CV
Segersven, Otto Erik Alexander
University of Helsinki
Faculty of Science
+358408364044 otto.segersven@helsinki.fi
Orcid: https://orcid.org/0000-0003-4449-5407
Homepage: https://ottosegersven.github.io/
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Degrees

PhD, Social Sciences, University of Helsinki, Finland, 01/2017 – 10/2023
- Dissertation title: "Identifying social groups, boundaries and cultural competence: An Imitation Game inquiry"
- Public examination 28.10.2023, University of Helsinki

MSc, Sociology, University of Helsinki, 01/2015 – 01/2016
- Dissertation title: "The Native Finn and the Finnish immigrant - An Imitation Game research exploring the interactional methods of making"
- Graduated with distinction

BA, Sociology, University of Helsinki, 09/2011 – 12/2014
- Dissertation title: "Microfinancing as a means for the empowerment of women in developing countries"

Language skills

- Finnish: Native speaker
- Swedish: Native speaker
- English: Fluent comprehension, reading, speaking and written (CEFR: C2)
- Spanish: Fluent comprehension, reading, speaking and written (CEFR: C1)
- German: Fluent comprehension, reading, speaking and written (CEFR: C1)
- Python: Intermediate

Current employment

- Postdoctoral researcher in "AILIT" -project. Project leader Linda Mannila. Faculty of Science, University of Helsinki (11/24–03/26).
- Principal Investigator in "What Sets Us Apart? Identifying AI Enhanced Expertise in Human-Machine Interaction" – research project. Research grant by Kone Foundation (01/25–12/28).
- Product Owner – The Competence Imitation Game. Application under development. Department of Computer Science, University of Helsinki (03/25–present).

Previous employment

- Post-doc researcher in 'Synthetic data' research project. University of Helsinki. Funded by Catalyst Grant from Helsinki Institute for Social Sciences and Humanities. 03/23 - 09/23

Research funding and grants

- Kone Foundation – Post doc research grant. "What Sets Us Apart? Identifying AI Enhanced Expertise in Human-Machine Interaction". 162100€. 01/25-12/28
- University of Helsinki – PhD grant. 6 Months. 01/2022-07/2022
- Svenska Litteratursällskapet i Finland – PhD grant. 7 Months 2020-2021
- Ella och Georg Ehrnrooth Foundation – PhD grant. 12 Months 2019-2020
- Kone Foundation - 'Tunnetko Naapurisi?' Project Grant. PI: Ilkka Arminen. 36 Months 2017-2019

Research output

Peer-reviewed Publications

1. Segersven, O. & Mannila, L. (to be published). 'Designing the competence imitation game: A research and teaching tool for context-specific AI literacy'. *Proceedings of the 2nd International Workshop on AI in Society, Education, and Educational Research (AISEER), Bologna, Italy October 25, 2025*
2. Segersven, O. & Arminen, I. (2025) 'Can a machine talk the talk though not climb the rock? A Turing Test on rock climbing' *Discourse, Context & Media.* Available online. https://doi.org/10.1016/j.dcm.2025.100915
3. Segersven, O. (2023) 'Identifying social groups, boundaries and cultural competence: An Imitation Game inquiry', academic dissertation, University of Helsinki, available online: http://hdl.handle.net/10138/565881
4. Segersven, O. (2024) 'Searching for lasting biculturalism: An Imitation Game inquiry', *Acta Sociologica*, *67*(1), 32-49. https://doi.org/10.1177/00016993231156488
5. Segersven, O., Arminen, I., & Simonen, M. (2023) 'Acculturation among Finnish Somalis: An Imitation Game inquiry into Bicultural Fluency' *International Migration Review*, *58*(2), 680-705. https://doi.org/10.1177/01979183231154555
6. Segersven, O., Arminen, I., & Simonen, M. (2020). 'Exploring groupness – A mixed methods Imitation Game inquiry'. *International Journal of Multiple Research Approaches*, 12(4): 96-109. https://doi.org/10.29034/ijmra.v12n1a3
7. Arminen, I., Segersven, O., & Simonen, M. (2019). 'Active and latent social groups and their interactional expertise'. *Acta Sociologica,* 62(4): 391–405. https://doi.org/10.1177/0001699318786361

Recent and Upcoming Activities

1. **Participant**, *Una Europa Challenge: Data Science and AI for Social Welfare* (El Escorial, 21–25 Jul 2025).

Participated in an interdisciplinary initiative exploring the social dimensions and policy implications of AI in welfare contexts.

2. **Speaker**, *AISEER 2025 International Workshop on AI in Society, Education and Educational Research* at the *28th European Conference on Artificial Intelligence* (Bologna, 25–26 Oct 2025).
   Introducing the Competence Imitation Game: A Research and Teaching Tool for Context-Specific AI Literacy.

3. **Speaker**, *NordicEdAI Meet* (Aarhus & Odense, 28–29 Oct 2025).
   Introducing the Competence Imitation Game: A Research and Teaching Tool for Context-Specific AI Literacy.

4. **Speaker & Poster**, *NordicAIMeet* (Norrköping, 26–27 Nov 2025).
   Introducing the Competence Imitation Game: A Research and Teaching Tool for Context-Specific AI Literacy.

5. **Speaker**, *KI Montagsforum im Bundesinstitut für Berufsbildung (BIBB)* (online, 3 Nov 2025).
   Competence Imitation Game: Praxis- und kontextbasiertes Lernen mit KI.

6. **Speaker**, *Alkoholi-, huume- ja rahapelipolitiikan tienhaarat* project closing seminar (online, 20 Nov 2025).
   Imitaatiopeli sosiaalisten ryhmien välisten suhteiden tutkimuksessa.

7. **Speaker**, *10th Mid-Term Conference of ESA Research Network 07 – Sociology of Culture* (Rome, 21–23 Jan 2026).
   Exploring the Human–Machine Boundary across Cultural Worlds.

8. **Workshop Organizer**, *10th Mid-Term Conference of ESA Research Network 07 – Sociology of Culture* (Rome, 21–23 Jan 2026).
   Workshop exploring the specialist competences of sociologists of culture in relation to AI systems.

Teaching and recent activities

- **Co-lecturer,** University of Helsinki, Helsinki, Finland, 09/2017 – 09/2019. Classical sociology course

Other key academic merits

- ESA Research Network: Sociology of Culture – Board Member