

Tilman Dingler, Ph.D.

Curriculum Vitae

Lecturer
School of Computing and Information Systems
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ABOUT

Tilman Dingler is a Lecturer at the School of Computing and Information Systems at the University of Melbourne. He holds a Ph.D. in Computer Science from the University of Stuttgart, a Master of Science Degree from the University of San Francisco, a Diploma from the Ludwig-Maximilians-University of Munich, and an Honors Degree from the Center of Digital Technology and Management at the University of Munich. Before coming to Melbourne, Tilman was a Project Assistant Professor at Osaka Prefecture University in Japan and spent time as a visiting post-doc at the MIT Media Lab. In between his academic career, Tilman worked in Industry as an engineer at Yahoo! Inc. and TinyCo. His research focuses on ubiquitous computing, interaction design, and building cognition-aware technologies that help people process information more effectively, critically reflect, and support decision making.

EDUCATION

Dr. rer. nat. (Ph.D. in Computer Science), University of Stuttgart, Germany • 2012 - 2016
Official concentration in Computer Science. Advisor: Albrecht Schmidt.
Thesis: Cognition-aware Systems to Support Information Intake and Learning.
Committee: Jonas Kuhn, Albrecht Schmidt, Marc Langheinrich, Daniel Weiskopf, Steve Whittaker.

M.Sc. Web Science, University of San Francisco, U.S.A. • 2010 - 2011
Fulbright Scholar.

Honors Degree in Technology Management, University of Munich, Germany • 2007 - 2009
Center for Digital Technology and Management (CDTM).

Diploma Media Computer Science, University of Munich, Germany • 2004 - 2010
Official concentration in Human-Computer Interaction. Advisor: Andreas Butz.
Thesis: AudioFeeds - A Mobile Auditory Application for Monitoring Online Activities.

RESEARCH POSITIONS

Lecturer, The University of Melbourne, Australia • since 03/2020
Continuing faculty position at the School of Computing and Information Systems.

Research Fellow and Associate Lecturer, The University of Melbourne, Australia • since 05/2018
Post-doctoral researcher at the Interaction Design Lab. Manager: Vassilis Kostakos.

Visiting Researcher, MIT Media Lab, U.S.A. • 01/2018 - 03/2018
Research on cognitive interventions via thermo-feedback as well as active learning environments in VR at the Fluid Interaction Group. Collaborator: Pattie Maes.

Project Assistant Professor, Osaka Prefecture University, Japan • 04/2017 - 12/2017

- Department of Computer Science and Intelligent Systems at Osaka Prefecture University
- Researcher at Keio University, Graduate School for Media Design (KMD)

Visiting Researcher, University of Cape Town, South Africa • 02/2017 - 04/2017
Department of Computer Science. Project: Mobile learning support in ICT4D. Collaborator: Melissa Densmore.

Research Assistant, University of San Francisco, U.S.A. • 03/2011 - 05/2011
Department of Computer Science. Project: Malicious JavaScript detection. Advisor: Eunjin Jung.

Research Assistant, University of Glasgow, U.K. • 10/2009 - 08/2010

Department of Computing Science. Project: 3D sound environments and haptic feedback on mobile devices.

Advisors: Stephen Brewster, Roderick Murray-Smith.

Visiting Researcher, University of California Berkeley, U.S.A. • 08/2008 - 01/2009

School of Information. Project: Collaborative User Interface Design. Advisors: Yale Braunstein, Patrick Nepper.

Visiting Researcher, Georgia Institute of Technology, U.S.A. • 08/2007 - 11/2007

Department for Psychology. Project: System for wearable audio navigation. Advisor: Bruce Walker.

INDUSTRY POSITIONS

Research Scientist Intern, Telefónica R&D, Barcelona, Spain • 04/2014 - 08/2014

Project: Building prediction models to detect users' attentional states. Collaborators: Martin Pielot, Nuria Oliver.

Software Development Engineer, TinyCo Inc., San Francisco, U.S.A. • 06/2012 - 11/2012

Mobile gaming company. Role: Back-End Engineer.

Software Development Engineer, Yahoo! Inc., Sunnyvale, U.S.A. • 01/2012 - 06/2012

Media and technology company. Role: Front-End Engineer.

Software Engineer Intern, Yahoo! Inc., Sunnyvale, U.S.A. • 06/2011 - 12/2011

Media and technology company. Role: Front-End Engineering Intern.

PUBLICATIONS

Refereed Conference Papers (Full)

- [c32] Brandon Victor Syiem, Eduardo Velloso, Ryan M. Kelly, Jorge Goncalves, and Tilman Dingler. **Impact of Task on Attentional Tunneling in Handheld Augmented Reality**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI'21). ACM, Yokohama, Japan.
- [c31] Ebrahim Babaei, Benjamin Tag, Tilman Dingler, Eduardo Velloso. **A Critique of Electrodermal Activity Practices at CHI**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI'21). ACM, Yokohama, Japan.
- [c30] Difeng Yu, Xueshi Lu, Rongkai Shi, Hai-Ning Liang, Tilman Dingler, Eduardo Velloso, and Jorge Goncalves. **Gaze-Supported 3D Object Manipulation in Virtual Reality**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI'21). ACM, Yokohama, Japan.
- [c29] Tilman Dingler, Siran Li, Niels van Berkel, and Vassilis Kostakos. **Page-Turning Techniques for Reading Interfaces in Virtual Environments**, in Proceedings of the 32nd Australian Conference on Human-Computer-Interaction (OzCHI'20).
- [c28] Brandon Victor Syiem, Ryan M Kelly, Eduardo Velloso, Jorge Goncalves, Tilman Dingler. **Enhancing Visitor Experience or Hindering Docent Roles: Attentional Issues in Augmented Reality Supported Installations**. In Proceedings of the 2020 IEEE International Symposium on Mixed and Augmented Reality (ISMAR), pp. 279-288. IEEE, 2020.
- [c27] Tilman Dingler, Ken Singer, Niels Henze, and Tonja-Katrin Machulla. **Extracting Daytime-Dependent Alertness Patterns from Mobile Game Data**. In 22nd International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI'20), pp. 1-6. 2020.
- [c26] Difeng Yu, Qiushi Zhou, Joshua Newn, Tilman Dingler, Eduardo Velloso, and Jorge Goncalves. **Fully-Occluded Target Selection in Virtual Reality**. IEEE Transactions on Visualization and Computer Graphics (2020).
- [c25] Difeng Yu, Qiushi Zhou, Benjamin Tag, Tilman Dingler, Eduardo Velloso, and Jorge Goncalves. **Engaging Participants during Selection Studies in Virtual Reality**. In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), pp. 500-509. IEEE, 2020.
- [c24] Chunxue Wei, Difeng Yu, and Tilman Dingler. **Reading on 3D Surfaces in Virtual Environments**. In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), pp. 721-728. IEEE, 2020.
- [c23] Ebrahim Babaei, Namrata Srivastava, Joshua Newn, Qiushi Zhou, Tilman Dingler, and Eduardo Velloso. **Faces of Focus: An Attentional States Study using Facial Cues**. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI'20). ACM, Hawai'i, USA.

