Jonas Oppenlaender July 8, 2025

Oulu jonas.oppenlaender@oulu.fi
Finland

Nationality: German

https://www.jonaso.de

Interest

Meta-Research, science of science, scientometric analysis, Generative AI, Prompt Engineering, Text-to-Image Generation, Human-Computer Interaction (HCI), NLP, Language Models, Creativity, Open Data

Education

2021, **Doctor of Science (Tech.), Computer Science** (with distinction)
Crowd Computing Group, Center for Ubiquitous Computing
University of Oulu, Finland

2015, **Master of Science, Computer Science** (with distinction)
University of Southampton, United Kingdom

2005 – 2006, **Erasmus exchange student** (DAAD Scholarship)
Linköping University, Sweden

2011, **Diplom-Wirtschaftsingenieur** (Master of Science), Industrial Engineering and Management
Technical University of Darmstadt, Germany

Employment

Academic Work Experience

2024 – today, **Postdoctoral Researcher**
University of Oulu, Center for Ubiquitous Computing
Oulu, Finland

2022 – 2023, **Postdoctoral Researcher**
University of Jyväskylä
Jyväskylä, Finland

2021 – 2021, **Senior Researcher/PostDoc**
Karlsruhe Institute of Technology (KIT) & FIZ Karlsruhe
Karlsruhe, Germany

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

2016 – 2018, **Wissenschaftlicher Mitarbeiter**
Freie Universität Berlin, Human-Centered Computing
Berlin, Germany

Aug 2016 – Mar 2017, **Wissenschaftlicher Mitarbeiter**
Cluster of Excellence "Image Knowledge Gestaltung"
Berlin, Germany

Non-academic Work Experience

2023 – 2024, **Senior Research Scientist**
Elisa Corporation
Helsinki, Finland

2016, **Full-Stack Web Developer**
Liip AG
Bern, Switzerland

2015 – 2016, **Developer**
Seme4 Ltd.
Southampton, United Kingdom

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

2011 – 2012, **Strategy Analyst Trainee**
Alstom Power
Baden, Switzerland

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

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

Nov 2004 – Feb 2011, **Internships in industry** (26 weeks)
Goodyear Dunlop Tires Germany GmbH, Karl Mayer Textile Machinery GmbH, Lubricant Consult GmbH, Kegelmann Technik GmbH
Frankfurt Rhine-Main, Germany

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

Career Breaks

Mar 2024 – Aug 2024, **Self-funded research leave**, focusing on writing academic papers (result: 2 CHI papers, 1 CHI workshop, 1 Research Council of Finland application) and evaluating a startup business idea (supporting academics in more efficiently managing collaborations)

Sep 2021 – Jan 2022, **Independent research period** with a stay in Skopje, Northern Macedonia, resulting in my two most-cited papers (10.1145/3569219.3569352 and 10.1080/0144929X.2023.2286532)

Jan 2013 – Jul 2013: **Continuing education training** in Business Analysis, leading to a certificate from University of Toronto, Toronto, Canada

Research Visits

June 2025, Ubiquitous Knowledge Processing (UKP) Lab, Technical University of Darmstadt, Germany

Research Projects

Academic Projects as Principal Investigator

1. 2019 – 2020, Folk Theories for a Better Understanding of Human-AI Interaction
2. 2018 – 2021, Crowdsourcing Creative Work
3. 2015, 2018 – 2020, CrowdUI – Supporting Web Design with the Crowd

Academic Projects as Research Member

1. 2020 – 2021, GenZ strategic profiling project, University of Oulu
   Academy of Finland No. 318930
2. 2018 – 2021, 6G Finnish Flagship Programme
   Academy of Finland No. 318927
3. 2021, EEZU – Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive,
   DFG LIS No. 449727012
4. 2017 – 2018, IKON, Freie Universität Berlin & Museum of Natural History
   BMBF No. 03IO1633
5. 2016 – 2017, ID+LAB, Cluster of Excellence "Image Knowledge Gestaltung"
   DFG EXC 1027

Industry Projects as Research Member

1. 2021, NFDI4Culture – Consortium for research data on material and immaterial cultural heritage
   DFG No. 441958017
2. 2015 – 2016, SkillsPlanner.net, Seme4 Ltd.
   Innovate UK

Awards and Recognition

2021, Distinction[1], University of Oulu
2015, Distinction[2], University of Southampton
2025, DAAD AInet Fellow (German Academic Exchange Service)

Scholarships and Grants

2022, University of Jyväskylä, IT Faculty Research Grant
2021, Toloka Research Grant
2020, Nokia Foundation Scholarship
2020, Jenny and Antti Wihuri Foundation Grant
2020, Riitta and Jorma J. Takasen Foundation Scholarship
2020, Finnish Foundation for Technology Grant
2020, Tauno Tönning Foundation Grant
2020, Course grant, University of Oulu UniOGS
2019, Nokia Foundation Scholarship

