

Jeanette Falk, Ph.D

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👤 Citizenship: Danish

EDUCATION

- 2021 Mar **PhD Degree.** Dissertation title: *How Game Jams and Hackathons Accelerate Design Processes*. Supervisor: Professor Kim Halskov, co-supervisor: Associate Professor Rikke Toft Nørgård. Assessment committee: Professor Kia Höök, Associate Professor Jonas Fritsch, Professor Peter Dalsgaard.
- 2014 - 2016 **Master of Science in Digital Design.** Thesis: *Design Processes in Computer Game Development - a Study of Game Jams*, Aarhus University, GPA: 11,67. Elective courses in Design as Critical Practice and 3D Interaction.
- 2015 Autumn **Level Designer, Profile Semester.** Admitted at the National Academy of Digital Interactive Entertainment (DADIU), Copenhagen. Graduation game: *A Clockwork Dream*.
- 2011 - 2014 **Bachelor of Arts in Digital Design - IT, Aesthetic and Interaction.** Thesis: *The Bodily Experience of Fine Motor Computer Gaming*, Aarhus University, GPA: 9,04. Elective courses in Computer Science, game play theory and design. Certificate in Facilitation of Entrepreneurship and Innovation from Centre of Entrepreneurship and Innovation, Aarhus University

ACADEMIC WORK EXPERIENCE

- 2021 Sep-2024 Aug **Postdoctoral Researcher** at the Center for Human-Computer Interaction, Department of Computer Science, University of Salzburg, funded by the Austrian Science Fund (FWF) for a period of 3 years [P34226]. Collaboration with stakeholders: Taxham Mittelschule
- 2020 Aug-2021 Aug **Postdoctoral Researcher** at the Danish School of Education, Aarhus University, funded by Aarhus University Research Foundation: AUFF Nova Grant and Centre for Teaching Development and Digital Media. Collaboration with stakeholders: Future Classroom Lab, Absalon Professionshøjskole
- 2017 Feb - 2020 Jan **PhD Fellow.** Dissertation title: *How Game Jams and Hackathons Accelerate Design Processes*. At the Department of Digital Design and Information Science, fully funded by the Faculty of Arts, Aarhus University. Collaboration with stakeholders: Akademiet for Talentfulde Unge, DARIAH Teach
- 2016 Sep-2017 Jan **Research Assistant** in the Creativity in Blended Interaction Spaces research project at Aarhus University. Collaboration with stakeholders: KOLLISION, Lego Build to Express, Philips, Akademiet for Talentfulde Unge.

RELEVANT WORK EXPERIENCE

- 2016 Feb-2016 Jul **Level Design Consultant**, Student job, Metanoia Games a/s
- 2014 Dec-2015 Aug **Frontend Designer and Developer**, Student job, Kanda a/s
- 2013 Sep-2015 Feb **Laboratory Assistant and Workshop Facilitator**, Student job, Digital Design Laboratory, Aarhus University

AWARDS AND HONORS

- 2021 Aug **Outstanding Service Award** for serving as Program Chair and co-organizer of the Sixth International Conference on Game Jams, Hackathons and Game Creation Events (ICGJ'21)
- 2021 May **CHI 2021 Best Paper Award** for: *What Do Hackathons Do? Understanding Participation in Hackathons Through Program Theory Analysis* by Jeanette Falk, Gopinaath Kannabiran & Nicolai Brodersen Hansen
- 2021 **Special Recognition** for outstanding DIS 2021 Papers and Pictorials review
- 2021 **Special Recognition** for outstanding CHI 2021 Papers review
- 2017 Apr **Winner** of AU Hack Creuna Award, Aarhus University hackathon
- 2016 Mar **Winner** of Best Audio, Arsenalet Spring Jam, Viborg
- 2014 Apr **Semifinalist** at Nordic Game Jam, Copenhagen
- 2014 Jan **Winner** of first prize, Katrinebjerg Kompetition, Aarhus, €2.000
- 2013 Mar **Honorable Mention** in the design competition at The Student Interaction Design Research Conference, Aarhus