- [c22] Danula Hettiachchi, Zhanna Sarsenbayeva, Fraser Allison, Niels van Berkel, Tilman Dingler, Gabriele Marini, Vassilis Kostakos, and Jorge Goncalves. **“Hi! I am the Crowd Tasker” Crowdsourcing through Digital Voice Assistants**. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI’20). ACM, Hawai’i, USA.
- [c21] Zhanna Sarsenbayeva, Gabriele Marini, Niels van Berkel, Chu Luo, Weiwei Jiang, Kangning Yang, Greg Wadley, Tilman Dingler, Vassilis Kostakos, and Jorge Goncalves. **Does Smartphone Use Drive our Emotions or vice versa? A Causal Analysis**. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI’20). ACM, Hawai’i, USA.
- [c20] Benjamin Tag, Andrew W. Vargo, Aman Gupta, George Chernyshov, Kai Kunze and Tilman Dingler. **Continuous Alertness Assessments: Using EOG Glasses to Unobtrusively Monitor Fatigue Levels In-The-Wild**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI '19). ACM, Glasgow, GB.
- [c19] Niels van Berkel, Jorge Goncalves, Peter Koval, Simo Hosio, Tilman Dingler, Denzil Ferreira and Vassilis Kostakos. **Context-Informed Scheduling and Analysis: Improving Accuracy of Mobile Self-Reports**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI '19). ACM, Glasgow, GB.
- [c18] Tilman Dingler, Benjamin Tag, Sabrina Lehrer and Albrecht Schmidt. **Reading Scheduler: Proactive Recommendations to Help Users Cope with Their Daily Reading Volume**, in Proceedings of the 17th International Conference on Mobile and Ubiquitous Multimedia, (MUM '18). ACM, Cairo, Egypt.
- [c17] Rufat Rzayev, Tilman Dingler and Niels Henze. **ReflectiveDiary: Fostering Human Memory through Activity Summaries Created from Implicit Data Collection**, in Proceedings of the 17th International Conference on Mobile and Ubiquitous Multimedia, (MUM '18). ACM, Cairo, Egypt.
- [c16] Tilman Dingler, Rufat Rzayev, Alireza Sahami Shirazi, and Niels Henze. **Designing Consistent Gestures Across Device Types: Eliciting RSVP Controls for Phone, Watch, and Glasses**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI '18). ACM, Montreal, Canada.
- [c15] Rufat Rzayev, Paweł Woźniak, Tilman Dingler, and Niels Henze. **Reading on HMDs: The Effect of Text Position, Presentation Type and Walking**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI '18). ACM, Montreal, Canada.
- [c14] Tilman Dingler, Dagmar Kern, Katrin Anberbauer, and Albrecht Schmidt. **Text Priming - Effects of Text Visualizations on Readers Prior to Reading**, in Human-Computer Interaction - INTERACT 2017, Springer, Mumbai, India.
- [c13] Tilman Dingler, Dominik Weber, Martin Pielot, Jennifer Cooper, Chung-Cheng Chang, and Niels Henze. **Language Learning On-The-Go: Opportune Moments and Design of Mobile Microlearning Sessions**, in Proceedings of the 19th International Conference on Human-Computer Interaction with Mobile Devices and Services, (MobileHCI '17). ACM, Vienna, Austria.
- [c12] Johannes Knittel, and Tilman Dingler. **Mining Subtitles for Real-Time Content Generation for Second-Screen Applications**, in Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video, (TVX '16). ACM, 93–103, Chicago, Illinois, USA.
- [c11] Tilman Dingler, Corinna Giebler, Ulf Kunze, Tim Wuertele, Niels Henze, and Albrecht Schmidt. **Memory Displays: Investigating the Effects of Learning in the Periphery**, in Proceedings of the 5th ACM International Symposium on Pervasive Displays, (PerDis '16). ACM, 118–123, Oulu, Finland.
- [c10] Huy V. Le, Sarah Clinch, Corina Sas, Tilman Dingler, Niels Henze, and Nigel Davies. **Impact of Video Summary Viewing on Episodic Memory Recall - Design Guidelines for Video Summarizations**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI '16). ACM, San Jose, California, USA.
- [c9]  Katrin Wolf, Yomna Abdelrahman, David Schmid, Tilman Dingler, and Albrecht Schmidt. **Effects of Camera Position and Media Type on Lifelogging Images**, in Proceedings of the 14th International Conference on Mobile and Ubiquitous Multimedia, (MUM '15). ACM, 234–244, Linz, Austria. **Best Paper Award**.
- [c8] Tilman Dingler, Tobias Bagg, Yves Grau, Niels Henze, and Albrecht Schmidt. **uCanvas: A Web Framework for Spontaneous Smartphone Interaction with Ubiquitous Displays**, in Human-Computer Interaction - INTERACT 2015 Springer, 402–409.
- [c7]  Martin Pielot, Tilman Dingler, Jose San Pedro, and Nuria Oliver. **When Attention is not Scarce - Detecting Boredom from Mobile Phone Usage**, in Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (UbiComp '15). ACM, Osaka, Japan. **Best Paper Award**.
- [c6] Tilman Dingler, Markus Funk, and Florian Alt. **Interaction Proxemics: Combining Physical Spaces for Seamless Gesture Interaction**, in Proceedings of the 4th International Symposium on Pervasive Displays, (PerDis '15). ACM, 107–114, Saarbruecken, Germany.