Travel Grants

2025, DAAD AInet Postdoctoral Fellowship
2019, ACM SIGCHI
2019, University of Oulu UniOGS
2019, University of Oulu UniOGS
2018, Ubicomp/ISWC
2010, DAAD
2005, Erasmus Sokrates Scholarship (DAAD)

Academic Service

Program Committee Member

ACM Collective Intelligence (CI '25)

[1] highest distinction possible, "for an exceptionally high quality thesis representing the top 15% in its field"
[2] "awarded for a Final Average Mark of 70 and over"

ACM The Web Conference, Crowdsourcing and Human Computation Track (WWW '23)
AAAI Conference on Human Computation and Crowdsourcing (HCOMP '22)
AAAI Conference on Human Computation and Crowdsourcing (HCOMP '21)
Studierendenkonferenz Informatik (SKILL '18)

Associate Chair

CHI '26 (Specific Application Areas)
CHI '19 (Late Breaking Work)

Organizing Committee

Social Media and Web Co-Chair, ACM Academic Mindtrek '23, Tampere, Finland
International Conference on Design Creativity (ICDC 2020), Virtual
UBI Summer School 2018 (UBISS '18), Oulu, Finland

Workshop Organizer

ACM CHI '25: Meta-HCI – First Workshop on Meta-Research in HCI, Yokohama, Japan
AAAI HCOMP '23, CrowdCamp Co-Chair, Delft, Netherlands
ACM CHI '22: Reimagining Global Crowdsourcing for Better Human-AI Collaboration (REGROW)
ACM CHI '21: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces
ACM C&C '19: Crowd-Powered Interfaces for Creative Design Thinking
ACM CHI '19: Designing Crowd-powered Creativity Support Systems (DC2S2)

Faculty Service

AI Tutor (2025–2027) for ITEE Faculty, University of Oulu
Working Group for AI in Research (2025), University of Oulu

Grant Reviewer

2025, Luxembourg National Research Fund (FNR)
2025, Agence Nationale de la Recherche (ANR)
2024, Swiss National Science Foundation (SNSF)

Conference Reviewer

EICS 2025: ACM SIGCHI Symposium on Engineering Interactive Computing Systems
CHI 2025: ACM CHI Conference on Human Factors in Computing Systems
CHI 2024: ACM CHI Conference on Human Factors in Computing Systems
CHI 2023: ACM CHI Conference on Human Factors in Computing Systems
CSCW 2023: ACM Conference on Computer-Supported Cooperative Work And Social Computing
WWW 2023: The Web Conference, Crowdsourcing and Human Computation Track
C&C 2023: ACM Conference on Creativity & Cognition
CHI 2022: ACM CHI Conference on Human Factors in Computing Systems
CSCW 2022: ACM Conference on Computer-Supported Cooperative Work And Social Computing
HCOMP 2022: AAAI Conference on Human Computation and Crowdsourcing
HAI 2022: International Conference on Human-Agent Interaction
C&C 2022: ACM Conference on Creativity & Cognition
UIST 2022: ACM Symposium on User Interface Software and Technology
EICS 2022: ACM SIGCHI Symposium on Engineering Interactive Computing Systems
NordiCHI 2022: Nordic Conference on Human-Computer Interaction
ICWSM 2022: AAAI Conference on Web and Social Media
CHI 2021: ACM CHI Conference on Human Factors in Computing Systems
CSCW 2021: ACM Conference on Computer-Supported Cooperative Work And Social Computing
HCOMP 2021: AAAI Conference on Human Computation and Crowdsourcing
C&C 2021: ACM Conference on Creativity & Cognition
UIST 2021: ACM Symposium on User Interface Software and Technology
EICS 2021: ACM SIGCHI Symposium on Engineering Interactive Computing Systems
INTERACT 2021: IFIP TC13 International Conference on Human-Computer Interaction
DIS 2021: ACM SIGCHI Conference on Designing Interactive Systems
ISS 2021: ACM International Conference on Interactive Surfaces and Spaces

CHI-PLAY 2021: ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play
CHI 2020: ACM CHI Conference on Human Factors in Computing Systems
CSCW 2020: ACM Conference on Computer-Supported Cooperative Work And Social Computing
C&C 2020: ACM Conference on Creativity & Cognition
UIST 2020: ACM Symposium on User Interface Software and Technology
EICS 2020: ACM SIGCHI Symposium on Engineering Interactive Computing Systems
IUI 2020: Conference on Intelligent User Interfaces
INTERACT 2020: IFIP TC13 International Conference on Human-Computer Interaction
MobileHCI 2020: ACM International Conference on Mobile Human-Computer Interaction
CHI 2019: ACM CHI Conference on Human Factors in Computing Systems
CSCW 2019: ACM Conference on Computer-Supported Cooperative Work And Social Computing
UIST 2019: ACM Symposium on User Interface Software and Technology
C&C 2019: ACM Conference on Creativity & Cognition
EICS 2019: ACM SIGCHI Symposium on Engineering Interactive Computing Systems
INTERACT 2019: IFIP TC13 International Conference on Human-Computer Interaction
CSCW 2018: ACM Conference on Computer-Supported Cooperative Work And Social Computing
CHI-PLAY 2018: ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play
HICSS 2018: Hawaii International Conference on System Sciences
ICMI 2018: ACM International Conference on Multimodal Interaction
IMWUT 2018: Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies
ESWC 2017: Extended Semantic Web Conference

