA, 2015.
- [W2] Christian Remy and Elaine M. Huang. **Tailoring sustainable HCI design knowledge to design practice**. In CHI '14: Position paper for the "What have we learned? A SIGCHI HCI & Sustainability community" workshop, Toronto, AL, Canada, 2014.
- [W1] Christian Remy and Elaine M. Huang. The complexity of information for sustainable choices. In CHI '12: Position paper for the CHI 2012 workshop Simple, Sustainable Living, Austin, TX, USA, 2012.

#### Posters

- [P3] Christina Bremer, Oliver Bates, Christian Remy, Alexandra Gormally-Sutton, Bran Knowles, and Adrian Friday. COVID-19 as an Energy Intervention: Lockdown Insights for HCI. In CHI EA '23: Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems, Hamburg, Germany, Article No.: 76, Pages 1-7.
- [P2] Sheetal K. Agarwal, Jyoti Grover, Arun Kumar, Monia Puri, Meghna Singh, Christian Remy. Visual Conversational Interfaces to Empower Low-Literacy Users. In INTERACT '13: Extended Abstracts of the 14th IFIP TC13 Conference on Human-Computer Interaction, Cape Town, South Africa, 2013.
- [P1] Christian Remy, Malte Weiss, and Jan Borchers. A pattern language for interactive surfaces in collaborative workspaces. In ITS '09: Extended Abstracts of ACM International Conference on Interactive Tabletops & Surfaces, Banff, AL, Canada, 2009. Theses
- [T2] Christian Remy. Incorporating Sustainable HCI Research into Design Practice. Doctoral thesis, University of Zurich, Zurich, Switzerland, 2017.
- [T1] Christian Remy. A pattern language for interactive tabletops in collaborative workspaces. Diploma thesis, RWTH Aachen University, Aachen, Germany, 2010.

#### **Experience and Service**

- 2020 **Program committee member**, Sixth Annual ACM LIMITS on Computing Workshop (LIMITS).
- 2020 Associate Chair (Program Committee member), Conference on Computer-Supported Collaborative Work (CSCW) 2020.
- 2020 Organizing Committee Member: Sustainability Co-Chair, ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) 2020, Hawai'i, USA.
- 2020 Associate Chair (Program Committee member), ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) 2020, Hawai'i, USA.

- 08/2019 **SummerPIT co-organizer,** annual meeting of HCI researchers at Aarhus University, organization and planning of day 2 (theme: HCI research evaluation)
- 05/2019 present **SHCI initiatives coordinator,** Official ACM SIGCHI Sustainability in HCI community (sigchi.org/communities), elected member.
  - 2018-2019 **SHCI community liaison,** Official ACM SIGCHI Sustainability in HCI community (sigchi.org/communities), appointed member.
  - 2019 2020 **Local research committee member,** School of Communication and Culture, Aarhus University.
    - 2019 **Program committee member**, Sixth International Conference on Information and Communication Technologies for Sustainability (ICT4S), Lappeenranta, Finland.
    - 2019 **Program committee member**, Fifth Annual ACM LIMITS on Computing Workshop (LIMITS), Lappeenranta, Finland.
    - 2019 **Invited panel speaker**, *Teacher training day* (Arts Uddannelsesdag 2019) panel, Aarhus University.
    - 2019 **Organizing Committee Member: Sustainability Co-Chair**, ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) 2019, Glasgow, UK.
    - 2019 Associate Chair (Program Committee member), ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) 2019, Glasgow, UK.
    - 04/2018 **Invited guest lecturer**, *Sustainable Futures*, IT University Copenhagen. Guest lecture titled "E-waste, Obsolescence, and Sustainable HCI".
      - 2018 **Program committee member**, Fourth Annual ACM LIMITS on Computing Workshop (LIMITS 2018), Toronto, AL, Canada.
    - 05/2017 **Session chair**, ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) 2017, Denver, Colorado, USA. Moderating presentations in the session "Sustainability and Public Service".
    - 04/2017 **Invited guest lecturer**, *Sustainable Futures,* IT University Copenhagen. Guest lecture titled "E-waste, Obsolescence, and Sustainable HCI".
    - 03/2016 **Invited guest lecturer**, *Sustainable Futures*, IT University Copenhagen. Guest lecture titled "E-waste, Obsolescence, and Sustainable HCI".
    - 09/2014 **Invited guest lecturer**, *Sustainability and Media Technology*, KTH Stockholm. Guest lecture about the state of obsolescence-related research in sustainable HCI.
    - 08/2014 **Invited panel speaker**, *Sustainable Interaction Design* panel, Conference on ICT for Sustainability (ICT4S), Stockholm, Sweden.
    - 09/2013 **Student volunteer chair,** The 2013 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2013), Zurich, Switzerland. Selection, briefing, and supervision of 41 student volunteers. Creation of the SV Doodle for simplified scheduling (published at hcac.de/svdoodle)
    - 04/2013 **Student volunteer**, ACM SIGCHI Conference on Human Factors in Computing Systems is the premier international conference on human-computer interaction (CHI) 2013, Paris, France.

