

# Aurélien Tabard

☎ +33 (0)6 98 54 35 33

✉ [aurelien@tabard.fr](mailto:aurelien@tabard.fr)

📄 [aurelient.github.io](https://aurelient.github.io)

🌐 [aurentiabard](https://aurentiabard.com)

🐦 [aurentiabard](https://twitter.com/aurentiabard)

📍 [aurentiabard](https://aurentiabard.com)

Generated on 11 septembre 2017

## Research Experience

- Université Claude Bernard Lyon 1 & CNRS, Computer Science Laboratory (LIRIS) 09/2013 – Present
- Independent Consultant for Factor Product, 07/2013
- University of Munich (LMU), Human Computer Interaction Group 03/2012 – 06/2013
- IT University of Copenhagen, pervasive Interaction Technology lab (pITlab) 10/2009 – 03/2012
- INRIA and LRI (Université Paris-Sud & CNRS), Wendy E. Mackay 09/2005 – 09/2009

## Education

- Ph.D. in Computer Science, Université Paris-Sud (Paris XI) 11/2009
- Master in Computer and Information Science, Université Pierre et Marie Curie (mention bien, i.e., with honors) 09/2005
- Magistère in Applied Computer Science, Université René Descartes (mention bien, i.e., with honors) 09/2005
- DEUG in Mathematics applied to Social Sciences, Université René Descartes 09/2002

## Projects

- PLACED (ERA-NET), French coordinator 2017-2020  
'PLACED is an ERA-NET project in collaboration with Aarhus University, Chalmers University of Technology, and the University of Twente
- REPI (FUI), co-PI 2016-2019  
'REPI is a FUI project. Our goal is to design and study how Orchestration and Activity Based Systems can be used to improve the productivity of software development

- Activity-Enriched Computing (NSF), self-funded participant 2013-2017  
 'Although myriad extraordinary benefits have resulted from the web and expanding network'
- Episteme (ANR), participant 2014-2018  
 'Épistémologie transdisciplinaire des technologies numériques pour la conception d'un nouveau paradigme'
- Jenlab (ANR), participant 2014-2018  
 'Apprentissage avec les Jeux Épistémiques Numériques (Usages-Technologies-Méthodologies)'

## Publications

### Journal Articles

- [J1] A. Rule, **A. Tabard**, J. Hollan, "Using visual histories to reconstruct the mental context of suspended activities", *Human-Computer Interaction*, n° just-accepted, p. –25, 2017.
- [J2] S. Stusak, **A. Tabard**, F. Sauka, R. A. Khot, A. Butz, "Activity sculptures : exploring the impact of physical visualizations on running activity", *IEEE transactions on visualization and computer graphics*, t. 20, n° 12, p. 2201–2210, 2014.

### Conference Articles

- [CP1] F. Vitale, J. McGrenere, **A. Tabard**, M. Beaudouin-Lafon, W. Mackay, "High Costs and Small Benefits : A Field Study of How Users Experience Operating System Upgrades", in *CHI 2017*, Denver, United States, mai 2017, p. –12. DOI : [10.1145/3025453.3025509](https://doi.org/10.1145/3025453.3025509). adresse : <https://hal.archives-ouvertes.fr/hal-01493415>.
- [CP2] L. Tong, **A. Tabard**, S. Georges, A. Serna, "Horizontal vs. vertical : how the orientation of a large interactive surface impacts collaboration in multi-surface environments", in *INTERACT'17 : Proceedings of the 18th IFIP TC 13 international conference on Human-computer interaction*, Lisbon, Portugal : Springer-Verlag.  
 [Acceptance rate 29%, 67/231], 2017, p. –24, ISBN : 978-3-642-23773-7.
- [CP3] L. Tong, A. Serna, S. George, **A. Tabard**, "Supporting decision-making activities in multi-surface learning environments", in *9th International Conference on Computer Supported Education (CSEDU)*, 2017, p. –12.
- [CP4] A. Rule, **A. Tabard**, K. Boyd, J. Hollan, "Restoring the Context of Interrupted Work with Desktop Thumbnails", in *37th Annual Meeting of the Cognitive Science Society*, Cognitive Science Society, Pasadena, United States, juil. 2015, p. 2045–2050. adresse : <https://hal.archives-ouvertes.fr/hal-01213708>.
- [CP5] A. Belin, Y. Prié, **A. Tabard**, "Supporting the development of digital skills", in *Digital Intelligence*, Springer, 2014, 4 pages.
- [CP6] D. Hausen, **A. Tabard**, A. Thermann, K. Holzner, A. Butz, "Evaluating peripheral interaction", in *Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction*, sér. TEI '14, Munich, Germany : ACM.  
 [Acceptance rate 25%, 45/178], 2013, p. 21–28, ISBN : 978-1-4503-2635-3. DOI : [10.1145/2540930.2540941](https://doi.org/10.1145/2540930.2540941). adresse : <http://doi.acm.org/10.1145/2540930.2540941>.
- [CP7] L. Sicard, **A. Tabard**, J.-D. Hincapié-Ramos, "Tide : lightweight device composition for enhancing tabletop environments with smartphone applications", in *INTERACT'13 : Proceedings of the 14th IFIP TC 13 international conference on Human-computer interaction*, Lisbon, Portugal : Springer-Verlag.  
 [Acceptance rate 31%, 128/413], 2013, p. 177–194, ISBN : 978-3-642-23773-7.