Journal Reviewer

2022, Behaviour & Information Technology
2022, Environment & Behavior
2020, Human Computation

Student Volunteering

UIST '21, Symposium on User Interface Software and Technology, Virtual
BCS-HCI '21, British HCI Conference, Virtual
FAccT '21, Conference on Fairness, Accountability, and Transparency, Virtual
ICML '21, International Conference on Machine Learning, Virtual
UIST '20, Symposium on User Interface Software and Technology, Virtual
CSCW '20, Conference on Computer-Supported Cooperative Work and Social Computing, Virtual
C&C '19, Conference on Creativity & Cognition, San Diego, CA
Ubicomp/ISWC '18, Conference on Pervasive and Ubiquitous Computing, Singapore
UBISS '18, International UBI Summer School, Oulu, Finland

Teaching Experience

Courses taught

Agentic Systems (5 ECTS)
- 2025 (in planning)

Introduction to Retrieval-Augmented Generation (DP00AZ21, 1 ECTS, Doctoral training course)
- Spring 2025

Human-Computer Interaction (521145A, 5 ECTS, Bachelor)
- Autumn 2020, 151 students
- Autumn 2019, 139 students
- Autumn 2018, 161 students

Social Computing (521044A, 5 ECTS, Bachelor)
- Autumn 2020, 61 students
- Spring 2020, 40 students
- Spring 2019, 19 students

Curriculum planning

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

Student Project Supervision

2019, Applied Computing Project I (521152S, 3 students, 10 ECTS, Master), University of Oulu
2018, Summer project, Antonio Kongjonaj
2016 – 2017, Software Project (4 students, 10 ECTS, Master), Freie Universität Berlin

Teaching Training

2025–2027, University pedagogy studies, 25 ECTS, University of Oulu
2019, Basics of University Pedagogy for Doctoral Students, 2 ECTS, University of Oulu

Student Supervisions

All supervisions are principal supervisions, unless otherwise stated.

Doctoral Students

2024 – today, Dániel Szabó (co-supervisor)
2024 – today, Mahmoud Badri (co-supervisor)
2020 – 2021, Ville Paananen (co-supervisor)

Master's Students

2025, Abu Roman
2025, Fatemeh Soufian Khakestar
2025, An Vu
2024 – 2025, Matthew Utti (2nd supervisor)
2019, Antonio Kongjonaj
2017 – 2018, Ömer Bayram
2016 – 2017, Immanuel Pelzer

Bachelor Students

2025, Hannu Simonen (distinguished thesis award)
2025, Atte Kiviniemi (distinguished thesis award)
2021, Katri Säily
2018, Bastian van de Wetering
2018, Andre Slava Paderow

Research Assistants

2023, five research assistants at European Researchers' Night Event
2017 – 2018, Tim Korjakov
2017 – 2018, Nicolo Knapp
2016 – 2017, Immanuel Pelzer

Publications

51 refereed publications, including: jonaso.de/publications/

- 12 journal articles
- 13 full conference papers
- 1 book chapter
- 7 short papers and workshop papers
- 9 conference posters
- 3 doctoral consortia
- 5 workshops
- 6 manuscripts under review or in preparation

Journal Articles

J12. **Jonas Oppenlaender**, Hannah Johnston, Johanna Silvennoinen, and Helena Barranha. 2025. Artworks Reimagined: Exploring Human-AI Co-Creation through Body Prompting. Proceedings of the ACM on Human-Computer Interaction (PACM-EICS), Article 12. ACM, New York, NY, USA. 10.1145/3734189.

J11. Mahmoud Ali, Niels van Berkel, Benjamin Tag, Ville Paananen, **Jonas Oppenlaender**, Koji Yatani, and Simo Hosio. Investigating Mental Wellbeing Self-Care in Higher Education: Insights from BERTopic Modeling Analysis. Discover Mental Health. Springer Nature, Cham, Switzerland.

