

Albin Zeqiri

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Human-Computer Interaction Researcher/Doctoral Candidate

I am a **final-year PhD candidate in Human-Computer Interaction** at Ulm University, focusing on user-centered approaches to sustainability and carbon reduction in resource-intensive digital systems. My current research examines the moral-psychological determinants of rebound effects in pro-environmental technology use, employing a combination of empirical methods, statistical modeling, and machine learning. I have a background in HCI (BSc), Data Science (BSc, MSc), and Behavioral Psychology, and have published at top-tier HCI venues, including CHI and IMWUT. I also collaborate closely with academic (**UCL Interaction Centre, Karlsruhe Institute for Technology**) and industry partners (**Mercedes-Benz Tech Innovation**).

Skills

Experimental Design: Online/Laboratory/Field-based Experiments (exploratory/hypothesis-driven), Large-Scale Literature Surveys (e.g., PRISMA), Data Mining Workflows (Design & Implementation)

Quantitative Methods: Statistical analysis (Frequentist/Bayesian), Machine Learning/Deep learning

Qualitative Methods: Participatory Design, Design Thinking, Workshops, Interviews, Thematic analysis, Grounded Theory

Programming: Python, PyTorch, TensorFlow, Keras, R, Java, C#, C/C++, HTML, CSS, JavaScript, Unity,

Design: UI/UX Prototyping, Image/Video editing **Languages:** Languages: Albanian (native), German (native), English (fluent), French (intermediate)

Working Experience

ULM UNIVERSITY - Chair of Human-Computer Interaction

Ulm, Germany

Research Associate

09/2022 – present

- Led HCI research on behavioral determinants of resource-intensive system use across residential, automotive, and online contexts, integrating qualitative and quantitative methods.
- Designed and conducted 15+ research studies, including controlled experiments, in-the-wild deployments, and work focused specifically on data mining/dataset curation as input for AI-based systems
- Collaborated with academic (**UCL Interaction Centre, Karlsruhe Institute of Technology**) and industry research partners (**Mercedes-Benz Tech Innovation**), with primary responsibility of planning and setting up reproducible machine learning workflows aimed at predicting user behavior based on real-world datasets.
- Supervised and mentored 20+ undergraduate and graduate students, providing guidance through problem formulation, study design, data analysis, and publication

ULM UNIVERSITY – Chair of Human-Computer Interaction/Visual Computing

Ulm, Germany

Research Assistant/Tutoring

12/2019 – 04/2022

- Developed interactive VR research prototypes using Unity and C#
- Supported the design, execution, and evaluation of empirical user studies
- Taught C#, Unity, and fundamentals of UI/UX prototyping to a class of 40+ students
- Managed and maintained course materials for supervising faculty
- Evaluation and reporting of various monocular depth estimation models in terms of performance and scalability

Education

Ulm University, Ulm, Germany 09/2022 – 12/2026 (expected)
PhD Candidate in [Human-Computer Interaction](#)
Dissertation Working Title: Carbon Reduction Mechanisms in Resource-Intensive Digital Systems: A Sufficiency-Based Approach to User-Centered Design
Research Areas: Responsible and Sustainability Computing, Design Tradeoff Optimization
Advisor: [Prof. Dr. Enrico Rukzio](#)

Ulm University, Ulm, Germany 03/2020 – 08/2022
M.Sc. Computer Science Overall Grade: 1.3 (A-equivalent)
Thesis Title: A Dataset and Temporal Modeling Approach for Automated Thermal Comfort State Recognition Thesis Grade: 1.0 (A-equivalent)
Published at UbiComp '24: [10.1145/3678503](#)

Ulm University, Ulm, Germany 10/2016 – 12/2019
B.Sc. Computer Science Overall Grade: 2.0 (B-equivalent)
Thesis Title: Depth Levels: Measuring Achievable Levels of Voluntary Vergence Eye Movements for Eye-based Human-Computer Interaction Thesis Grade: 1.0 (A-equivalent)

Publications

M. Sasalovici, [A. Zeqiri](#), R. C. Schramm, O. J. A. Nunez, P. Jansen, J. P. Freiwald, M. Colley, C. Winkler, and E. Rukzio. 2025. *Bumpy Ride? Understanding the Effects of External Forces on Spatial Interactions in Moving Vehicles*. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). [10.1145/3706598.3714077](#).

[A. Zeqiri](#), J. Britten, C. Schramm, P. Jansen, M. Rietzler, and E. Rukzio. 2025. *PlantPal: Leveraging Precision Agriculture Robots to Facilitate Remote Engagement in Urban Gardening*. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). [10.1145/3706598.3713180](#).