- [c5] Tilman Dingler, Alireza Sahami Shirazi, Kai Kunze, and Albrecht Schmidt. **Assessment of Stimuli for Supporting Speed Reading on Electronic Devices**, in Proceedings of the 6th Augmented Human International Conference, (AH '15). ACM, 117–124, Singapore, Singapore.
- [c4] Alireza Sahami Shirazi, Niels Henze, Tilman Dingler, Martin Pielot, Dominik Weber, and Albrecht Schmidt. **Large-scale Assessment of Mobile Notifications**, in Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI '14). ACM, 3055–3064, Toronto, Ontario, Canada.
- [c3] Lars Lischke, Tilman Dingler, Stefan Schneegass, Albrecht Schmidt, Merel Vaart, and Pawel Wozniak. **Parallel Exhibits: Combining Physical and Virtual Exhibits**, in **NODEM 2014** Conference& Expo Engaging Spaces.
- [c2] Alireza Sahami Shirazi, Niels Henze, Tilman Dingler, Kai Kunze, and Albrecht Schmidt. **Upright or sideways?: Analysis of smartphone postures in the wild**, in Proceedings of the 15th international conference on Human-computer interaction with mobile devices and services (**MobileHCI '13**), 362–371.
- [c1] Tilman Dingler, Jeffrey Lindsay, and Bruce N Walker. **Learnability of sound cues for environmental features: Auditory icons, earcons, spearcons, and speech**, in Proceedings of the 14th International Conference on Auditory Display (**ICAD '08**), Paris, France.

Refereed Conference Papers (Notes)

- [n6] Tilman Dingler, Rufat Rzayev, Valentin Schwind, and Niels Henze. **RSVP on the Go: Implicit Reading Support on Smart Watches Through Eye Tracking**, in Proceedings of the 2016 ACM International Symposium on Wearable Computers, (**ISWC '16**). ACM, 116–119, Heidelberg, Germany.
- [n5] Tilman Dingler, Passant El Agroudy, Gerd Matheis, and Albrecht Schmidt. **Reading-based Screenshot Summaries for Supporting Awareness of Desktop Activities**, in Proceedings of the 7th Augmented Human International Conference 2016, (AH '16). ACM, 27:1–27:5, Geneva, Switzerland.
- [n4] Tilman Dingler, and Martin Pielot. **I'll Be There for You: Quantifying Attentiveness Towards Mobile Messaging**, in Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services, (**MobileHCI '15**). ACM, 1–5, Copenhagen, Denmark.
- [n3] Thomas Kubitz, Norman Pohl, Tilman Dingler, and Albrecht Schmidt. **WebClip: a connector for ubiquitous physical input and output for touch screen devices**, in Proceedings of the 2013 ACM international joint conference on Pervasive and ubiquitous computing (**Ubicomp '13**), 387–390.
- [n2] Stefan Schneegass, Bastian Pfleging, Tilman Dingler, and Albrecht Schmidt. **Interaction Spaces: Interactive Spatial Areas to Control Smart Environments**, in Mensch & Computer 2013, 333–336, Bremen, Germany.
- [n1] Tilman Dingler, and Stephen Brewster. **AudioFeeds: a mobile auditory application for monitoring online activities**, in Proceedings of the international conference on Multimedia (**ACM Multimedia '10**), 1067–1070.

Refereed Conference Papers (with Posters or Demos)

- [p16] Namrata Srivastava, Rajiv Jain, Jennifer Healey, Zoya Bylinskii, Tilman Dingler. **Mitigating the Effects of Reading Interruptions by Providing Reviews and Previews**, Proceedings of the 2021 CHI Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '21**). ACM, Yokohama, Japan.
- [p15] Jing Wei, Tilman Dingler, Vassilis Kostakos. **Developing the Proactive Speaker Prototype Based on Google Home**, Proceedings of the 2021 CHI Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '21**). ACM, Yokohama, Japan.
- [p14] Difeng Yu, Weiwei Jiang, Chaofan Wang, Tilman Dingler, Eduardo Velloso, Jorge Goncalves. **ShadowDancXR: Body Gesture Digitization for Low-cost Extended Reality (XR) Headsets**. In Companion Proceedings of the 2020 Conference on Interactive Surfaces and Spaces (pp. 79-80).
- [p13] Lee, Hao-Ping, Tilman Dingler, Chih-Heng Lin, Kuan-Yin Chen, Yu-Lin Chung, Chia-Yu Chen, and Yung-Ju Chang. **Predicting Smartphone Users' General Responsiveness to IM Contacts Based on IM Behavior**. In Proceedings of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services (**MobileHCI'19**), p. 40. ACM, Taipei, Taiwan, 2019.
- [p12] Zhou, Qiushi, Joshua Newn, Namrata Srivastava, Tilman Dingler, Jorge Goncalves, and Eduardo Velloso. **Cognitive Aid: Task Assistance Based On Mental Workload Estimation**, Proceedings of the 2019 CHI Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '19**). ACM, Glasgow, UK.
- [p11] Kern, Dagmar, Daniel Hienert, Katrin Angerbauer, Tilman Dingler, and Pia Borlund. **Lessons Learned from Users Reading Highlighted Abstracts in a Digital Library**, in Proceedings of the 2019 Conference on Human Information Interaction and Retrieval. ACM, Glasgow, UK.