J10. **Jonas Oppenlaender**, Rhema Linder, and Johanna Silvennoinen. 2024. Prompting AI Art: An Investigation into the Creative Skill of Prompt Engineering. International Journal of Human–Computer Interaction. Taylor & Francis. arXiv pre-print 10.48550/arXiv.2303.13534

J9. **Jonas Oppenlaender**, Tahir Abbas, and Ujwal Gadiraju. 2024. The State of Pilot Study Reporting in Crowdsourcing: A Reflection on Best Practices and Guidelines. Proceedings of the ACM on Human-Computer Interaction. Volume 8, No. CSCW1, Article 184. ACM, New York, NY, USA, 45 pages. 10.1145/3641023

J8. Aura Kaarivuo, **Jonas Oppenländer**, Tommi Kärkkäinen, and Tommi Mikkonen. 2024. Exploring Emergent Soundscape Profiles from Crowdsourced Audio Data. Computers, Environment and Urban Systems, Vol. 110. 10.1016/j.compenvurbsys.2024.102112

J7. **Jonas Oppenlaender**. 2023. A Taxonomy of Prompt Modifiers for Text-to-Image Generation. Behaviour & Information Technology. Taylor & Francis, 14 pages. 10.1080/0144929X.2023.2286532

J6. Ville Panaanen, **Jonas Oppenlaender**, and Aku Visuri. 2023. Using Text-to-Image Generation for Architectural Design Ideation. International Journal of Architectural Computing. SAGE. 10.1177/14780771231222783

J5. Ville Paananen, **Jonas Oppenlaender**, Jorge Goncalves, Danula Hettiachchi, and Simo Hosio. 2021. Investigating Human Scale Spatial Experience. ACM Interactive Surfaces and Spaces Conference (ISS 2021). ACM, New York, NY, USA, 17 pages. 10.1145/3488541

J4. **Jonas Oppenlaender**, Thanassis Tiropanis, and Simo Hosio. 2020. CrowdUI: Supporting Web Design with the Crowd. In Proceedings of the ACM on Human-Computer Interaction (PACM-HCI), Vol. 4, No. EICS, Article 76. ACM, New York, NY, USA, 28 pages. 10.1145/3394978

J3. Andy Alorwu, Niels van Berkel, Jorge Goncalves, **Jonas Oppenlaender**, Miguel Bordallo López, Mahalakshmy Seetharaman, and Simo Hosio. 2020. Crowdsourcing Sensitive Data using Public Displays: Opportunities, Challenges, and Considerations. Personal and Ubiquitous Computing. Springer, 16 pages. 10.1007/s00779-020-01375-6

J2. Simo Hosio, Niels van Berkel, **Jonas Oppenlaender**, and Jorge Goncalves. 2020. Crowdsourcing Personalized Weight Loss Diets. IEEE Computer, 53(1), 63–71. 10.1109/MC.2019.2902542

J1. Simo Hosio, Jaro Karppinen, Niels van Berkel, **Jonas Oppenlaender**, and Jorge Goncalves. 2018. Mobile Decision Support and Data Provisioning for Low Back Pain. IEEE Computer, 51(8), 34–43. 10.1109/MC.2018.3191250

Conference Papers

C13. **Jonas Oppenlaender**, Ujwal Gadiraju, and Simo Hosio. Quo Vadis, HCOMP? A Review of 12 Years of Research at the Frontier of Human Computation and Crowdsourcing. ACM Collective Intelligence. ACM, New York, NY, USA. 10.1145/3715928.3737467

C12. **Jonas Oppenlaender**. 2025. Past, Present, and Future of Citation Practices in HCI. Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). ACM, New York, NY, USA. 10.1145/3706598.3713556

C11. **Jonas Oppenlaender** and Simo Hosio. 2025. Keeping Score: A Quantitative Analysis of How the CHI Community Appreciates Its Milestones. Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). ACM, New York, NY, USA. 10.1145/3706598.3713464

C10. **Jonas Oppenlaender**, Johanna Silvennoinen, Ville Panaanen, and Aku Visuri. 2023. Perceptions and Realities of Text-to-Image Generation. Proceedings of the 26th International Academic Mindtrek Conference (Academic Mindtrek '23). ACM, New York, NY, USA. 10.1145/3616961.3616978

C9. **Jonas Oppenlaender**. 2022. The Creativity of Text-to-Image Generation. In Proceedings of the 25th International Academic Mindtrek Conference (Academic Mindtrek '22). ACM, New York,

NY, USA, 192–202. 10.1145/3569219.3569352

C8. **Jonas Oppenlaender**. 2022. The Perception of Smart Contracts for Governance of the Metaverse. In Proceedings of the 25th International Academic Mindtrek Conference (Academic Mindtrek '22). ACM, New York, NY, USA, 1–8. 10.1145/3569219.3569300

C7. **Jonas Oppenlaender**, Elina Kuosmanen, Andrés Lucero, and Simo Hosio. 2021. Hardhats and Bungaloos: Comparing Crowdsourced Design Feedback with Peer Design Feedback in the Classroom. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). ACM, New York, NY, USA, 1–14. 10.1145/3411764.3445380

C6. **Jonas Oppenlaender**, Kristy Milland, Aku Visuri, Panos Ipeirotis and Simo Hosio. 2020. Creativity on Paid Crowdsourcing Platforms. In Proceedings of the 2020 ACM CHI Conference on Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA, 1–14. 10.1145/3313831.3376677

