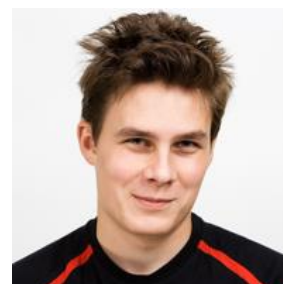


Mikhail Fominykh, PhD

Personal information

Address: Waldemar Aunes vei 10B, 7027 Trondheim, Norway
Mobile phone: (+47) 48603627
Email: mihail.fominyh@gmail.com
Homepage: <http://mikhailfominykh.com/>
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 grant proposals and R&D projects and develop my project management.

Selected projects

- [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
- [2016–**now**] R&D project: “Hodepinne” 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
- [2015–2016] R&D project: Virtuell Velferdsteknologi
- Beneficiary: Mikhail Fominykh one-person company
 - Funded by: Trondheim Kommune, <https://helsedirektoratet.no/velferdsteknologi/>
 - Responsibilities: design of 3D educational environment and training scenarios
- [2011–2013] Research project: CoCreate <http://www.cocreat.eu/>
- Beneficiary: Department of Computer and Information Science, NTNU
 - Funded by: EU under Life Long Learning programme
 - Responsibilities: design of 3D educational environment, instructional design, research, tutoring
- [2011–2014] R&D project: Cultural Awareness in Military Operations
- Beneficiary: Mikhail Fominykh one-person company
 - Funded by: ADL, Norwegian armed forces
 - Responsibilities: design of 3D educational environment, research, and technical support
- [2010–2011] R&D project on serious games: TARGET <http://www.reachyourtarget.org/>
- Beneficiary: Programme for Learning with ICT, NTNU
 - Funded by: EU under FP7 programme
 - Responsibilities: Organization of community events in a 3D environment, website support

R&D Experience

- [2014–**now**] Project Manager, 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: IPsyT, coordinated by Coperio
 - Project: Hodepinne, coordinated by Coperio
 - Project: VirSam, coordinated by Medical faculty of NTNU
 - Project: Virtuellt 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

- [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
- [2014–**now**] Adjunct Professor (10%), VSUT, Russia <http://volgatech.net/>
- Teaching: Introduction to Virtual 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 <http://jtelsummerschool.eu/>
- Eight workshops and on research design, community building, and industrial training
 - One lecture on EU funding
- [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

Coordinating and Editing Grant Proposals

- [Nov. 2016] Innovation proposal: Sports in Virtual Environments
- Call: ICT-19-2017, Media and content convergence, Horizon 2020
 - Responsibilities: proposal editor, consortium co-coordinator
 - Commissioned by: IME faculty, NTNU (source: Project Establishment Support – PES)
 - Status: under review
 - <http://ec.europa.eu/research/participants/portal/desktop/en/opportunities/h2020/topics/ict-19-2017.html>
- [Oct. 2016] R&D proposal: Virtual Deck – innovative training of sailors and deck personnel
- Call: Innovation Project for the Industrial Sector, The Research Council of Norway
 - Responsibilities: proposal co-editor, sections on related work and motivation for research
 - Commissioned by: SVT faculty, NTNU (source: The Research Council of Norway)
 - Status: under review
 - http://www.forskningsradet.no/en/Innovation_project_for_the_industrial_sector/1253963988186
- [Mar. 2016] Partnership proposal: AR-FOR-U – Augmented Reality for Formal University Education
- Call: Erasmus Plus Key Action 2 - Capacity building in the field of higher education
 - Responsibilities: consortium coordinator, proposal co-editor
 - Status: rejected, score 29-13.5-19-27, ranked #4 out of 14, invited for resubmission
 - http://eacea.ec.europa.eu/home/erasmus-plus/actions/key-action-2-cooperation-for-innovation-and-exchange-good-practices/capacity-0_en
- [Sep. 2015] Education proposal: Emergency Management Education with Virtual Reality
- Call: Flexible Higher Education “Fleksibel høgare utdanning” 2016
 - Responsibilities: proposal co-editor
 - Beneficiary: Molde University College, Norway
 - Status: funded, among 17 out of 57 proposals, running project
 - <https://norgesuniversitetet.no/prosjekt/active-learning-module-for-emergency>
- [Apr. 2015] **R&I proposal: Wearable Experience for Knowledge Intensive Training**
- Call: ICT-20-2015, Technologies for better human learning and teaching, Horizon 2020
 - Responsibilities: author of original idea, consortium coordinator, proposal editor
 - Beneficiary: Europlan UK Ltd., United Kingdom
 - Status: funded, score 5.0-5.0-4.5, ranked #1 out of 127, running project <http://wekit.eu/>
 - <http://ec.europa.eu/research/participants/portal/desktop/en/opportunities/h2020/topics/ict-20-2015.html>
- [Apr. 2015] R&I proposal: Augmented and Virtual reality in Emergency management Readiness Training
- Call: ICT-20-2015, Technologies for better human learning and teaching, Horizon 2020
 - Responsibilities: consortium co-coordinator, proposal co-editor
 - Status: rejected, score 4.5-4.0-4.0, ranked above threshold
 - <http://ec.europa.eu/research/participants/portal/desktop/en/opportunities/h2020/topics/ict-20-2015.html>