- [p10] Tilman Dingler, Kai Kunze, and Benjamin Outram. **VR Reading UIs: Assessing Text Parameters for Reading in VR**, in Proceedings of the 2018 CHI Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '18**). ACM, Montréal, Canada.
- [p9] Takashi Goto, Benjamin Tag, Kai Kunze, and Tilman Dingler. **Towards Enhancing Emotional Responses to Media using Auto-Calibrating Electric Muscle Stimulation (EMS)**, in Proceedings of the 9th Augmented Human International Conference, (**AH '18**). ACM, Seoul, South Korea.
- [p8] Miriam Greis, Tilman Dingler, Albrecht Schmidt, and Chris Schmandt. **Leveraging user-made predictions to help understand personal behavior patterns**, in Proceedings of the 19th International Conference on Human-Computer Interaction with Mobile Devices and Services (**MobileHCI '17**). ACM, New York, NY, USA.
- [p7] Mai Elkomy, Yomna Abdelrahman, Markus Funk, Tilman Dingler, Albrecht Schmidt, and Slim Abdennadher. **ABBAS: An Adaptive Bio-sensors Based Assistive System**, in Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '17**). ACM, 2543–2550, Denver, Colorado, USA.
- [p6] Susana Sanchez, Tilman Dingler, Heng Gu, and Kai Kunze. **Embodied Reading: A Multisensory Experience**, in Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '16**). ACM, 1459–1466, Santa Clara, California, USA.
- [p5] Dominik Weber, Alexandra Voit, Tilman Dingler, Manuela Kallert, and Niels Henze. **Assessment of an Unobtrusive Persuasive System for Behavior Change in Home Environments**, in Proceedings of the 5th ACM International Symposium on Pervasive Displays, (**PerDis '16**). ACM, 245–246, Oulu, Finland.
- [p4] Katrin Wolf, Stefan Schneegass, Niels Henze, Dominik Weber, Valentin Schwind, Pascal Knierim, Sven Mayer, Tilman Dingler, Yomna Abdelrahman, Thomas Kubitz, Markus Funk, Anja Mebus, and Albrecht Schmidt. **TUIs in the Large: Using Paper Tangibles with Mobile Devices**, in Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '15**). ACM, 1579–1584, Seoul, Republic of Korea.
- [p3] Katrin Angerbauer, Tilman Dingler, Dagmar Kern, and Albrecht Schmidt. **Utilizing the Effects of Priming to Facilitate Text Comprehension**, in Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems, (**CHI EA '15**). ACM, 1043–1048, Seoul, Republic of Korea.
- [p2] Tilman Dingler, and Albrecht Schmidt. **A Real-Time Bidding Platform for Public Displays**, in Proceedings of the 4th International Symposium on Pervasive Displays, (**PerDis '15**). ACM, 245–246, Saarbrücken, Germany.
- [p1] Kai Kunze, Susana Sanchez, Tilman Dingler, Olivier Augereau, Koichi Kise, Masahiko Inami, and Terada Tsutomu. **The Augmented Narrative: Toward Estimating Reader Engagement**, in Proceedings of the 6th Augmented Human International Conference, (**AH '15**). ACM, 163–164, Singapore, Singapore.

Journal and Magazine Articles

- [j13] Tag, Benjamin, Tilman Dingler, Andrew W. Vargo, and Vassilis Kostakos. **Inferring Circadian Rhythms of Cognitive Performance in Everyday Life**. *IEEE Pervasive Computing* 19, no. 3 (2020): 14–23.
- [j12] Yang, Kangning, Chaofan Wang, Zhanna Sarsenbayeva, Benjamin Tag, Tilman Dingler, Greg Wadley, and Jorge Goncalves. **Benchmarking commercial emotion detection systems using realistic distortions of facial image datasets**. *The Visual Computer* (2020): 1–20.
- [j11] Brishtel, Iuliia, Anam Ahmad Khan, Thomas Schmidt, Tilman Dingler, Shoya Ishimaru, and Andreas Dengel. **Mind Wandering in a Multimodal Reading Setting: Behavior Analysis & Automatic Detection Using Eye-Tracking and an EDA Sensor**. *Sensors* 20, no. 9 (2020): 2546.
- [j10] Wang, Chaofan, Zhanna Sarsenbayeva, Xiuge Chen, Tilman Dingler, Jorge Goncalves, and Vassilis Kostakos. **Accurate Measurement of Handwash Quality Using Sensor Armbands: Instrument Validation Study**. *JMIR mHealth and uHealth* 8, no. 3 (2020): e17001.
- [j9] Weiwei Jiang, Gabriele Marini, Niels van Berkel, Zhanna Sarsenbayeva, Zheyu Tan, Chu Luo, Xin He, Tilman Dingler, Jorge Goncalves, Yoshihiro Kawahara, and Vassilis Kostakos. **Probing Sucrose Contents in Everyday Drinks Using Miniaturized Near-Infrared Spectroscopy Scanners**, in Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**IMWUT'19**). ACM, London. GB.
- [j8] Zhanna Sarsenbayeva, Niels van Berkel, Danula Hettiachchi, Weiwei Jang, Tilman Dingler, Eduardo Velloso, Vassilis Kostakos, Jorge Goncalves. **Measuring the Effects of Stress on Mobile Interaction**, in Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**IMWUT '19**). ACM, London, GB.
- [j7] Pai, Yun Suen, Tilman Dingler, and Kai Kunze. **Assessing hands-free interactions for VR using eye gaze and electromyography**. *Virtual Reality* (2018): 1–13.

- [j6] Tilman Dingler, Albrecht Schmidt, and Tonja Machulla. **Building Cognition-Aware Systems: A Mobile Toolkit for Extracting Time-of-Day Fluctuations of Cognitive Performance**, in Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**IMWUT '17**). ACM, Maui, USA.
- [j5] Yomna Abdelrahman, Eduardo Velloso, Tilman Dingler, Albrecht Schmidt, and Frank Vetere. **Cognitive Heat: Exploring the Usage of Thermal Imaging to Unobtrusively Estimate Cognitive Load**, in Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**IMWUT '17**). ACM, Maui, USA.
- [j4] Tilman Dingler, Philipp Wahju, Pascal Knierim, and Albrecht Schmidt. **Memory Support through In-Home Display Deployment**. IT Professional 18, no. 6 (2016): 42-49.
- [j3] Tilman Dingler, Passant El Agroudy, Huy Viet Le, A. Schmidt, Evan Niforatos, Aagon Bexheti, and Marc Langheinrich. **Multimedia Memory Cues for Augmenting Human Memory**, *IEEE MultiMedia* 23, no. 2 (2016): 4-11.
- [j2] Thomas Kubitzka, Norman Pohl, Tilman Dingler, Stefan Schneegass, Christian Weichel, and Albrecht Schmidt. **Ingredients for a new wave of ubicomp products**, *IEEE Pervasive Computing* 12, no. 3 (2013): 5-8.
- [j1] Bruce N Walker, Jeffrey Lindsay, Amanda Nance, Yoko Nakano, Dianne K Palladino, Tilman Dingler, and Myoungsoon Jeon. **Spearcons (speech-based earcons) improve navigation performance in advanced auditory menus**, *Human Factors: The Journal of the Human Factors and Ergonomics Society*, SAGE Publications, 55, 1.