C5. **Jonas Oppenlaender** and Simo Hosio. 2019. Design Recommendations for Augmenting Creative Tasks with Computational Priming. In Proceedings of the 18th International Conference on Mobile and Ubiquitous Multimedia (MUM '19). ACM, New York, NY, USA, Article 35, 1–13. 10.1145/3365610.3365621

C4. **Jonas Oppenlaender**, Elina Kuosmanen, Jorge Goncalves and Simo Hosio. 2019. Search Support for Exploratory Writing. In Human-Computer Interaction – INTERACT 2019 (LNCS 11748), David Lamas, Fernando Loizides, Lennart Nacke, Helen Petrie, Marco Winckler, and Panayiotis Zaphiris (eds.). Springer International Publishing, Cham, Switzerland, 314–336. DOI: 10.1007/978-3-030-29387-1_18

C3. Simo Hosio, Andy Alorwu, Niels van Berkel, Miguel Bordallo, Mahalakshmy Seetharaman, **Jonas Oppenlaender**, and Jorge Goncalves. 2019. Fueling AI with Public Displays? A Feasibility Study of Collecting Biometrically Tagged Consensual Data on a University Campus. In Proceedings of the 8th ACM International Symposium on Pervasive Displays (PerDis '19). ACM, New York, NY, USA, Article 14, 1–7. 10.1145/3321335.3324943

C2. **Jonas Oppenländer**, Falko Glöckler, Jana Hoffmann, and Claudia Müller-Birn. 2017. Bewertung von Reifegradmodellen für ein integriertes Forschungsdatenmanagement für multi-disziplinäre Forschungsorganisationen. In Jonas Kratzke and Vincent Heuveline (eds.). 2017. E-Science-Tage 2017: Forschungsdaten managen. hei-BOOKS, Heidelberg, Germany, 53–64. 10.11588/heibooks.285.377

C1. **Jonas Oppenlaender**, Jesse J. Benjamin, and Claudia Müller-Birn. 2018. Towards Sociotechnical Management of Intra-Organisational Knowledge Transfer. In Paul Drews, Burkhardt Funk, Peter Niemeyer, and Lin Xie (eds.). 2018. Multikonferenz Wirtschaftsinformatik (MKWI '18). Leuphana Universität, Lüneburg, Germany, Band 1, 307–313 MKWI2018_Band1.pdf

Book Chapters

B1. **Jonas Oppenlaender**. 2024. The Cultivated Practices of Text-to-Image Generation. "Humane Autonomous Technology. Re-thinking Experience with and in Intelligent Systems," Rebekah Rousi, Catharina von Koskull, and Virpi Roto (Eds.), Palgrave Macmillan, 325–349. 10.1007/978-3-031-66528-8_14

Workshops

W5. **Jonas Oppenlaender**, Sylvain Malacria, Xinrui Fang, Niels van Berkel, Fanny Chevalier, Koji Yatani, and Simo Hosio. 2025. Meta-HCI: First Workshop on Meta-Research in HCI. In Adjunct Proceedings of the 2025 ACM CHI Conference on Human Factors in Computing Systems (CHI '25). ACM, New York, NY, USA, 13 pages.

W4. Andy Alorwu, Saiph Savage, Niels van Berkel, Dmitry Ustalov, Alexey Drutsa, **Jonas Oppenlaender**, Oliver Bates, Danula Hettiachchi, Ujwal Gadiraju, Jorge Goncalves, and Simo Hosio. REGROW: Reimagining Global Crowdsourcing for Better Human and Artificial Intelligencies Collaboration. 2022. In Adjunct Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22). ACM, New York, NY, USA. 10.1145/3491101.3503725

W3. Ville Paananen, Piia Markkanen, **Jonas Oppenlaender**, Lik Hang Lee, Haider Akmal, Ava Fatah gen. Schieck, John Dunham, Konstantinos Papangelis, Nicolas Lalone, Niels van Berkel, Jorge Goncalves, and Simo Hosio. 2021. 2VT: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces. In Extended Abstracts of the 2021 CHI Conference

on Human Factors in Computing Systems (CHI EA '21). ACM, New York, NY, USA, 9 pages. 10.1145/3411763.3441315

W2. **Jonas Oppenlaender**, Naghmi Shireen, Maximilian Mackeprang, Halil Erhan, Jorge Goncalves, and Simo Hosio. 2019. Workshop on Crowd-powered Interfaces for Creative Design Thinking. In Proceedings of the 2019 ACM SIGCHI Conference on Creativity and Cognition (C&C '19). ACM, New York, NY, USA, 722–729. 10.1145/3325480.3326553