Education

- [2008–2012] Department of Computer and Information Science, NTNU, Norway
- PhD Thesis: “Collaborative work on 3D educational content” ☆ [DiVA](#)
- [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

Awards and Grants

[Sep 2016] Project: VirSam

- Granted by: The Research Council of Norway, NOK 5.997.000
- http://www.forskningsradet.no/prognnett-finnut/Nyheter/Atte_innovasjonsprosjekter_innvilget/1254021426069/p1253990820613

[Dec 2015] Project: Active Learning Module for Emergency Management Professionals using VR

- Granted by: Norgesuniversitetet, NOK 450.000
- <https://norgesuniversitetet.no/prosjekt/active-learning-module-for-emergency>

[Aug 2015] **Research and Innovation project: WEKIT** <http://wekit.eu/>

- Granted by: EU Horizon 2020 Programme EUR 2.753.144, grant no 687669

[2014] Personal grant to participate training events on writing EU proposals

- Lab Surfing Workshop, Italy <https://fet-eye.eu/milan-may-2014>
- Blue Sky conference, Hungary <https://fet-eye.eu/bs-2014>
- Science Incubator Summer School, France <https://fet-eye.eu/siss-2014>
- Granted by: EYE, coordination and support project funded by the EU

[Apr 2014] Personal grant to teach at the Tenth Joint European Summer School on Technology Enhanced Learning, Malta

- Granted by: TESEO lab, NTNU <http://www.prolearn-academy.org/Events/summer-school-2014>

[Sep 2013] Demo special recognition: Virtual Afghan Village as a Low-Cost Environment for Training Cultural Awareness in a Military Context

- Granted by: European Association of Technology Enhanced Learning
<http://ectel2013.cs.ucy.ac.cy/index.php/conference/papers-and-demos-awards>

[Aug 2013] Personal grant to conduct a trans-national access research project at the University College London, UK

- Granted by: VISIONAIR, project funded by the EU
<http://www.infra-visionair.eu/accepted-projects.html>

[May 2013] Audience Choice Award at the Ninth Joint European Summer School on Technology Enhanced Learning

- Granted by: European Association for Technology Enhanced Learning
<http://www.prolearn-academy.org/Events/summer-school-2013>

[Mar 2013] Personal grant to give lectures at the University of Oulu, Finland

- Granted by: ERASMUS Teacher Mobility program
http://ec.europa.eu/education/tools/llp_en.htm#tab-4

[May 2011] Personal grant to participate in the Seventh Joint European Summer School on Technology Enhanced Learning

- Granted by: European Association for Technology Enhanced Learning
<http://www.prolearn-academy.org/Events/summer-school-2011>

[Mar 2011] Outstanding paper award: Virtual Research Arena: Presenting Research in 3D Virtual Environments

- Granted by: Association for the Advancement of Computing in Education
http://www.editlib.org/j/GLEARN/v/2011/n/1/?show_awards_only=true

[Jun 2009] Outstanding paper award: Virtual Campus in the Context of an educational Virtual City: a Case Study

- Granted by: Association for the Advancement of Computing in Education
http://www.editlib.org/j/EDMEDIA/v/2009/n/1/?show_awards_only=true

Selected publications

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](https://doi.org/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](https://doi.org/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](https://doi.org/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](https://doi.org/10.1108/17415651211228086)

Mikhail Fominykh, Ekaterina Prasolova-Førland, and Monica Divitini: "Creative Collaboration in a 3D Virtual World Conducting Educational Activities, Designing Environments, and Preserving Results," in D. G. Sampson et al. eds., *Digital Systems for Open Access to Formal and Informal Learning*, 2014, Springer, pp. 257–274. doi>[10.1007/978-3-319-02264-2_16](https://doi.org/10.1007/978-3-319-02264-2_16)

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](https://doi.org/10.1007/978-3-662-43790-2_7)

Mikhail Fominykh: "Creating and Retrieving Knowledge in 3D Virtual Worlds," in U. Gehmann and M. Reiche eds., *Real Virtuality: About the Destruction and Multiplication of World*, 2014, [Transcript](https://www.transcript-verlag.de/), pp. 337–368.