Workshops

- [w10] Tilman Dingler, Benjamin Tag, Koichi Kise, Andreas Dengel, Laurence Devillers. **Technologies to Support Critical Thinking in an Age of Misinformation**. Dagstuhl Seminar. April, 2022. Dagstuhl, Germany.
- [w9] Tilman Dingler, Benjamin Tag, Philipp Lorenz-Spreen, Andrew W. Vargo, Simon Knight, and Stephan Lewandowsky. **Technologies to Support Critical Thinking in an Age of Misinformation**. In Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI'21). ACM, Yokohama, Japan.
- [w8] Tilman Dingler, Benjamin Tag, Evangelos Karapanos, Koichi Kise, and Andreas Dengel. **Workshop on Detection and Design for Cognitive Biases in People and Computing Systems**. In Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI'20). ACM, Hawaii, USA.
- [w7] Eduardo Velloso, Tilman Dingler, Frank Vetere, Sam Horman, Harriet McDougall, and Kasia Mierzejewska. **Challenges of Emerging Technologies for Human-Centred Design: Bridging the Gap between Inquiry and Invention**, in Adjunct Proceedings of the 30th Australian Conference on Human-Computer Interaction, (**OzCHI '18**). Melbourne, Australia.
- [w6] Sarah Clinch, Tilman Dingler, Kai Kunze, Passant ElAgroudy, and Tsutomu Terada. **WAHM 2017: 4th Workshop on Ubiquitous Technologies for Augmenting the Human Mind - Sharing Experiences**, in Adjunct Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '16**). ACM, Vienna, Austria.
- [w5] Tilman Dingler, Kai Kunze, Evangelos Niforatos, Cathal Gurrin, Ioannis Giannopolos, Andreas Dengel, and Koichi Kise. **WAHM 2016: 3rd Workshop on Ubiquitous Technologies for Augmenting the Human Mind**, in Adjunct Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '16**). ACM, 1010-1013, Heidelberg, Germany.
- [w4] Kai Kunze, Tilman Dingler, Niels Henze, Koichi Kise, and Yoichi Sato. **2Nd Workshop on Ubiquitous Technologies to Augment the Human Mind: Towards the Knowledge Log**, in Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '15**). ACM, 1213-1216, Osaka, Japan.
- [w3] Tilman Dingler, Agon Bexheti, Evangelos Niforatos, and Florian Alt. **Workshop on Mobile Cognition: Using Mobile Devices to Enhance Human Cognition**, in Adjunct Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services, (**MobileHCI '15**). ACM, 970-973, Copenhagen, Denmark.
- [w2] Tilman Dingler, Albrecht Schmidt, Kai Kunze, Marc Langheinrich, Nigel Davies, and Niels Henze. **WAHM 2014: workshop on ubiquitous technologies for augmenting the human mind**, in Adjunct Proceedings of the 2014 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '14**), 1339-1345.
- [w1] Thomas Kubitzka, Albrecht Schmidt, Norman Pohl, Daniela Petrelli, Tilman Dingler, and Nick Dulake. **Tools and methods for creating interactive artifacts**, In Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction (**TEI '14**), 385-388.

Workshop Papers

- [a7] Weiwei Jiang, Gabriele Marini, Niels van Berkel, Zhanna Sarsenbayeva, Chu Luo, Xin He, Tilman Dingler, Yoshihiro and Kawahara, Vassilis Kostakos. **A Mobile Scanner for Probing Liquid Samples in Everyday Settings**, in Adjunct Proceedings of the 2018 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '18**). ACM, New York, NY, USA.
- [a6] Tilman Dingler, Ashris Choudhury, and Vassilis Kostakos. **Biased Bots: Conversational Agents to Overcome Polarization**, in Adjunct Proceedings of the 2018 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '18**). ACM, New York, NY, USA.
- [a5] Tilman Dingler, Takashi Goto, Benjamin Tag, and Kai Kunze. **EMS icons: conveying information by analogy to enhance communication through electrical muscle stimulation**, in Adjunct Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '17**). ACM, New York, NY, USA.
- [a4] Tilman Dingler. **Cognition-aware Systems As Mobile Personal Assistants**, in Adjunct Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '16**). ACM, 1035–1040, Heidelberg, Germany.
- [a3] Markus Funk, Tilman Dingler, Jennifer Cooper, and Albrecht Schmidt. **Stop Helping Me - I'm Bored!: Why Assembly Assistance Needs to Be Adaptive**, in Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing, (**UbiComp '15**). ACM, 1269–1273, Osaka, Japan.
- [a2] Tilman Dingler, and Niels Henze. **That's the Dog from my Wedding -- Algorithms for Memory Shaping**, in Proceedings of the CHI Workshop on Designing Technology for Major Life Events (**CHI '14**), 2014.
- [a1] Tilman Dingler, Alireza Sahami Shirazi, and Niels Henze. **There is More to Wellbeing than Health Data -- Holistic Lifelogging through Memory Capture**, in Proceedings of the CHI Workshop on Beyond Quantified Self: Data for Wellbeing (**CHI '14**), 2014.

Books and Chapters

- [b4] Tilman Dingler, and Evangelos Niforatos. **Technology-Augmented Perception and Cognition**, Human–Computer Interaction Series book series (HCIS). 2021.
- [b3] Tilman Dingler, Evangelos Niforatos, Albrecht Schmidt. **From Toolmakers to Cyborgs**. In Technology-Augmented Perception and Cognition (pp. 1-7). Springer, Cham.
- [b2] Tilman Dingler, Passant El Agroudy, Rufat Rzayev, Lars Lischke, Tonja Machulla, and Albrecht Schmidt. **Memory Augmentation Through Lifelogging: Opportunities and Challenges**. In Technology-Augmented Perception and Cognition (2021): 47-69. Springer, Cham.
- [b1] Tilman Dingler, and Albrecht Schmidt. **Peripheral Displays to Support Human Cognition**, In Peripheral Interaction. Springer International Publishing, 167–181.

Patents

- [i3] Martin Pielot, Nuria Olivier Ramirez, Tilman Dingler. **Method, Apparatus and System for Monitoring Attention Level of a User of a Communications Device**, US Patent App. 15/142,349, 2017.
- [i2] John Eugene Neystadt, Martin Pielot, Tilman Dingler, and Yan Grunenberger. **A computer-implemented method for protecting classified content on a computing device and computer programs thereof**, Google Patents, 2016.
- [i1] Gregoire Lefebvre, Andrew Crossan, Tilman Dingler, Murray-Smith Roderick, and Zijp-Rouzier Sophie. **Creation Simpliffee D'un Signal Sonore Ou Vibratoire**, FR Patent FR2,971,866, 2012.