- [CP8] **A. Tabard**, S. Gurn, A. Butz, J. Bardram, "A case study of object and occlusion management on the elabbench, a mixed physical/digital tabletop", in *Proceedings of the 2013 ACM international conference on Interactive tabletops and surfaces*, ACM, ACM.  
[Acceptance rate 29%, 35/121], 2013, p. 251–254.
- [CP9] **A. Tabard**, J. D. Hincapié Ramos, J. Bardram, "The elabbench in the wild : supporting exploration in a molecular biology lab", in *CHI '12 : Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, Austin, Texas, USA : ACM.  
[Acceptance rate 23%, 370/1577], 2012, p. 3051–3060, ISBN : 978-1-4503-1015-4. DOI : <http://doi.acm.org/10.1145/2207676.2208718>.
- [CP10] **A. Tabard**, J.-D. Hincapié-Ramos, M. Esbensen, J. E. Bardram, "The elabbench : an interactive tabletop system for the biology laboratory", in *ITS '11 : Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces*, Kobe, Japan. : ACM.  
[Acceptance rate 33%, 32/96] - **Best paper award**, 2011, p. 202–211, ISBN : 978-1-4503-0871-7. DOI : <http://doi.acm.org/10.1145/2076354.2076391>.
- [CP11] J. D. Hincapié-Ramos, **A. Tabard**, J. E. Bardram, "Mediated tabletop interaction in the biology lab : exploring the design space of the rabbit", in *UbiComp '11 : Proceedings of the 13th international conference on Ubiquitous computing*, Beijing, China : ACM.  
[Acceptance rate 17%, 50/302], 2011, p. 301–310, ISBN : 978-1-4503-0630-0. DOI : <http://doi.acm.org/10.1145/2030112.2030153>.
- [CP12] J. D. Hincapié Ramos, **A. Tabard**, J. E. Bardram, "Gridorbit : an infrastructure awareness system for increasing contribution in volunteer computing", in *CHI '11 : Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, Vancouver, BC, Canada : ACM.  
[Acceptance rate 27%, 410/1532] - **Awarded honorable mention** (top 5%), 2011, p. 1899–1908, ISBN : 978-1-4503-0228-9. DOI : <http://doi.acm.org/10.1145/1978942.1979218>.
- [CP13] S. Malacria, T. Pietrzak, **A. Tabard**, é. Lecolinet, "U-note : capture the class and access it everywhere", in *INTERACT'11 : Proceedings of the 13th IFIP TC 13 international conference on Human-computer interaction*, Lisbon, Portugal : Springer-Verlag.  
[Acceptance rate 27%], 2011, p. 643–660, ISBN : 978-3-642-23773-7.
- [CP14] J. D. Hincapié-Ramos, **A. Tabard**, J. Bardram, "Designing for the invisible : user-centered design of infrastructure awareness systems", in *DIS '10 : Proceedings of the 8th ACM Conference on Designing Interactive Systems*, Aarhus, Denmark : ACM.  
[Acceptance rate 19%, 57/294], 2010, p. 302–305, ISBN : 978-1-4503-0103-9. DOI : <http://doi.acm.org/10.1145/1858171.1858225>.
- [CP15] **A. Tabard**, W. E. Mackay, E. Eastmond, "From individual to collaborative : the evolution of prism, a hybrid laboratory notebook", in *CSCW '08 : Proceedings of the 2008 ACM conference on Computer supported cooperative work*, San Diego, CA, USA : ACM.  
[Acceptance rate 23%, 86/370], 2008, p. 569–578, ISBN : 978-1-60558-007-4. DOI : <http://doi.acm.org/10.1145/1460563.1460653>.
- [CP16] S. Yuan, **A. Tabard**, W. E. Mackay, "Streamliner : a general-purpose interactive course-visualization tool", in *In Proceedings of KAM'08 International Symposium on Knowledge Acquisition and Modeling*, IEEE Press, 2008, p. 915–919.
- [CP17] **A. Tabard**, W. Mackay, N. Roussel, C. Letondal, "Pagelinker : integrating contextual bookmarks within a browser", in *CHI '07 : Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, San Jose, California, USA : ACM.  
[Acceptance rate : 22%, 182/840], 2007, p. 337–346, ISBN : 978-1-59593-593-9. DOI : <http://doi.acm.org/10.1145/1240624.1240680>.