Mikhail Morozov, Alexey Gerasimov, **Mikhail Fominykh**, and Andrey Smorkalov: "Asynchronous Immersive Classes in a 3D Virtual World: Extended Description of vAcademia," in M. Gavrilova et al. eds., *Transactions on Computational Science (TCS)*, 2013, Springer LNCS 7848, Issue XVI, pp. 81–100. doi>[10.1007/978-3-642-38803-3_5](https://doi.org/10.1007/978-3-642-38803-3_5)

Mikhail Fominykh, Ekaterina Prasolova-Førland, Leif Martin Hokstad, and Mikhail Morozov: "Repositories of Community Memory as Visualized Activities in 3D Virtual Worlds," in *the 47th Hawaii International Conference on System Sciences (HICSS)*, Waikoloa, HI, USA, January 6–9, 2014, IEEE, pp. 678–687. doi>[10.1109/HICSS.2014.90](https://doi.org/10.1109/HICSS.2014.90)











Ekaterina Prasolova-Førland, **Mikhail Fominykh**, Ramin Darisiro, and Anders I. Mørch: "Training Cultural Awareness in Military Operations in a Virtual Afghan Village: A Methodology for Scenario Development," in Ralph H. Sprague, Jr. ed., *the 46th Hawaii International Conference on System Sciences (HICSS)*, Wailea, HI, USA, January 7–10, 2013, IEEE, pp. 903–912. doi>[10.1109/HICSS.2013.571](https://doi.org/10.1109/HICSS.2013.571)

Mikhail Fominykh, Ekaterina Prasolova-Førland, and Monica Divitini: "Learning Computer-Mediated Cooperation in 3D Visualization Projects," in Yuhua Luo ed., *the 9th International Conference on Cooperative Design, Visualization and Engineering (CDVE)*, Osaka, Japan, September 2–5, 2012, Springer, LNCS 7467, ISSN: 0302-9743, p. 65–72. doi>[10.1007/978-3-642-32609-7_9](https://doi.org/10.1007/978-3-642-32609-7_9)

Active memberships in scientific program committees

-  [Computers in Human Behavior, Journal](#), invited reviewer, 2016
-  [Ce-Learning](#), member of the International Program Committee, 2016
-  [HCI@I4.0](#), member of the Program Committee, 2016
-  [Journal of Technology and Information Education](#), Member of the Editorial board, 2016
-  [International Journal of Human-Computer Interaction](#), Invited reviewer, 2016
-  [International Workshop on Collaboration and e-Learning](#), Technical Program Committee member, 2016
-  [Computer Methods and Programs in Biomedicine, Journal](#), invited reviewer 2016
-  [Computer & Education, International Journal](#), invited reviewer 2016
-  [New Review of Hypermedia and Multimedia Journal](#), invited reviewer, 2015
-  [International Journal of Artificial Intelligence in Education](#), invited reviewer, 2015
-  [iLRN](#), member of the Program Committee, [2015](#), [2016](#)
-  [IEEE Multimedia](#), invited reviewer, 2015
-  [IEEE Communications Magazine](#), invited reviewer, 2014
-  [ISM](#), member of the Technical Program Committee [2014](#)
-  [Journal of Educational Technology & Society](#), invited reviewer, 2014
-  jTEL Summer School, member of the Programme Committee, [2014](#), [2015](#)
-  [ICALT](#), member of the Virtual Worlds in Education and Training track Program Committee [2014](#), [2015](#)
-  [HCI International](#), member of the Program Board in Learning and Collaboration Technologies [2014](#), [2015](#)
-  [KES STET](#), member of the International Program Committee, [2014](#), [2015](#), [2016](#)
-  [SCITEED](#), member of the [Scientific Committee](#), 2014
-  [Behaviour & Information Technology Journal](#), invited reviewer, 2013, 2016
-  [SLACTIONS](#), member of the Scientific Committee [2013](#), [2014](#)

Selected R&D Collaborators

-  Oxford Brookes University, Ravensbourne College, The Open University, University College London.
-  NTNU, SINTEF, University of Tromsø, Molde University College, University of Oslo
-  RWTH Aachen University, Mediadesign Hochschule, Saarland University
-  Open University Netherlands
-  Ecole Polytechnique Fédérale de Lausanne, International Academy of Sport Science and Technology
-  VTT Research centre, Oulu University
-  Tallinn University
-  Universidade Aberta, Polytechnics Institute of Santarém, INESC-ID
-  Murdoch University, Curtin University, Queensland University of Technology
-  University of Hawaii at Manoa

Languages

English, Norwegian Bokmål, Russian