Selected Popular Press

- [m10] Digital Trends. “**Thermal imaging can reveal just how hard your brain is working**”, September 21, 2017
- [m9] Basicthinking. “**Medienschungel: Borapp – die App gegen Langeweile?**”, October 28, 2015
- [m8] Mashable. “**How your smartphone can tell if you're bored**”, September 3, 2015.
- [m7] MIT Technology Review. “**Your smartphone can tell if you're bored**”, September 2, 2015.
- [m6] Siliconrepublic. “**Boredom-detecting smartphones not far away**”, September 2, 2015
- [m5] derStandard.at. “**Lesen geht nicht mehr weg**”, Januar 25, 2015.
- [m4] Der Spiegel. “**Die Zukunft des Lesens**”, 50/2014.
- [m3] Bild der Wissenschaft. “**Lesen unter Beobachtung**”, September 16, 2014.
- [m2] Stuttgarter Zeitung. “**Auf dem Kindle liest es sich schneller**”, Dezember 19, 2013.
- [m1] Spektrum.de. “**Bits und Bytes statt Buchregal**”, October 22, 2013

GRANTS & FUNDING

Melbourne-Berlin University Alliance • 2021

Principal Investigator. AUD 53,000 of joint funding from the University of Melbourne and the Berlin University Alliance to set up an international graduate program around digital technologies to measure and support sustainable health behaviour change.

NHMRC Ideas Grant • 2021-2025

Principal Investigator. AUD 1,239,220 to co-produce an intelligent smart home ecosystem (Smart Heart) to support the co-management for people with heart failure. Project title: “Harnessing information technology to improve self-management behaviours and health outcome in people with heart failure: A smarthome ecosystem Living Lab Study”.

ADOBE Documents Intelligence Lab • 2020

Research gift donation (USD, 10,000) from ADOBE for joint work on the detection of different reading activities and investigation of novel reading interfaces.

MSE Platform Interdisciplinary Grant • 2020

Internal, interdisciplinary Grant (AUD 30,000) designed to bring new approaches, knowledge and methods from new disciplines into the sector-facing platforms. Project title: “Detecting Cognitive Biases with Biophysical Sensors to Battle Misinformation”.

Japan Science and Technology Agency (JST) CREST • 2019

International Cooperation Fund. ¥ 2Mio (~USD 18,000) for mutual visits and collaboration with Osaka Prefecture University on behaviour change and harmonious collaboration by experiential supplements.

Ministry of Science and Technology (MOST), Taiwan • 2019

International Cooperation Fund. TWD 120,000 (~USD 4,000) for student exchange and work with National Chiao Tung University on prioritising and detecting opportune moments for delivering mobile notifications.

UniMelb Automotive Engineering Graduate Program (AEGP): From Future Fuels to the Future of Transport • 2019

Co-Investigator. AUD 644,000 (~USD 445,000) to set up a graduate program in the specialist automotive research areas of novel thermal propulsion and future fuels, advanced hybrid and electric drive trains, connected autonomous vehicles, policy and decision making, and functional material design.

DAAD (German Academic Exchange Service) • 2019

Principal Investigator. AUD 24,800 (~USD 17,000) for the project “Adaptive Learning Interfaces” in the context of the Australia-Germany Joint Research Cooperation Scheme between University of Melbourne, the German Research Center for Artificial Intelligence (DFKI), and the Technische Universität Kaiserslautern.

Early Career Researcher Grant (ECR) Scheme of The University of Melbourne • 2019

Principal Investigator. AUD 38,000 (~USD 26,000) for the project “Critical media - Building Technologies for Media Literacy and Depolarisation”.

AWARDS

Wolfgang Heilmann Award for Education for the E-Society • 2016

1st place for the project proposal: Knowledge Transfer through Microlearning.

Best Paper Award, International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp) • 2015

Authors: Martin Pielot, Tilman Dingler, Jose San Pedro, and Nuria Oliver. Paper: When Attention is not Scarce - Detecting Boredom from Mobile Phone Usage.

Best Paper Award, International Conference on Mobile and Ubiquitous Multimedia (MUM) • 2015

Authors: Katrin Wolf, Yomna Abdelrahman, David Schmid, Tilman Dingler, and Albrecht Schmidt. Paper: Effects of Camera Position and Media Type on Lifelogging Images.

Fulbright Scholarship • 2010 - 2011

American scholarship program for international educational exchanges. M.Sc. at University of San Francisco, U.S.A.

Wolfgang Heilmann Award for Humane Usage of Information Technology • 2007

2nd place for the project proposal: YouShop, a Personalized Retail Concept.

High School Graduation Award: Pierre de Coubertin Medal • 2004

Outstanding achievements in sportsmanship, fairness, and social commitment in the community.

PROFESSIONAL ACTIVITIES

Conference Committees

Virtual Program Chair, Australasian Computer-Human Interaction Conference (OZCHI): 2020.

CHI Down Under (virtual sub-event of CHI'2020): 2020.

Late Breaking Results Co-chair for MobileHCI: 2020.

Student Volunteers Chair, Australasian Computer-Human Interaction Conference (OZCHI): 2018.

Workshop and Tutorial Chair, International Conference on Mobile and Ubiquitous Multimedia (MUM): 2018.

Language Inclusion Chair, Conference on Human Factors in Computing Systems (CHI): 2016.

Program Committees

Associate Chair, Conference on Human Factors in Computing Systems (CHI): since 2018.

Associate Editor, Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT): since 2017.

Senior Member, International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth): 2019.

Member, International Conference on Intelligent User Interfaces (IUI): 2019.

International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI): since 2018.

Australian Computer-Human Interaction Conference (OzCHI): since 2018.

International Symposium on Pervasive Displays (PerDis): 2018, 2020.

International Conference on Mobile and Ubiquitous Multimedia (MUM): 2017-2019.

Mensch und Computer (MuC) : since 2017.

Late-Breaking Work committee, Conference on Human Factors in Computing Systems (CHI): 2016.