### Book Chapters

- [BC1] **A. Tabard** and A. Mille, “L'expérience utilisateur - ux”, in *Architecture de l'information : méthodes, outils, enjeux*, De Boek, 2015, chap. 7, p. 139–160.
- [BC2] B. H. Thomas, G. F. Welch, P. Dragicevic, N. Elmqvist, P. Irani, Y. Jansen, D. Schmalstieg, **A. Tabard**, N. A. M. ElSayed, R. T. Smith, “Situated analytics”, in *Immersive Analytics*, Springer-Verlag, 2017, p. –25.
- [BC3] J. E. Bardram, M. E. Esbensen, **A. Tabard**, “Activity-Based Collaboration for Interactive Spaces”, in *Collaboration Meets Interactive Spaces*, Springer-Verlag, jan. 2017, p. 233–257. DOI : [10.1007/978-3-319-45853-3\\_11](https://doi.org/10.1007/978-3-319-45853-3_11). adresse : <https://hal.archives-ouvertes.fr/hal-01436498>.

### Workshop Articles and Demonstrations

- [WS1] A. Rule, **A. Tabard**, J. Hollan, *Traces : a flexible, open-source activity tracker for workplace studies*, 2016.
- [WS2] J. Leclaire and **A. Tabard**, *R3s.js-towards responsive visualizations*, 2015.
- [WS3] S. Rümelin, G. Beyer, F. Hennecke, **A. Tabard**, A. Butz, *Towards a design space for non-flat interactive displays*, 2012.
- [WS4] E. Andersen, R. Sørensen, **A. Tabard**, J.-D. Hincapié-Ramos, J. Kjems, J. Bardram, *Bioengineering at the digital laboratory bench (invited presentation)*, 2012.
- [WS5] T. Pietrzak, S. Malacria, **A. Tabard**, É. Lecolinet, *What do u-note ? an augmented note taking system for the classroom*, 2010.
- [WS6] J.-D. Hincapié-Ramos, **A. Tabard**, F. Alt, *Contextual-analysis for infrastructure awareness systems*, 2010.
- [WS7] C. Letondal and **A. Tabard**, *Temporal data and data temporality : time is change, not only order*, 2009.
- [WS8] **A. Tabard** and F. Tsandilas, *Demonstration of the reactivity notebook*. 2007.
- [WS9] N. Roussel, **A. Tabard**, C. Letondal, *All you need is log*, 2006.

