Jonas Oppenlaender

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Senior Researcher
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http://www.jonaso.de

https://github.com/joetm

EDUCATION

Ph.D., Computer Science (with focus on Human-Computer Interaction) 2018 – 2021
Center for Ubiquitous Computing, University of Oulu, Finland

M.Sc., Computer Science 2014 – 2015
Web and Internet Science Research Group (WAIS), University of Southampton, United Kingdom

Certificate, Business Analysis 2013
School of Continuing Studies, University of Toronto, Canada

Erasmus exchange student 2005 – 2006
Linköping University, Sweden

M.Sc., Industrial Engineering and Management 2002 – 2011
(with focus on Product Development)
Technical University of Darmstadt, Germany

ACADEMIC EXPERIENCE

Senior Researcher/PostDoc 2021 – 2021
Information Service Engineering, FIZ Karlsruhe & Karlsruhe Institute of Technology
Karlsruhe, Germany

Doctoral Researcher 2018 – 2021
Crowd Computing group, Center for Ubiquitous Computing, University of Oulu
Oulu, Finland

Graduate Research Assistant (Wissenschaftlicher Mitarbeiter) 2016 – 2018
Human-Centered Computing, Freie Universität Berlin and
Cluster of Excellence "Image Knowledge Gestaltung" (Aug 2016 – Mar 2017)
Berlin, Germany

WORK EXPERIENCE IN INDUSTRY

Full-Stack Web Developer 2016
Liip AG
Bern, Switzerland

Linked Data Developer 2015 – 2016
Seme4 Ltd.
Southampton, United Kingdom

Business Analyst 2013 – 2014
Alstom IS&T
Paris, France

Strategy Analyst Trainee 2011 – 2012
Alstom Power
Baden, Switzerland

Full-Stack Web Developer (Freelance) 2008 – 2013
Darmstadt, Germany

IAESTE Internship July 2010 – Aug 2010
Local Economic Development Department, Radoviš Municipality
Radoviš, Macedonia

Military Service   2000 – 2002
   292nd Light Infantry Battalion, Franco-German Brigade
   Donaueschingen, Germany

ACADEMIC AND INDUSTRY PROJECTS

Academic Projects as Principal Investigator

1. Folk Theories for a Better Understanding of Human-AI Interaction   2020
2. Crowdsourcing Creative Work   2018 – 2021
3. CrowdUI – Supporting Web Design with the Crowd   2015, 2018 – 2020

Academic Projects as Research Member

1. NFDI4Culture   2021 (ongoing)
   Consortium for research data on material and immaterial cultural heritage
   DFG No. 441958017

2. EEZU   2021 (ongoing)
   Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive
   DFG LIS No. 449727012

3. GenZ strategic profiling project, University of Oulu
   Academy of Finland No. 318930   2020 – 2021

4. 6G Finnish Flagship Programme
   Academy of Finland No. 318927   2018 – 2021

5. IKON, Freie Universität Berlin & Museum of Natural History
   BMBF No. 03IO1633   2017 – 2018

6. ID+LAB, Cluster of Excellence "Image Knowledge Gestaltung"   2016 – 2017
   DFG EXC 1027

Industry Projects as Research Member

1. SkillsPlanner.net, Seme4 Ltd. (Innovate UK, £1.3m)   2015 – 2016

RECOGNITION AND AWARDS

Distinction, University of Southampton   2015

Scholarships and Grants

Nokia Foundation Scholarship   2020
"Harvesting Folk Theories for a Better Understanding of Human-AI Interaction"

Jenny and Antti Wihuri Foundation Grant   2020
"Investigating how creators on YouTube adapt to the presence of Artificial Intelligence"

Riitta and Jorma J. Takasen Foundation Scholarship   2020
"Mining Dark Patterns on Social Media Platforms for a Better Understanding of Human-AI Interaction"

Finnish Foundation for Technology Grant   2020
"Mining Dark Patterns of Social Media Usage for a Better Understanding of Human-AI Interaction"

Tauno Tönning Foundation Grant   2020
"Mining Dark Patterns of Social Media Usage for a Better Understanding of Human-AI Interaction"

Course grant, University of Oulu UniOGS   2020
"Scrum Product Owner"

Nokia Foundation Scholarship   2019
"Mining Folk Theories for a Better Understanding of Human-AI Interaction"

Travel Grants

ACM SIGCHI	2019
University of Oulu UniOGS	2019
University of Oulu UniOGS	2019
Ubicomp/ISWC	2018
DAAD	2010
Erasmus Sokrates Scholarship (DAAD)	2005

Academic Service and Management

Associate Chair

Associate Chair, CHI '19 Late Breaking Work	2019

Program Committee Member

AAAI Conference on Human Computation and Crowdsourcing (HCOMP '21), Virtual	2021
Studierendenkonferenz Informatik (SKILL '18), Berlin, Germany	2018

Organizing Committee

International Conference on Design Creativity (ICDC 2020), Virtual	2020
UBI Summer School 2018 (UBISS '18), Oulu, Finland	2018