<ul> <li>Information and Communication Technologies for Sustainability, Zurich. Planning an organization of the Greenhackathon, a full-day sustainability-themed programming event at the University of Zurich.</li> <li>06/2012 – 08/2012</li> <li>Intern, IBM Research India, New Delhi, India.</li> <li>Planning, development, and evaluation of a smartphone application for underprivilege users. Conducting field studies in New Delhi's urban areas with low-literacy, low-income participants to evaluate both the feature phone version and smartphone application version of a voice content sharing service.</li> <li>09/2011</li> <li>Student volunteer, Landscape of User Experience in Switzerland (LUXS) 2011, Zurich, Switzerland.</li> <li>07/2011</li> <li>Co-organization, 2011 IFI Summer School, University of Zurich. Ph.D. Summer School on Interactive Tabletops and Surfaces (ITS) 2009 conference, Banff, Canada.</li> <li>09/2008 – 10/2008</li> <li>Intern, Universidade Estadual de Campinas, São Paulo, Brazil.</li> <li>Evaluation of a remote robotics application and development of a proof-of-concept S communication application in Java, part of a project to bring telemedicine to Brazilian rural areas.</li> <li>09/2020 – 12/2020</li> <li>Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2019 – 12/2018</li> <li>Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2019 – 12/2018</li> <li>Course instructor, Designing Interactive Systems, Aarhus Universit</li></ul>		
<ul> <li>Planning, development, and evaluation of a smartphone application for underprivilege users. Conducting field studies in New Delhi's urban areas with low-literacy, low-income participants to evaluate both the feature phone version and smartphone application version of a voice content sharing service.</li> <li>09/2011 Student volunteer, <i>Landscape of User Experience in Switzerland (LUXS) 2011</i>, Zurich, Switzerland.</li> <li>07/2011 Co-organization, 2011 IFI Summer School, University of Zurich. Ph.D. Summer School on Interaction, Visualization and Ubiquitous Computing.</li> <li>11/2009 Student volunteer, <i>Interactive Tabletops and Surfaces (ITS) 2009 conference</i>, Banff, Canada.</li> <li>09/2008 – 10/2008 Intern, <i>Universidade Estadual de Campinas</i>, São Paulo, Brazil. Evaluation of a remote robotics application and development of a proof-of-concept S communication application in Java, part of a project to bring telemedicine to Brazilian rural areas.</li> <li>Teaching</li> <li>09/2020 – 12/2020 Course instructor, <i>Designing Interactive Systems</i>, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2019 – 12/2019 Course instructor, <i>Designing Interactive Systems</i>, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2018 – 12/2019 Course instructor, <i>Designing Interactive Systems</i>, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2017 – 12/2017</li></ul>	02/2013	
<ul> <li>Zurich, Switzerland.</li> <li>07/2011 Co-organization, 2011 IFI Summer School, University of Zurich. Ph.D. Summer School on Interaction, Visualization and Ubiquitous Computing.</li> <li>11/2009 Student volunteer, Interactive Tabletops and Surfaces (ITS) 2009 conference, Banff, Canada.</li> <li>09/2008 - 10/2008 Intern, Universidade Estadual de Campinas, São Paulo, Brazil. Evaluation of a remote robotics application and development of a proof-of-concept S communication application in Java, part of a project to bring telemedicine to Brazilian rural areas.</li> <li>09/2020 - 12/2020 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2019 - 12/2019 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2018 - 12/2018 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2017 - 12/2017 Course instructor, People-Oriented Computing, University of Zurich. Introductory class for first semester BSc students at the University of Zurich. Necruiting and instructing teaching assistant; preparing lectures and exercise; giving of the 12 lectures; general supervision of administrative responsibilities for the class.