GRANTS

- 2019 Dec **Research grant** (co-author), Aarhus University Research Foundation Nova Grant, €80.700
- 2018 Nov **Travel grant**, Aarhus University Research Foundation, €1.900
- 2018 Aug **Travel grant**, Oticon Foundation, €800

INVITED TALKS AND LECTURES

- 2023 Jul **Invited Guest Lecturer** at the Chinese-Austrian-EU Summer School 2023 - going global, Chinese Studies Center at the University of Salzburg on the topic of AI-human relations
- 2023 May **Invited Guest Lecturer** at the joint Master's degree in Human-Computer Interaction between the Salzburg University of Applied Sciences and the University of Salzburg on the topic of AI and creativity.
- 2023 Jan **Invited Talk** at TU Chemnitz, Germany, by Dr. Prof. Lewis Chuang.
- 2022 Aug **Invited Guest Lecturer** at the Chinese-Austrian-EU Summer School 2022 ONLINE - going global, Chinese Studies Center at the University of Salzburg on the topic of AI-human relations
- 2021 May **Invited Guest Lecturer** at the joint Master's degree in Human-Computer Interaction between the Salzburg University of Applied Sciences and the University of Salzburg on the topic of Game Jams and Design Processes.
- 2021 Mar **Invited Webinar Speaker** for PROSA, Union for IT-professionals, on the topic of Storytelling in Computer Games
- 2020 Oct **Invited Speaker** at the Games Studies Seminar, University of Helsinki, on the topic of Academic Game Jams
- 2018 May **Invited Speaker** at Clio, EdTech company, on the topic of creativity for school teachers
- 2016 Oct **Invited Speaker** for GameTalk at Dokk1, Aarhus Library, about GOLD, a game design collective I co-founded and co-organised
- 2016 Apr **Invited Guest Lecturer** at the Dania Games Academy, Grenå, on the topic of design processes in game jams

ACADEMIC SERVICE

- 2019-now **Reviewer** at major academic conferences, journals and publishers such as CHI, NordiCHI, CHI Play, DIS, C&C, HCI Journal, Springer Nature, Columbia University Press.
- 2023 **Program Chair and Co-Organizer** for the International Conference on Game Jams, Hackathons and Game Creation Events, ACM, 2023.
- 2023 **Publicity Chair** at Creativity & Cognition Conference, 2023
- 2022 **Associate Chair** on the Program Committee for CHI 2023 (Games and Play track).
- 2022 **Social Chair** at NordiCHI 2022
- 2022 **Associate Chair** for Creativity & Cognition Conference, 2022.
- 2021 **Jury Member** for the CHI Play 2021 Student Game Design Competition
- 2021 **Associate Chair** on the Program Committee for CHI 2022 (Games and Play track).

- 2021 **CHI Writing Club Co-organiser** for the HCI researchers at Aarhus University submitting for CHI 2022.
- 2021 **Member of Steering Group** Aarhus Ladies in IT, Computing, and Engineering (ALICE), cs.au.dk/alice
- 2021 **Program Chair and Co-Organizer** for the International Conference on Game Jams, Hackathons and Game Creation Events, ACM, 2021.
- 2021 **Associate Chair** for Creativity & Cognition Conference, 2021.
- 2019 **Local Chair, Associate Chair and Co-Organiser** of the International Conference on Game Jams, Hackathons and Game Creation Events, 2019 in San Francisco, US.
- 2017-2020 **Representative Member** for Aarhus University in the coordination group of The National Academy of Digital Interactive Entertainment (DADIU), Copenhagen