W1. **Jonas Oppenlaender**, Maximilian Mackeprang, Abderahmane Khiat, Maja Vuković, Jorge Goncalves, and Simo Hosio. 2019. DC^2S^2: Designing Crowd-powered Creativity Support Systems. In Adjunct Proceedings of the 2019 ACM CHI Conference on Human Factors in Computing Systems (CHI '19). ACM, New York, NY, USA, W06, 8 pages. 10.1145/3290607.3299027

Short Papers and Workshop Papers

S7. **Jonas Oppenlaender**. 2025. Multi-laboratory Experiments are the Next Big Thing in HCI. Interactions, Blog@IX (May–June), ACM, New York, NY, USA, 3 pages. 10.1145/3725722

S6. **Jonas Oppenlaender**, Aku Visuri, Ville Paananen, Rhema Linder, and Johanna Silvennoinen. Text-to-Image Generation: Perceptions and Realities. Workshop on Generative AI in HCI (CHI '23), 5 pages. 10.48550/arXiv.2303.13530

S5. Mary Ann Tan, Tabea Tietz, Oleksandra Bruns, **Jonas Oppenlaender**, Danilo Dessi, and Harald Sack. 2021. DDB-KG: The German Bibliographic Heritage in a Knowledge Graph. HistoInformatics 2021 Workshop, 8 pages. ceur-ws.org/Vol-2981/paper2.pdf

S4. **Jonas Oppenlaender** and Jesse Josua Benjamin. 2020. Towards Metaphors for Cascading AI. In Proceedings of the Workshop on Metaphors for Human-Robot Interaction (ICSR '20), 3 pages. 10.31219/osf.io/gxt7y

S3. **Jonas Oppenlaender**, Kristy Milland, Aku Visuri, Panos Ipeirotis, and Simo Hosio. 2020. What do crowd workers think about creative work? In Proceedings of the Workshop on Worker-Centered Design, CHI '20, 4 pages 10.48550/arXiv.2002.10887

S2. **Jonas Oppenlaender** and Simo Hosio. 2019. Supporting Creative Work with Crowd Feedback Systems. In Proceedings of the Workshop on Designing Crowd-powered Creativity Support Systems (DC^2S^2), CHI '19. Glasgow, UK. 10.48550/arXiv.2004.09204

S1. **Jonas Oppenlaender**, Kennedy Opoku Asare, and Simo Hosio. 2018. CampusTracker: Assessing Mobile Workers' Momentary Willingness to Work on Paid Crowdsourcing Tasks. In Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18). ACM, New York, NY, USA, 648–653. 10.1145/3267305.3267550

Doctoral Consortia

D3. **Jonas Oppenländer**. 2020. Unterstützung Kreativer Arbeit mit Crowdsourcing. Doktorandenseminar, Mensch und Computer (MuC '20). 5 pages. 10.31219/osf.io/7pmnc

D2. **Jonas Oppenlaender**. 2020. Crowd-powered Creativity Support Systems. In Proceedings of 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS '20). ACM, New York, NY, USA, Article 15, 1–4. 10.1145/3393672.3398646

D1. **Jonas Oppenlaender**. 2019. Supporting Creative Workers with Crowdsourced Feedback. In Proceedings of the 2019 on Creativity and Cognition (C&C'19). ACM, New York, NY, USA, 646–652. 10.1145/3325480.3326556

Conference Posters

P9. **Jonas Oppenlaender** and Simo Hosio. 2021. Towards a Requester-centered Study on the Use of 'Bots' for Completing Tasks. In Proceedings of the Conference on Human Computation and Crowdsourcing (HCOMP '21). AAAI, New York, NY, USA, 3 pages. humancomputation.com/2021/.../HCOMP_2021_paper_91.pdf

P8. **Jonas Oppenlaender**. 2021. Morphological Matrices as a Tool for Crowdsourced Ideation. In Proceedings of the Conference on Human Computation and Crowdsourcing (HCOMP '21). AAAI, New York, NY, USA, 3 pages. humancomputation.com/2021/.../HCOMP_2021_paper_105.pdf

P7. Mary Ann Tan, Tabea Tietz, Oleksandra Bruns, **Jonas Oppenlaender**, Danilo Dessì, and Harald Sack. 2021. DDB-EDM to FaBiO: The Case of the German Digital Library. In Proceedings of the International Semantic Web Conference (ISWC '21). Springer, New York, NY, USA, 4 pages.

ceur-ws.org/Vol-2980/paper348.pdf

P6. **Jonas Oppenlaender**. 2020. Socially Augmented Crowdsourced Collection of Folk Theories. In Proceedings of the Conference on Human Computation and Crowdsourcing (HCOMP '20). AAAI, New York, NY, USA, 3 pages. humancomputation.com/2020/.../HCOMP_2020_paper_86.pdf

P5. Panos Kostakos, Alavesa Paula, **Jonas Oppenlaender**, and Simo Hosio. 2019. VR Ethnography: A pilot study on the use of virtual reality 'go-along' interviews in Google Street View. In Proceedings of the 18th International Conference on Mobile and Ubiquitous Multimedia (MUM '19). ACM, New York, NY, USA, Article 53, 1–5. 10.1145/3365610.3368422