</li> <li>02/2017 - 06/2017 Course instructor, HCI seminar, University of Zurich. Weekly discussions ab</li></ul>	06/2012 – 08/2012	Planning, development, and evaluation of a smartphone application for underprivileged users. Conducting field studies in New Delhi's urban areas with low-literacy, low- income participants to evaluate both the feature phone version and smartphone
<ul> <li>Ph. D. Summer School on Interaction, Visualization and Ubiquitous Computing.</li> <li>11/2009 Student volunteer, Interactive Tabletops and Surfaces (ITS) 2009 conference, Banff, Canada.</li> <li>09/2008 – 10/2008 Intern, Universidade Estadual de Campinas, São Paulo, Brazil.</li> <li>Evaluation of a remote robotics application and development of a proof-of-concept S communication application in Java, part of a project to bring telemedicine to Brazilian rural areas.</li> <li>09/2020 – 12/2020 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2019 – 12/2019 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2019 – 12/2019 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2018 – 12/2018 Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Planning cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCI topics.</li> <li>09/2017 – 12/2017 Course instructor, People-Oriented Computing, University of Zurich. Introductory class for first semester BSc students at the University of Zurich. Recruiting and instructing teaching assistant; preparing lectures and exercis</li></ul>	09/2011	<b>Student volunteer</b> , Landscape of User Experience in Switzerland (LUXS) 2011, Zurich, Switzerland.
<ul> <li>Banff, Canada.</li> <li>09/2008 – 10/2008</li> <li>Intern, Universidade Estadual de Campinas, São Paulo, Brazil. Evaluation of a remote robotics application and development of a proof-of-concept S communication application in Java, part of a project to bring telemedicine to Brazilian rural areas.</li> <li>Teaching</li> <li>09/2020 – 12/2020</li> <li>Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCl topics.</li> <li>09/2019 – 12/2019</li> <li>Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Revising cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCl topics.</li> <li>09/2018 – 12/2018</li> <li>Course instructor, Designing Interactive Systems, Aarhus University. Masters level course in advanced techniques for user-centered design. Raining cours syllabus, assignments, and exam, weekly lectures based on a "flipped classroom" concept, interactive design exercises rooted in current HCl topics.</li> <li>09/2018 – 12/2018</li> <li>Course instructor, People-Oriented Computing, University of Zurich. Introductory class for first semester BSc students at the University of Zurich. Introductory class for first semester BSc students at the University of Zurich. Neeching and instructing teaching assistants; preparing lectures and exercises; giving of the 12 lectures; general supervision of administrative responsibilities for the class.</li> <li>02/2017 – 06/2017</li> <li>Course instructor, HCl seminar, University of Zurich. Weekly discussions about seminal papers in HCl. Grading of students' response papers, guiding discussions.</li> <li>02/2016 – 06/2016</li> <li>Teaching assistant, Sustainable HC</li></ul>	07/2011	
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	Reviewing
	CHI 2024, ACM SIGCHI Conference on Human Factors in Computing Systems
	IEEE Pervasive Computing, Special issue on Pervasive Sustainability
	<b>CHI 2022</b> , ACM SIGCHI Conference on Human Factors in Computing Systems One Special Recognition award for exceptional review