Workshop Organiser (Lead)

Workshop on Designing Crowd-powered Creativity Support Systems CHI '19, Glasgow, United Kingdom	2019
Workshop on Crowd-Powered Interfaces for Creative Design Thinking C&C '19, San Diego, CA, United States	2019

Workshop Organiser (Co-author)

2VT: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces CHI '21, Virtual	2021

Student Volunteering

ICML '21, Virtual	2021
BCS-HCI '21, Virtual	2021
FAccT '21, Virtual	2021
UIST '20, Virtual	2020
CSCW '20, Virtual	2020
C&C '19, San Diego, CA	2019
Ubicomp/ISWC '18, Singapore	2018

Conference Reviewer

CHI	2019 – 2021
CSCW	2018 – 2021
HCOMP	2021
UIST	2019 – 2021
C&C	2019 – 2021
INTERACT	2019 – 2021
DIS	2021
IUI	2020
EICS	2019 – 2020
MobileHCI	2020
HICSS	2018
IMWUT	2018
CHI PLAY	2018
ICMI	2018
ESWC	2018

Journal Reviewer

Human Computation   2020

Student Supervisions

All supervisions are principal supervisions, unless otherwise stated.

Doctoral Students

Tabea Tietz   2021 (ongoing)
Ville Paananen (mentor and assistant supervisor)   2020 – 2021

Master's Students

Antonio Kongjonaj   2019
Ömer Bayram   2018
Immanuel Pelzer   2017

Bachelor Students

Aaron Maier   2021 (ongoing)
Katri Säily   2021
Bastian van de Wetering   2018
Andre Slava Paderow   2018

Research Assistants

Tim Korjakov   2017 – 2018
Nicolo Knapp   2017 – 2018
Immanuel Pelzer   2016 – 2017

Other Supervision

Summer project, Antonio Kongjonaj   2018
Software Project, 4 students   2017

Teaching Experience

Senior Teaching Assistant

Human-Computer Interaction (521145A, 5 ECTS, Bachelor)
 – 151 students   Autumn 2020
 – 139 students   Autumn 2019
Social Computing (521044A, 5 ECTS, Bachelor)
 – 61 students   Autumn 2020
 – 40 students   Spring 2020

Teaching Assistant

 – Human-Computer Interaction (521145A, 5 ECTS, Bachelor)
   161 students   Autumn 2018
 – Social Computing (521044A, 5 ECTS, Bachelor)
   19 students   Spring 2019

Curriculum planning

Human-Computer Interaction (521145A, Bachelor), University of Oulu   2019
Social Computing (521044A, Bachelor), University of Oulu   2019
XML Technologies (19305401, Master), Freie Universität Berlin   2018

Student Project Supervision

Applied Computing Project I (521152S, 3 students, 10 ECTS, Master), University of Oulu   2019
Software Project (4 students, 10 ECTS, Master), Freie Universität Berlin   2016 – 2017

Formal Teaching Training

Basics of University Pedagogy for Doctoral Students, 2 ECTS, University of Oulu   2019

Selected Software and Computational Artefacts

CrowdUI crowd feedback system to support web design, www.crowdui.com	2020
sameAs-Lite, github.com/seme4/sameAs-Lite	2016
SIMPLEX situated feedback system, github.com/joetm/perdis-client	2019
crowd-roles, web-based instrument for computational priming, github.com/joetm/crowd-roles	2019
Chopper, a tool to generate screenshots for UI elements, github.com/joetm/chopper	2018
IKON ontology, fub-hcc.github.io/IKON-ontology	2018
SkillsPlanner linked data platform, www.skillsplanner.net	2016
GFBio Terminology Service Website, terminologies.gfbio.org	2016
SBB Pilot Open Data Platform Public Transport Switzerland, opentransportdata.swiss	2016
Eurapco Trend Monitoring Platform, www.eurapco-trends.com	2016

Full portfolio of web development projects: jonaso.de/portfolio

Certifications and Licenses

Design Thinking, Interaction Design Foundation (best in class)	2021
Scrum Product Owner, Scrum Alliance	2020
Scrum Master, Scrum Alliance	2014
Certified Associate in Project Management, PMI	2014
ITIL v3 Foundation, Axelos	2014
Certificate in Business Analysis, University of Toronto	2013
Quality Manager, TQCert/German Accreditation Body (DAkkS)	2013
Zend Certified Engineer PHP 5 (License No. 013105)	2010

Languages

English (TOEFL 114/120, IELTS 8, Business English Certificate Higher)
German (Mother tongue)
French (4 years, uncertified)
Spanish (1 year, uncertified)

Memberships

Association for Computing Machinery (ACM)	2018 – today
ACM Special Interest Group on Computer-Human Interaction (SIGCHI)	2019 – today
Gesellschaft für Informatik e.V. (GI)	2020 – today
Institute of Electrical and Electronics Engineers (IEEE)	2014 – 2015 & 2020 – 2021