P4. **Jonas Oppenlaender** and Simo Hosio. 2019. Towards Eliciting Feedback for Artworks on Public Displays. In Proceedings of the ACM Conference on Creativity & Cognition (C&C '19). ACM, New York, NY, USA, 562–569. 10.1145/3325480.3326583

P3. **Jonas Oppenlaender**. 2019. Crowd-powered Self-Accelerating Knowledge Systems. ACM Conference on Collective Intelligence, Pittsburgh, PA, USA, 4 pages (retracted)

P2. **Jonas Oppenlaender** and Simo Hosio. 2019. Experizone: Integrating Situated Scientific Experimentation with Teaching of the Scientific Method. In Proceedings of the CHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI '19). ACM, New York, NY, USA, LBW1519, 6 pages. 10.1145/3290607.3313043

P1. **Jonas Oppenlaender**, Jesse J. Benjamin, and Claudia Müller-Birn. 2017. Socio-technical Revelation of Knowledge Transfer Potentials. In Proceedings of the 5^{th} AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17), AAAI, 2 pages. humancomputation.com/2017/papers/91-hcomp-paper-final.pdf

Manuscripts & Pre-prints

M6. An Vu and **Jonas Oppenlaender**. Prompt Engineer: Analyzing Skill Requirements in the AI Job Market. arXiv pre-print 10.48550/arXiv.2506.00058

M5. Hannu Simonen, Atte Kiviniemi, and **Jonas Oppenlaender**. An Initial Exploration of Default Images in Text-to-Image Generation. arXiv pre-print 10.48550/arXiv.2505.09166

M4. **Jonas Oppenlaender**. DangerMaps: Personalized Safety Advice for Travel in Urban Environments using a Retrieval-Augmented Language Model. arXiv pre-print 10.48550/arXiv.2503.14103

M3. Johanna Maria Silvennoinen, Kristof Fenyvesi, Takumi Yada, Maria Fisk, and **Jonas Oppenlaender**. Visualizing Futures: Children's Sustainability Solutions with Text-to-Image Generative AI. https://papers.ssrn.com/sol3/papers.cfm?abstract_id=5014965

M2. **Jonas Oppenlaender** and Joonas Häamäaläainen. Mapping the Challenges of HCI: An Application and Evaluation of ChatGPT for Mining Insights at Scale. arXiv pre-print 10.48550/arXiv.2306.05036

M1. Ville Panaanen, **Jonas Oppenlaender**, Niels van Berkel, and Simo Hosio. Spatial Experience for the Metaverse. Book chapter in Springer Metaverse Handbook.

Doctoral Thesis

Jonas Oppenlaender. 2021. Crowdsourcing Creative Work. Dissertation. University of Oulu, Oulu, Finland, 208 pages, ISBN 978-952-62-3014-6, https://urn.fi/URN:ISBN:9789526230146

Master Theses

T4. **Jonas Oppenlaender**. 2015. CrowdUI – A tool to remotely source and evaluate user interface adaptations. MSc thesis. Web Science Institute, University of Southampton, United Kingdom, 132 pages

T3. **Jonas Oppenländer**. 2009. Anwendung des Kano-Modells zur Analyse und Charakterisierung gesellschaftlicher Anforderungen an Produkte. Diplomarbeit. Institute for Product Development and Machine Elements, Technical University of Darmstadt, Germany, 139 pages

Student Research Projects ("Studienarbeiten")

S2. **Jonas Oppenländer**. 2008. Geschäftskonzept für ein auf P2P basierendes Soziales Netzwerk. Studienarbeit. Dr.-Otto-Röhm-Stiftungsprofessur für Unternehmensgründung. Technical University of Darmstadt, Germany, 203 pages

S1. **Jonas Oppenländer**. 2008. Entwicklung einer Beschreibungssprache für Produktentwicklungsinhalte. Studienarbeit. Institute for Product Development and Machine Elements. Technical Uni-

versity of Darmstadt, Germany, 129 pages

Selected Software and Computational Artefacts

Artworks Reimagined – Generative AI Camera Booth, presentation, artworksreimagined.com	2023
Oracle – Chat with PDF Documents using Retrieval-augmented Generation, jonaso.de/oracle	2023
DangerMaps – Personalized safety advice via a retrieval-augmented language model	2023
OwlNightLong – Finnish to English translation service, owlnightlong.info	2023
SketchDraw – Mobile application generating images from hand-drawn sketches, github	2023
Artworks generated with text-to-image generation, www.jonaso.de/artworks	since 2021
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: komasurfer.com/portfolio

