

# Mikhail Fominykh, PhD

## Personal information

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Company: Mikhail Fominykh, org. number: 997 025 849  
Date/place of birth: 16.07.1984, Russia  
Citizen/Resident: Russia/Norway



My professional career has been a journey from developing educational multimedia resources to studying innovative learning methods and designing learning tools, to building networks for organizing joint research studies and acquiring grants for international projects. I seek opportunities to realise my enthusiasm for R&D projects, research grant proposals and project management skills.

## Selected projects

- [2017–**now**] KA2 project: Augmented Reality in Formal University Education, <http://codereality.net/>
- Beneficiary: Molde University College
  - Funded by: EU under Erasmus Plus programme, KA2 Strategic Partnership, <http://ec.europa.eu/>
  - Responsibilities: co-leadership, quality control, course design, production of educational materials
- [2015–**now**] R&I project: Wearable Experience for Knowledge Intensive Training, <http://wekit.eu/>
- Beneficiary: Europlan UK ltd
  - Funded by: EU under Horizon 2020 programme, call ICT-20-2015, <http://ec.europa.eu/>
  - Responsibilities: original idea, proposal coordination, leading work package “Roadmap, Exploitation, and Business Impact”, research, and dissemination
- [2017–**now**] R&D project: “Virtuell praksisplass” Virtual internship: development of research-based innovative solutions based on gaming technology and virtual and augmented reality as tools for supervising about jobs.
- Beneficiary: Norwegian University of Science and Technology
  - Funded by: NAV
  - Responsibilities: technical coordination and research
- [2017–**now**] R&D project: “Mental trening for stressmestring” Biofeedback for the 360-video Virtual Reality Interview Experience
- Beneficiary: Mikhail Fominykh one-person company
  - Funded by: Coperiosenteret AS
  - Responsibilities: tech. design and development, setup of technical infrastructure
- [2016–**now**] R&D project: “BioWaveVR” CBT with Virtual Reality and Wearable Technology
- Beneficiary: Mikhail Fominykh one-person company
  - Funded by: Coperiosenteret AS
  - Responsibilities: tech. design and development, organization of training sessions
- [2015–**now**] R&D project: Active Learning Module for Emergency Management Professionals using VR
- Beneficiary: Molde University College
  - Funded by: Norgesuniversitetet <https://norgesuniversitetet.no/>
  - Responsibilities: pedagogical and tech. design, programming, evaluation, and research
- [2015–**now**] R&D project: VirSam – Virtual arenas in medical and health education
- Beneficiary: Mikhail Fominykh one-person company
  - Funded by: NTNU «Innovative utdanning» programme <http://www.ntnu.no/toppundervisning/utviklingsprosjekter-2015-2016>
  - Responsibilities: design of 3D educational environment, web design, and technical support

## R&D Experience

- [2014–**now**] Project Manager (28%), Europlan UK Ltd, UK <http://europlan-uk.eu/>
- Initiator and co-leader of Horizon 2020 project WEKIT <http://wekit.eu/>, funded by EU
  - Manager of development project Information sharing portal for the Body of European Regulators for Electronic Communications <http://berec.europa.eu/>, funded by BEREC Office
- [2011–**now**] Self-employed at Mikhail Fominykh one-person company
- Project: Mental training for stressmanagement, coordinated by Coperio
  - Project: Executive functions, coordinated by Coperio
  - Project: BioWaveVR, coordinated by Coperio
  - Project: VirSam, coordinated by Medical faculty of NTNU
  - Project: Virtuell Velferdsteknologi, coordinated by Trondheim Municipality
  - Project: Cultural Awareness in Military Operations, with ADL, Norwegian Defence Forces
- [2006–2007] Designer, Multimedia System Lab, VSUT, Russia <http://www.mmlab.ru/>
- Project: “E-learning resources for Chemistry” funded by Russian Ministry of Education <http://fcior.edu.ru/about.page> (in Russian only)
  - Project: “Virtual Collaborative Learning Environments” funded by Russian Ministry of Education <http://www.mmlab.ru/projects/collab/collab.shtml>
  - Project: “Virtual City of Yoshkar-Ola” funded by VSUT <http://virtyola.ru/>
- Responsibilities: research, project management, 2D and 3D design and animation, programming
- [2001–2007] Software developer, Several IT companies, Russia

## Academic experience

- [2017–2018] Researcher (40%), Department of Pedagogics and Life-long learning, NTNU, Norway
- R&D project: Virtuell praksispluss
- [2015–**now**] Associate Professor (20%), Molde University College, Norway <http://www.himolde.no/>
- Project: Emergency Management Training with Virtual Reality
  - Project: Active Learning Module for Emergency Management Professionals using Virtual Reality
  - Project: AR-FOR-EU
- [2014–**now**] Adjunct Professor (10%), VSUT, Russia <http://volgatech.net/>
- Course: Virtual and Augmented Reality
- [2012–2014] Postdoctoral research fellow, Programme for Learning with ICT, NTNU, Norway
- Research project: CoCreate <http://www.cocreat.eu/>
- [2007–2012] PhD Research Fellow at Program for Learning with ICT, NTNU, Norway
- R&D project on serious games: TARGET <http://www.reachyourtarget.org/>
  - R&D project: Virtual City of Yoshkar-Ola, <http://virtyola.ru/>
  - Project: Travel in Europe, funded by EU cultural heritage
  - R&D Project: Virtual Campus of NTNU <http://slurl.com/secondlife/NTNU/>