Peer-Reviewer

MDPI Applied Sciences: 2020.
IEEE Transactions on Visualization and Computer Graphics: 2019.
International Conference on Human-Computer Interaction (INTERACT): 2019, 2021.
IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR): since 2019.
ACM International Conference on Intelligent User Interfaces (IUI): 2019.
ACM Transactions on Computer-Human Interaction (TOCHI): 2018, 2020.
International Journal of Human-Computer Interaction (IJHCI): since 2018.
Conference on Human Factors in Computing Systems (CHI): since 2013 (Excellent Reviewer Recognition, 2017).
Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT): since 2017.
Symposium on User Interface Software and Technology (UIST): 2018, 2020.
International Conference on Multimodal Interaction (ICMI): 2017, 2018, 2020.
International Symposium on Wearable Computers (ISWC): 2017, 2018.
Nordic forum for Human-Computer Interaction (NordiCHI): 2014, 2016, 2018.
Designing Interactive Systems (DIS): 2017.
Interaction Design Association (IXDA): 2017.
International Journal of Human-Computer Studies: 2015, 2017.
International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI): 2014 - 2016.
International Conference on Pervasive Computing and Communications (PerCom): 2016.
IT - Information Technology: 2016.
International Symposium on Pervasive Displays (PerDis): 2015.
International Conference on Mobile and Ubiquitous Multimedia (MUM): 2015.
International Conference on Tangible, Embedded and Embodied Interaction (TEI): 2015, 2018, 2019.
International Conference on Pervasive Computing Technologies for Healthcare: 2015.
IEEE Pervasive Computing: 2014.

Professional Memberships

Member and co-founder of SIGCHI Melbourne (ACM SIGCHI Local Chapter)
Member of the Association for Computing Machinery (ACM)
Member of the Special Interest Group on Computer-Human Interaction (ACM SIGCHI)

Student Volunteer

ACM Conference on Human Factors in Computing Systems (CHI): 2016.
International Symposium on Wearable Computers (ISWC): 2007.

Engagement and Outreach Activities at University of Melbourne, School of Computing and Information Systems (CIS)

Spokesperson of the Research Fellows of the CRE in Interactive Digital Technology to Transform Australia's Chronic Disease Outcomes
Coordinating CIS activities at Melbourne Knowledge Week, 2019.
Robot class: Aboriginal elite athletes, 2019.
Facilitator for the PC4G program: Year 9 Girls coding Alice, 2018.
Reviewer, panel judge, and session chair at the CIS Doctoral Consortium (DC), 2018.
CIS representative at Open Day, 2018: responsible for the Bachelor of Sciences program.
CIS Ambassador: programming for girls in High School, Melbourne, 2018.
Facilitator for the Victorian Indigenous Engineering Winter School, 2018.
Team lead of the IDL team participating in the Melbourne Business School Datathon, 2018.

Honorary Appointments

Co-founder, SIGCHI Local Chapter, Melbourne (Chairman 2018-2020) • 2018
Promote and advance human-computer interaction in the local academic and professional UX community.

Co-founder & Chairman, Society of Simulation Technology e.V., Germany • 2013 - 2014
Student and alumni association for the graduate program of simulation technology.

TEACHING

University of Melbourne

Coordinator	Software Engineering and Programming (COMP90041)	Term 1 & 2, 2020, Term 2, 2021
Lecturer	Mobile Computing Systems Programming (COMP90018)	Term 2, 2019, 2020, 2021
Cluster Consultant	Creating Innovative Engineering (ENGR90034)	Term 1 & 2, 2019
Guest Lecturer	Mobile Computing Systems Programming (COMP90018)	Term 2, 2018

Keio Graduate School for Media Design, Keio University

Coordinator / Instructor	Seminar: Scientific Writing	Summer Term 2017
Instructor	Worskhop: Prototyping	Summer Term 2017

University of Stuttgart

Coordinator / Instructor	Lecture: Programming for Media Informatics	Winter Term 2015, 2016
Coordinator / Instructor	Seminar: Ubiquitous Technologies for Augmenting the Human	Summer Term 2015
Instructor	Practical Course: Interactive Systems	Winter Term, 2014
Instructor	Practical Course: Mobile Gaming	Summer Term, 2014

INVITED TALKS

[22]	Complex Human Data Hub (CHDH) , Melbourne, About Fact-Checking and Biased Bots: Technologies to Support Critical Thinking in an Age of Misinformation	2020
[21]	Byte Into IT (3RRR) , Biased Bots: Debating with Chatbots	2020
[20]	Design Shift, Melbourne , Critical User Interfaces: Shifting Away from Shallow Engagement	2020
[19]	German Center for Artificial Intelligence (DFKI) , Computing Systems to Model and Augment Human Cognition	2019
[18]	National Chiao Tung University , Taiwan, The Future of Reading: Building Systems to Support Reading Activities.	2019
[17]	Keynote: Workshop on Human-Document Interaction (at ICDAR) , The Past, Present, and Future of Reading: Building Systems to Support Reading Activities.	2019
[16]	Emerging Innovation Summit , Melbourne, Arguments don't Win Arguments: Cognitive Fallacies and Digital Traps.	2019
[15]	UX Meetup Melbourne , Designing with Cognition-Aware Systems.	2018
[14]	MIT CSAIL , Cambridge, Cognition-Aware Computing, hosted by Stefanie Müller.	2018
[13]	MIT Media Lab , Cambridge, Cognition-Aware Computing, hosted by Pattie Maes.	2018
[12]	National Taiwan University , Taiwan, Cognition-Aware Computing: Detecting Cognitive Performance Levels and Fluctuations, hosted by Liwei Chan.	2017
[11]	University of Melbourne , Australia, Cognition-Aware Computing, hosted by Vassilis Kostakos.	2017
[10]	University of Cape Town , South Africa, Cognition-Aware Systems, hosted by Melissa Densmore.	2017
[9]	University of California Santa Cruz , USA, Context-Aware Content Delivery, hosted by Steve Whittaker.	2016
[8]	Klett Verlag (Publishing House), Germany, Lesen im Digitalen Zeitalter.	2016

[7]	snips.ai , France, Context-Aware Content Delivery, hosted by CEO Rand Hindi.	2016
[6]	University of California, Berkeley , USA, Lecture on Sensors, Humans, Data, and Apps, hosted by John Chuang.	2015
[5]	Stanford University , USA, Ubiquitous Technologies for Augmenting Human Memory, hosted by James Landay.	2015
[4]	Yahoo! Inc , USA, Ubiquitous Technologies for Augmenting Human Memory, hosted by Jofish Kaye.	2015
[3]	Keio University , Japan, Ubiquitous Technologies for Augmenting the Human Mind, hosted by Kai Kunze.	2015
[2]	SIEMENS, Berkeley , USA, Ubiquitous Technologies for Augmenting the Human Mind, hosted by Florian Michahelles.	2014
[1]	World Usability Day , Germany, Ubiquitäre Interaktion in einer vernetzten Gesellschaft.	2013