### Posters

- [P1] A. Rule, **A. Tabard**, J. Hollan, “Thinking in 4d : preserving and sharing mental context across time”, in *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion*, sér. CSCW '16 Companion, San Francisco, California, USA : ACM, 2016, p. 389–392, ISBN : 978-1-4503-3950-6. DOI : [10.1145/2818052.2869108](https://doi.org/10.1145/2818052.2869108). adresse : <http://doi.acm.org/10.1145/2818052.2869108>.
- [P2] K. Boyd, A. Rule, **A. Tabard**, J. Hollan, “Sharing, human values, and computer activity tracking”, in *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion*, sér. CSCW '16 Companion, San Francisco, California, USA : ACM, 2016, p. 233–236, ISBN : 978-1-4503-3950-6. DOI : [10.1145/2818052.2869119](https://doi.org/10.1145/2818052.2869119). adresse : <http://doi.acm.org/10.1145/2818052.2869119>.
- [P3] L. Tong, A. Serna, S. George, **A. Tabard**, G. Brochet, “Interactive surface composition based on arduino in multi-display environments”, in *Proceedings of the Ninth ACM International Conference on Interactive Tabletops and Surfaces*, sér. ITS '14, Dresden, Germany : ACM, 2014, p. 369–374, ISBN : 978-1-4503-2587-5. DOI : [10.1145/2669485.2669548](https://doi.org/10.1145/2669485.2669548). adresse : <http://doi.acm.org/10.1145/2669485.2669548>.
- [P4] J. D. Hincapié-Ramos, **A. Tabard**, J. Bardram, T. Sokoler, *Gridorbit public display : providing grid awareness in a biology laboratory*, Atlanta, Georgia, USA, 2010. DOI : <http://doi.acm.org/10.1145/1753846.1753969>.

## Workshop Organization and Proceedings

- [WS1] P. Kuntz, Y. Prié, **A. Tabard**, *Atelier fouille visuelle de données temporelles*, 2013. adresse : <https://hal.inria.fr/hal-00881096>.
- [WS2] J. C. Thomas, Y. Pan, T. Erickson, E. Blevis, C. Letondal, **A. Tabard**, “Avec le temps ! : time, tempo, and turns in human-computer interaction”, in *CHI '13 Extended Abstracts on Human Factors in Computing Systems*, sér. CHI EA '13, Paris, France : ACM, 2013, p. 3303–3306, ISBN : 978-1-4503-1952-2. DOI : [10.1145/2468356.2479672](https://doi.org/10.1145/2468356.2479672). adresse : <http://doi.acm.org/10.1145/2468356.2479672>.
- [WS3] W. E. Mackay, M. G. Van Kleek, **A. Tabard**, “Interacting with temporal data”, in *CHI '09 Extended Abstracts on Human Factors in Computing Systems*, sér. CHI EA '09, Boston, MA, USA : ACM, 2009, p. 4783–4786, ISBN : 978-1-60558-247-4. DOI : [10.1145/1520340.1520740](https://doi.org/10.1145/1520340.1520740). adresse : <http://doi.acm.org/10.1145/1520340.1520740>.

## Domestic conferences

- [FR1] G. Molinari, M. Trannois, **A. Tabard**, E. Lavoué, “Emore-I : un outil de reporting des émotions pour l'apprentissage à distance”, in *Actes de la 28ième conférence francophone sur l'Interaction Homme-Machine*, 2016, p. 167–176.
- [FR2] V. Lachand, A. Serna, **A. Tabard**, J.-C. Marty, “De l'efficacité de visualisations indicielles ou symboliques pour la régulation d'activités collaboratives”, in *Actes de la 28ième conférence francophone sur l'Interaction Homme-Machine*, ACM, 2016, p. 144–154.

## Tech Reports

- [TR1] C. Letondal, **A. Tabard**, W. E. Mackay, “Quand tu l'as écrit, tu l'as lu !”, LRI research report 1526, rapp. tech., 2019.
- [TR2] T. Kindberg, J. E. Bardram, S. Büttrich, M. Esbensen, S. Houben, R. Khaled, T. Pederson, G. Perrone, J. D. Hincapié-Ramos, **A. Tabard**, “Mesh mobs - virtually augmented crowds.”, IT University Technical Report Series, rapp. tech. TR-2011-146, 2010.

---

## Honors & Scholarships

- |   |            |
|---|------------|
| — Best Paper Award                                | ACM ITS'11 |
| — Best Paper, Honorable Mention                   | ACM CHI'11 |
| — Finalist of Mattel's Student Design Competition | 2006       |
| — Ph.D. scholarship (bourse ministérielle)        | 2005       |

---

## Skills

- Programing    JavaScript, Python, Flash/Flex, JAVA (mostly Android SDK and Processing), C# (and .Net), C.
- Web            Node.js, Backbone, React, D3, Google App Engine.
- Electronics    Arduino, AVR Microcontrollers.
- Design tools    Adobe Illustrator, Adobe InDesign, Inkscape, Axure.
- Hardware proto-3D printing and laser cutting.
- typing

---

## Languages

French	native
English	fluent
Spanish	fluent
German	conversational