**CHI 2021**, ACM SIGCHI Conference on Human Factors in Computing Systems One *Special Recognition* award for exceptional review

Zurich.

Zurich.

Zurich.

NordiCHI 2020, 11th Nordic Conference on Human-Computer Interaction

DIS 2020, Designing Interactive Systems 2020 conference

**CSCW 2020,** Conference on Computer-Supported Collaborative Work

**CHI 2020**, ACM SIGCHI Conference on Human Factors in Computing Systems Two Special Recognition awards for exceptional reviews

**TBIT**, Behaviour & Information Technology journal

IJHCS 2019, International Journal of Human-Computer Studies

**CSCW 2019,** Conference on Computer-Supported Collaborative Work

**CHI 2019**, ACM SIGCHI Conference on Human Factors in Computing Systems One Special Recognition award for exceptional review

i-com: Journal of Interactive Media

**ToCHI:** ACM Transactions on Computer Human Interaction

**DIS 2018**, Designing Interactive Systems 2018 conference One Special Recognition award for exceptional review

**CHI 2018**, ACM SIGCHI Conference on Human Factors in Computing Systems Three Special Recognition awards for exceptional reviews

Resources, Conservation & Recycling, Elsevier Journal

**IMWUT 2017**, Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies

INTERACT 2017, 16th IFIP TC.13 Conference on Human-Computer Interaction

LIMITS 2017, Third Workshop on Computing within Limits

**DIS 2017**, Designing Interactive Systems 2017 conference One Special Recognition award for exceptional review

**CHI 2017**, ACM SIGCHI Conference on Human Factors in Computing Systems Two Special Recognition awards for exceptional reviews

DIS 2016, Designing Interactive Systems 2016 conference

**CHI 2016**, ACM SIGCHI Conference on Human Factors in Computing Systems Two Special Recognition awards for exceptional reviews

IUI 2015, ACM Intelligent User Interfaces 2015 conference

C&C 2015, ACM Creativity & Cognition 2015 conference

INTERACT 2015, 15th IFIP TC13 Conference on Human-Computer Interaction

**CHI 2015**, ACM SIGCHI Conference on Human Factors in Computing Systems Two Special Recognition awards for exceptional reviews

IJHCS 2014, International Journal of Human-Computer Studies

ICT Innovations for Sustainability (book chapter review)

**CHI 2014**, ACM SIGCHI Conference on Human Factors in Computing Systems Two Special Recognition awards for exceptional reviews

INTERACT 2013, 14th IFIP TC13 Conference on Human-Computer Interaction

CHI 2013, ACM SIGCHI Conference on Human Factors in Computing Systems

ACE 2012, Advances in Computer Entertainment Conference

CHI 2012, ACM SIGCHI Conference on Human Factors in Computing Systems

MCIS 2011, The 6<sup>th</sup> Mediterranean Conference on Information Systems

#### **Project Highlights**

#### **Reducing End Use Energy Demand**

Investigating current energy demand with three external stakeholders (BEST, BT, and Tesco) to identify opportunities how energy demand data can be used to achieve reduction in future energy use, aiming towards a Net Zero goal.

#### **Creative Tools and Co-Create**

Exploring how interactive technology can enhance creative practices through digital technology. Study of existing creative practices, design, development, and evaluation of tools to support creative practices, with a particular focus on collaborative creative environments.

#### **Evaluation beyond Usability**

Tackling the "wicked problem" of evaluation in HCl that goes beyond assessing traditional metrics like usability heuristics. Organizing workshops and proposing avenues for potential solutions for the evaluation question, with example approaches in the fields of sustainability and creativity.

# Support for sustainable design that encourages longer use of technology products.

Create support for designers of technology products to provide them with assistance in the design of new products that encourage longer use and lead to a decrease of the rapid technology replacement cycle. Conducting qualitative research to understand existing practices surrounding the design of said products with the help of an established sustainable interaction design framework, developing and evaluating applications with product designers to incorporate said framework into design practice.

Voice content sharing among underprivileged users in Urban India.

Planning, development, and evaluation of a smartphone application for underprivileged users. Conducting field studies in New Delhi's urban areas with low-literacy, low-income participants to evaluate both the feature phone version and smartphone application version of a voice content sharing service.

#### Rendering physical effects in tabletop controls.

Simulation of physical properties such as weight, friction, spring resistance, and detents for passive tangibles using electromagnetic actuation on a tabletop. Development and conducting of experiments and user tests.

#### Tabletops patterns.

Development of 22 HCl design patterns for interactive surfaces. In collaboration with tabletop experts and practitioners, submitted to EuroPLop 2010 as full paper with shepherding by a design pattern and tabletop expert and evaluated in a Writers' Workshop.

#### Skills

Technical skills Languages Python, Javascript, Postgres, MySQL, InfluxDB, CSS, HTML, PHP, Excel, LaTeX German (native tongue), English (fluent)