SUPERVISION

PhD Candidates

[6]	David Eccles , Reducing the Diffusion of Information Disorders in Online Social Networks	since 2020
[5]	Jing Wei , Conversational Agents for Monitoring Chronic Diseases	since 2019
[4]	Diven Yu , Novel Interaction Techniques for Virtual Environments	since 2019
[3]	Kangning Yang , Detecting User Emotions for Emotion Regulation in Mobile Settings	since 2019
[2]	Brandon Victor , Directing User Attention in Mixed Reality Environments	since 2019
[1]	Ebrahim Babai , Measuring Attention and Engagement Levels in Work Environments	since 2018

Master Theses

[20]	Sicheng Sun , Head and Eye Tracking for Hands-free Mobile Interaction	2020
[19]	Hao Huang and Eylul Ertay , Empathetic ZOOM: Communicating Emotion to Facilitate Conversations	2020
[18]	Siyuan You , Conversational Agents for Self-Managing Chronic Diseases	2020
[17]	Murari Edwin Christopher , Measuring the Influence of Coffee Consumption on Circadian Rhythms	2020
[16]	Chaoran Jin , An Educational Platform for Conversational Agents	2020
[15]	Ziye Wang , Rapid Serial Visual Presentation: Usage and Application in Human-Computer Interaction	2020
[14]	Chong Yan Chug , User-Centred Design Process for Prosthesis Fitting using 3D Scanning and Printing	2019
[13]	Weijia Wang , A Software Pipeline for Prosthesis Fitting using 3D Scanning and Printing	2019
[12]	Muhammad Hassan Raza , A Desensitized Keylogging Framework for Studies in-the-wild	2019
[11]	Chunxue Wei , Reading Interfaces in Virtual Environments	2019
[10]	Daniel Chan , Mixed Reality for Surgical Teaching and Information Retrieval	2019
[9]	Jia Liu , Mobile Toolkit to Assess the Effect of Usage Context on Smartphone Interaction	2018
[8]	Yifan Bu , Gaze Tracking and Adaptation of Reading Ambiance in VR	2018
[7]	Buyan Li , The Giant Island - VR Reading Interfaces	2018
[6]	Pedram Khoshdani , From Lab to the Wild - Conducting Psychological Experiments in the Large.	2016
[5]	Rufat Rzayev , A Tool for Episodic Memory Reflection Based on Implicit Diary Entries.	2016
[4]	Sabrina Lehrer , Leseplaner - Bewältigen des Lesevolumens mithilfe von proaktiven Leseempfehlungen.	2016
[3]	Huy Viet Le , Development and Evaluation of Automatic Video Recaps from Lifelog Data.	2015

- [2] **Dominique Rau**, Investigation of User interfaces for Computer-Aided Text Input in the Context of Social Communication. 2015
- [1] **Johannes Knittel**, Automatic Content Generation for Second Screen Apps Using Subtitles to Enhance the Learning Experience. 2015

Diploma Theses

- [10] **Eugen Mannweiler**, Leseaktivitäten auf großen, hochauflösenden Displays. 2015
- [9] **Victor Riempp**, Entwicklung einer App zur Leseverfolgung auf Mobilgeräten. 2015
- [8] **Micha Pitterle**, Gedächtnisunterstützung mittels Audio im Museumskontext. 2014
- [7] **Philipp Wahju**, Automated Summaries for Implicitly Captured Data Highlights. 2014
- [6] **Florian Pfeiderer**, Explicit Capture of Dedicated Moments for Knowledge Acquisition and Retention. 2014
- [5] **Mina Metias**, Combining Multiple Gesture Sensing Technologies to Interact with Public Displays. 2014
- [4] **Larsch Lischke**, Parallel Exhibitions: Empowering Users to Virtually and Physically Design Customized Museum Exhibits. 2014
- [3] **Alexander Martin**, LeapMotion Gesture Interaction. 2014
- [2] **Robin Goldberg**, Using Narration Networks to Model Distributed Tangible Systems for Cultural Heritage Sites. 2013
- [1] **Benjamin Steeb**, Ortung und ortungsbezogene Anwendung im Museums-Kontext. 2013

Bachelor Theses

- [7] **Ken Singer**, Gamifikation und Evaluierung eines Handy-Toolkits zur Bestimmung kognitiver Performanz. 2017
- [6] **Thommy Zelenik**, Correlation between Measured Stress and Attention with Thermal Imaging Techniques. 2016
- [5] **Jenny Schmalfluss**, An Analysis of Bandit Algorithms in IoT Applications. 2016
- [4] **Gerd Matheis**, Entwicklung und Evaluation einer Anwendung zur automatischen Speicherung und Verwaltung gelesener Texte auf Desktop PCs. 2015
- [4] **Katrin Angerbauer**, Investigating the Effect of Priming on Reading Performance on Electronic Devices. 2015
- [3] **Paul Metzger**, Infrastructure Support for Augmented Memory. 2014
- [2] **Yves Grau**, Ephemeral Messaging: How Short-Lived Communication Changes Communication Behavior. 2014
- [1] **David Krauss**, Human Memory Support via Digital Association Chains. 2014

Research project students

- [7] **Sebastian Kunz, Christian Schierle, and Ken Singer**. Visualization and Management of Large Datasets Stored in Graph-Based Databases. 2017
- [6] **Katrin Angerbauer, Steven Großmann, and Christoph Krieger**. Entwicklung und Analyse eines Text-visualisierungs Tools. 2016
- [5] **Corinna Giebler, Tim Würtele, and Ulf Kunze**. Passives Lernen durch Memory Displays. 2015
- [4] **Niklas Kaulitz, Sebastian Richter, and Sebastian Günther**. A Robot Control System with the LeapMotion. 2013
- [3] **David Krauss, Mathias Landwehr, and Paul Brombosch**. Comparison of Visual Face Tracker Frameworks. 2013
- [2] **Yves Grau and Tobias Bagg**. uCanvas: A Web Framework for Spontaneous Smartphone Interaction with Ubiquitous Displays. 2013
- [1] **Olaf Hoffeld, Thomas Kosch, and Eric Seiz**. Real-Time Bidding System for Pervasive Devices. 2013