Presentations and Talks

Invited Talks and Lectures

UKP Lab, Technical University of Darmstadt, Darmstadt, Germany	2025
St. Pölten University of Applied Sciences, Virtual	2024
Software Engineering for AI Fair, University of Jyväskylä, Jyväskylä	2023
Department of Computer Science and Informatics, Jönköping University, Virtual	2021
Computational Social Science, ETH Zürich, Virtual	2021
Computer Science Department, Swansea University, Virtual	2021
Information Service Engineering, FIZ Karlsruhe, Virtual	2021
Forschungszentrum Jülich, Virtual	2021

Full paper presentations

ACM Symposium on Engineering Interactive Computing Systems (EICS '25), Trier	2025
ACM CHI Conference on Human Factors in Computing Systems (CHI '25), Yokohama	2025
ACM CHI Conference on Human Factors in Computing Systems (CHI '25), Yokohama	2025
ACM Academic Mindtrek '23, Tampere	2023
ACM Academic Mindtrek '22 (2 papers), Tampere	2022
ACM Symposium on Engineering Interactive Computing Systems (EICS '21), Virtual	2021
ACM CHI Conference on Human Factors in Computing Systems (CHI '21), Virtual	2021
ACM International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa	2019
IFIP TC.13 Int. Conference on Human-Computer Interaction (INTERACT '19), Paphos	2019
ACM CHI Conference on Human Factors in Computing Systems (CHI '19), Glasgow, UK	2019
Multikonferenz Wirtschaftsinformatik (MKWI '18), Lüneburg	2018

Poster presentations

AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2021), Virtual	2021
AAAI Conference on Human Computation and Crowdsourcing (HCOMP 2020), Virtual	2020
ACM International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa	2019
ACM Creativity & Cognition (C&C '19), San Diego, CA	2019
ACM Conference on Human Factors in Computing Systems (CHI '19), Glasgow	2019
Multikonferenz Wirtschaftsinformatik (MKWI '18), Lüneburg	2018
AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17), Quebec City	2017

Workshop presentations

Workshop on Designing Crowd-powered Creativity Support Systems (@ CHI '19), Glasgow 2019
Workshop on Mobile Human Contributions (MHC '18 @ Ubicomp/ISWC '18), Singapore 2018

Doctoral consortia

Mensch und Computer (MuC '20), Virtual 2020
ACM Symposium on Engineering Interactive Computing Systems (EICS '20), Virtual 2020
ACM Creativity & Cognition (C&C '19), San Diego, CA 2019

Other presentations

Research seminar, Freie Universität Berlin 2017
Research seminar, Freie Universität Berlin 2017
Project kick-off, Museum für Naturkunde, Berlin 2017

Certifications and Licenses

2024, Microsoft Certified: Azure AI Engineer Associate
2023, Certified SAFe 6 Agilist, Scaled Agile
2021, Design Thinking, Interaction Design Foundation
2020, Scrum Product Owner, Scrum Alliance
2014, Scrum Master, Scrum Alliance
2014, Certified Associate in Project Management, PMI
2014, ITIL v3 Foundation, Axelos
2013, Certificate in Business Analysis, University of Toronto
2013, Qualitätsmanagement-Beauftragter (DAkkS), TQCert (Certificate No. PZ-11235-1156-QB)
2013, SAP Certified – Associate Business Foundation & Integration with SAP ERP 6.0 EHP5 (TERP10)
2010, Zend Certified Engineer PHP 5 (License No. 013105)
2010, Harmonised Amateur Radio Examination Certificate (HAREC)
2009, Qualitätsmanagement-Fachkraft, TÜV SÜD Akademie
2009, Business English Certificate Higher (University of Cambridge)

Continuing Education and Courses

2025, Intro to Scientific Computing and HPC (High Performance Computing), CodeRefinery/Aalto Scientific Computing
2024, LUMI Intro course, LUMI User Support Team
2023, Generative Modeling Summer School, Copenhagen, Denmark
2023, Containers in Supercomputing Environment (Online), CSC – IT Center for Science
2023, CSC Computing Environment (Online), CSC – IT Center for Science
2022, Magnetoencephalography (MEG) Driving License, University of Jyväskylä
2021, Design Thinking, Interaction Design Foundation
2020, Elements of AI, University of Helsinki and Reactor
2015, ITIL 2011: Service Design (SD), Service Operation (SO), Service Strategy (SS), Service Transition (ST), Operational Support & Analysis (OSA), GogoTraining
2012, Rettungssanitäter Grundlehrgang M1, GSG – Gefahrenabwehrservice Rettungsdienstschule Hessen

Languages

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

Memberships

Association for Computing Machinery (ACM)	2018 – 2025
ACM Special Interest Group on Computer-Human Interaction (SIGCHI)	2019 – 2023
Knowledge Graphs Interest Group, The Alan Touring Institute	2021
Gesellschaft für Informatik e.V. (GI)	2020 – 2021
Institute of Electrical and Electronics Engineers (IEEE)	2014 – 2015 & 2020 – 2021
Association for Information Systems (AIS)	2018 – 2019