DISSEMINATION ACTIVITIES

- 2020-2021 **Consulting Hackathon Organiser** for the Interactive Laboratories project and the Danish Government Agency of IT and Learning.
- 2020 Nov **Speaker** at WinterPIT (Participatory Information Technology) seminar, Aarhus University, on the topic of Research with and on Hackathons
- 2019 Aug **Speaker** at The Playful University conference, Aarhus University
- 2018-2019 **Developer** of online teaching course material for Dariah Teach, EU project IGNITE.
- 2018 Sep-Oct **Visiting Researcher** at Aalto University, Finland, hosted by Dr. Annakaisa Kultima.
- 2018 Mar **Panellist** at Game//Play research symposium, Aarhus University, on the topic of Game Jams
- 2017 Aug **Speaker and Panellist** at the Summer PIT seminar, Aarhus University, on the topic of Design Processes in Hackathons
- 2016 Jun **Exhibitor** at the game festival, GAME SCOPE, Aalborg with the game, PentaPong, developed in collaboration with GOLD
- 2016 Apr **Volunteer Facilitator** of programming workshop for Girls in ICT Day.
- 2015 Dec-2016 Jan **Exhibitor** at the Storm P museum's Play Exhibition in Copenhagen with the game WorldJump, developed as part of bachelor course.
- 2015 **Co-Founder and Co-Organiser** of Aarhus-based game design collective, Games of Life and Death (GOLD)
- 2014 Sep-2015 Jun **Volunteer Instructor** at Coding Pirates, Aarhus, teaching children basic electronics and programming.

CONFERENCE AND WORKSHOP PARTICIPATION

- 2023 April **Paper Presenter** at CHI 2023, Hamburg, Germany
- 2022 October **Paper Presenter** at NordiCHI conference 2022 in Aarhus, Denmark
- 2022 October **Invited Workshop Participant** at the Flatiron Institute (New York, USA, NY) (online) "Hack the Hackathon: Shaping the Future of Hackathon Research and Practice, Volume 2"
- 2022 June **Poster Presenter** at Creativity & Cognition conference in Venice, Italy
- 2021 Dec **Invited Workshop Participant** at the Lorentz Center, Leiden, The Netherlands, "Hack the Hackathon: Shaping the Future of Hackathon Research and Practice, Volume 1"
- 2021 May **Paper Presenter** at CHI'21 and **Course Participant** in: *Statistics for HCI*, and: *Working with Children in HCI: Research, Design and Evaluation*
- 2020 Nov **Admitted Participant** at Future Digileaders 2020, KTH Royal Institute of Technology, Stockholm University
- 2020 Jul **Paper Presenter** at DIS '20, Eindhoven, Netherlands.
- 2019 Jun **Participant** in CHI'19, Glasgow, Scotland and **Course Participant** in: *Rapid Prototyping of Augmented Reality & Virtual Reality Interfaces*
- 2019 Jun **Paper Presenter** at DIS '19, San Diego, USA and **Workshop Participant** in: *1st Person Research Methods in HCI*
- 2018 Dec **Paper Presenter** at OzCHI '18, Melbourne, Australia
- 2018 Oct **Paper Presenter** at the Academic Mindtrek conference 2018, Tampere, Finland
- 2018 Apr **Paper Presenter** at Making Games Seminar, Tampere, Finland
- 2017 **Doctoral Consortium Participant** at CHI Play and **Student Volunteer**, Amsterdam, the Netherlands
- 2012 and 2014 **Student Volunteer** at the Media Architecture Biennale, Aarhus

TEACHING AND SUPERVISION

Since 2013, I have taught multiple workshops, and courses, and given guest lectures on the topics of among other things artificial intelligence, interaction design, game design, creativity, programming, prototyping, and fabrication. .

SKILLS

Languages: **Danish**, native proficiency
English, full professional proficiency
German, limited working proficiency

Research skills: **Data analysis:** Thematic analysis, literature review, qualitative coding, transcription. In collaboration with others or single-handed
Interviews: Semistructured, contextual, group and individual
Observation: Observer participant, using video, screen captures, audio and note taking
Questionnaires: Open-ended/qualitative, quantitative
Research-through-Design: Autobiographical design/first person research, speculative design, ethnographic studies
Workshops: Participatory design, idea generation. For high-school students, university students, professionals, researchers and designers
Other: Fundraising, supervision, project management

Software and tools: **Fabrication:** 3D printing, CNC machines, vinyl cutter, various power tools
Game engine: Unity 3D
Graphic design: Illustrator, InDesign, Photoshop
Programming: Python, C#, Javascript, HTML, CSS, Max6 MSP
Prototyping: Arduino, Figma, Balsamiq
Qualitative data analysis: Nvivo 12
Questionnaire design: Survey Xact, Google Forms
Video editing: iMovie
3D modelling: Blender