## Teaching Experience

- [2013–**now**] Joint European Summer School on Technology Enhanced Learning
- Workshops and lectures on research design, community building, and industrial training
- [2015–**now**] VSUT, Russia: Introduction to Virtual Reality course
- Responsibilities: lectures, practical exercises, and assessment
- [2008–2014] NTNU, Norway: Cooperation Technologies and Social Media course
- Course design, lectures, practical exercises, and assessment
- [Spring 2013] Erasmus+ teaching mobility
- Series of guest lectures at the University of Oulu, Finland
- [2011–2012] EU CoCreat project <https://cocreat.wordpress.com/>
- Design and tutoring in two international distant courses

## Education

[2008–2012] Department of Computer and Information Science, NTNU, Norway

- PhD Thesis: "Collaborative work on 3D educational content"  [NTNU Open](#)

[2001–2006] Faculty of Information Technologies and Computer Engineering, VSUT, Russia

- Diploma Thesis: "Designing 3D Virtual Environment for Learning Arts"
- Average grade: 4.75 (min. passing grade 3, max. grade 5)

[1996–2000] Art school, Russia

- Subjects: Graphics, Painting, Composition, Decorative Arts, History of Visual Art

## Selected publications

Fridolin Wild, Roland Klemke, Paul Lefrere, **Mikhail Fominykh** and Timo Kuula: "Technology Acceptance of Augmented Reality and Wearable Technologies," in D. Beck, C. Allison, L. Morgado, J. Pirker, F. Khosmood, J. Richter, and C. Gütl Eds. *The 3rd Annual Conference of the Immersive Learning Research network (ILRN)*, Coimbra, Portugal, June 26–29, 2017, Springer, Book Series: [Communications in Computer and Information Science](#) CCIS, volume 725, Print ISBN 978-3-319-60632-3, Online ISBN 978-3-319-60633-0, pp. 129–141. DOI: [10.1007/978-3-319-60633-0\\_11](#).

**Mikhail Fominykh**, Ekaterina Prasolova-Førland, Tore C. Stiles, Anne Berit Krogh, and Mattias Linde: "Conceptual Framework for Therapeutic Training with Biofeedback in Virtual Reality: First Evaluation of a Relaxation Simulator," in J. Johnston Eds., *EdMedia: World Conference on Educational Media and Technology*, Washington DC, USA, June 20–23, 2017, AACE, ISBN: 978-1-939797-29-2, pp. 375–389.

**Mikhail Fominykh**, Fridolin Wild, Carl Smith, Victor Alvarez and Mikhail Morozov: "An Overview of Capturing Live Experience with Virtual and Augmented Reality," in Davy Preuveneers ed. *the Workshop Proceedings of the 11th International Conference on Intelligent Environments*, IOS Press, Series: [Ambient Intelligence and Smart Environments](#), ISSN: 1875-4163, Volume 19, ISBN: 978-1-61499-529-6, pp. 298–305. DOI: [10.3233/978-1-61499-530-2-298](#).

**Mikhail Fominykh**, Ekaterina Prasolova-Førland, Monica Divitini, and Sobah Abbas Petersen: "Boundary Objects in Collaborative Work and Learning," *Information Systems Frontiers*, ISSN: 1387-3326, EISSN: 1572-9419, 2015, Springer, pp. 1–18. doi> [10.1007/s10796-015-9579-9](#).

**Mikhail Fominykh**, Andrey Smorkalov, Mikhail Morozov, and Ekaterina Prasolova-Førland: "3D Virtual Worlds as a Fusion of Immersing, Visualizing, Recording, and Replaying Technologies," in D. Sharma et al. eds., *Fusion of Smart, Multimedia and Computer Gaming Technology: Research, Systems and Perspectives*, 2015, Springer, Intelligent Systems Reference Library 84 ISSN: 1868-4394, pp. 137–171. doi>[10.1007/978-3-319-14645-4\\_7](#)

Andrey Smorkalov, **Mikhail Fominykh**, and Mikhail Morozov: "Collaborative Work and Learning with Large Amount of Graphical Content in a 3D Virtual World Using Texture Generation Model Built on Stream Processors," *International Journal of Multimedia Data Engineering and Management (IJMDEM)*, Volume 5, Issue 2, 2014, IGI-Global, ISSN: 1947-8534, EISSN: 1947-8542, pp. 18–40. doi>[10.4018/ijmdem.2014040102](#).

**Mikhail Fominykh** and Ekaterina Prasolova-Førland: "Educational Visualizations in 3D Collaborative Virtual Environments: a Methodology," *International Journal of Interactive Technology and Smart Education (ITSE)*, Volume 9, issue 1, 2012, Emerald, ISSN: 1741-5659, pp. 33–45. doi>[10.1108/17415651211228086](#)

Ekaterina Prasolova-Førland, **Mikhail Fominykh**, Ramin Darisiro, Anders I. Mørch, and David Hansen: "Preparing for International Operations and Developing Scenarios for Inter-cultural Communication in a Cyberworld: A Norwegian Army Example," in Marina Gavrilova et al. eds., *Transactions on Computational Science (TCS)*, 2014, Springer, LNCS 8490 ISSN 0302-9743, Issue XXIII, pp. 118–138. doi>[10.1007/978-3-662-43790-2\\_7](#)