[A. Zeqiri](#), P. Jansen, J. O. Rixen, M. Rietzler, and E. Rukzio. 2024. *'Eco Is Just Marketing': Unraveling Everyday Barriers to the Adoption of Energy-Saving Features in Major Home Appliances*. In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). [10.1145/3643558](#).

M. Colley*, S. Hartwig*, [A. Zeqiri](#), T. Ropinski, and E. Rukzio. 2024. *AutoTherm: A Dataset and Benchmark for Thermal Comfort Estimation Indoors and in Vehicles*. Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). [10.1145/3678503](#).

[A. Zeqiri](#), M. Rietzler, and E. Rukzio (2024). *Exploring Contextual Feature Combinations for Prediction of Subjective Thermal Perceptions*. In Companion of the 2024 on ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp '24). [10.1145/3675094.3678487](#).

Teaching

Interactive Visual Design 10/2022 – present
Institute of Media Research and Media Development
Co-Organizer: I instruct on the basic principles of interactivity and data visualization, taking full charge of a seminar series dedicated to data visualization libraries, such as D3.js. This includes mentoring several student groups one-on-one, guiding them in designing and implementing their own interactive visualization projects.

Visual Design

10/2022 – present

Chair of Media Research and Media Development

Co-Organizer: Contributed to course organization and implemented an out-of-the-box web framework enabling student use with minimal web development expertise. Additionally, I teach an introductory web development seminar series with a focus on responsive design using HTML, CSS, and various JavaScript libraries.

Research Project: User-Centred Design

10/2022 – 10/2025

Chair of Human-Computer Interaction

Co-Organizer: Co-organization and supervision of interdisciplinary projects, emphasizing user-centered design and design thinking, integrated with a year-long, research-driven group project.

Seminar Research Trends in Media Informatics

10/2022 – 02/2024

Chair of Human-Computer Interaction

Co-Organizer: Co-organization of the course and personally delivering in-depth, one-on-one instruction to students on conducting literature surveys using the PRISMA method, complemented by active involvement in student assessment and grading processes.

Student Supervision

Excerpt of supervised students in theses and research projects:

- Christine Mayer (Ulm University and [Exxcellent Solutions GmbH](#); 2025)
- Lukas Adrion (Ulm University; 2025)
- Petula Arnold (Ulm University; 2025)
- Carla Brenner (Ulm University; 2025)
- Linus Nadler (Ulm University; 2024)
- Johannes Martin Ertle (Ulm University; 2024)
- [Julian Britten](#) (Ulm University and Botanical Garden Ulm; 2024, now PhD student at Ulm University)
Published at CHI '25: [10.1145/3706598.3713180](#)
- Thilo Segschneider (Ulm University; 2023)
- Katharina Wünning (Ulm University; 2022)
- Matthias Müller (Ulm University; 2022)
- Patrick Öttl (Ulm University; 2022)

Scholarly Service & Volunteering

Peer-Review – Reviewed 40+ manuscripts for the following venues:

- ACM Conference on Human Factors in Computing Systems (CHI): '23, '24, '25, '26
- Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT): '23, '24, '25
- ACM International Conference on Intelligent User Interfaces (IUI): '24, '26
- ACM/IEEE International Conference on Human-Robot Interaction (HRI): '25
- ACM International Conference on Automotive User Interfaces and Interactive Vehicular Applications (AutoUI): '24, '25
- IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR): '23, '24
- ACM Conference on Designing Interactive Systems (DIS): '24
- Proceedings of the ACM on Human-Computer Interaction (PACMHCI)
- ACM Conference on Human Factors in Computing Systems Play (CHI PLAY): '23, '25
- Computers & Technology (C&T): '25
- Mensch und Computer (MuC): '24

AIGRID Member:

- Joined the [AIGRID](#) initiative as a member
- Regularly engage in collaborative activities aimed at advancing responsible and interdisciplinary AI research, including participation in community discussions, knowledge exchange, and cross-domain networking among AI researchers.

Other**Secured competitive funding for both my own doctoral research and collaborative lab projects through scholarships and co-authored research grants:**

- Received the *Landesgraduiertenförderung (LGFG)* doctoral scholarship, a competitive three-year fellowship supporting PhD research in Germany
- Received a one-time travel grant (€2800) from the *Graduate & Professional Training Center Ulm*
- Co-authored a successful Deutsche Forschungsgemeinschaft (DFG) Reinhart Koselleck proposal, *VRooms: Fighting Climate Change by Increasing the Utilization of Buildings through Everyday Extended Reality* ([project link](#)), with [Prof. Dr. Enrico Rukzio](#)