

# Jonas Oppenlaender

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*Updated on February 7, 2026*

## Research Interests

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Generative AI, prompt engineering, human-centered AI, text-to-image generation, meta-research, science of science, scientometric analysis, Human-Computer Interaction (HCI), NLP, language models, creativity

## Education

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2021, **University of Oulu**, Finland  
Doctor of Science (Tech.), Computer Science  
▪ Advisor: Simo Hosio  
▪ Thesis: Crowdsourcing Creative Work  
▪ Thesis Award: Distinction

2015, **University of Southampton**, United Kingdom  
Master of Science, Computer Science  
▪ Advisor: Thanassis Tiropanis  
▪ Thesis: CrowdUI – A tool to remotely source and evaluate user interface adaptations  
▪ Thesis Award: Distinction

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

2011, **Technical University of Darmstadt**, Germany  
Diplom-Wirtschaftsingenieur (Master of Science), Industrial Engineering and Management  
▪ Advisor: Dr. Dirk Hanusch  
▪ Thesis: “Applying Kano’s model to analyze societal product requirements”

## Academic Work Experience

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2024 – today, **Postdoctoral Researcher**  
University of Oulu, Finland

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

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

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

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

Aug 2016 – Mar 2017, **Wissenschaftlicher Mitarbeiter**  
Humboldt University of Berlin, Cluster of Excellence “Image Knowledge Gestaltung”, Berlin, Germany

## Work Experience in Industry

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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**

292<sup>nd</sup> Light Infantry Battalion, Franco-German Brigade  
Donaueschingen, Germany

## Career Breaks

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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 Fellowship application) and evaluating a startup business idea (supporting academics in more effectively 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

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Nov 2025, Mohamed bin Zayed University of Artificial Intelligence (MBZUAI), United Arab Emirates

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

## Publications

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57 refereed publications, including:

Google Scholar: [ucO\\_QYQAAAAJ](https://scholar.google.com/citations?user=ucO_QYQAAAAJ)

- 12 journal articles
- 15 full conference papers
- 2 book chapters
- 6 short papers and workshop papers
- 10 conference posters
- 3 doctoral consortia
- 6 workshops

- 2 papers for professional communities and the public
- 4 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-HCI), 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. 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 Oppenlaender**, 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 Paananen, **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

- C15. Hannu Simonen, Atte Kiviniemi, Hannah Johnston, Helena Barranha, and **Jonas Oppenlaender**. An Exploration of Default Images in Text-to-Image Generation. Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26). ACM, New York, NY, USA. 10.1145/3772318.3790681 10.48550/arXiv.2505.09166
- C14. Dániel Szabó, Chi-Lan Yang, Aku Visuri, **Jonas Oppenlaender**, Bharathi Sekar, Koji Yatani, and Simo Hosio. Conversational Inoculation to Enhance Resistance to Misinformation. Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26). ACM, New York, NY, USA. 10.1145/3772318.3790954

- 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 (Honorable mention). 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 Bungaloes: 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/heidbooks.28.5.377
- 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

- B2. Ville Paananen, **Jonas Oppenlaender**, Niels van Berkel, Simo Hosio. 2026. Spatial Experience for the Metaverse. In: Handbook of the Metaverse. Pan Hui, Peng Yuan Zhou, Lik-Hang Lee, Tristan Braud (Eds.), Springer Nature, Cham, Switzerland. 10.1007/978-3-032-03296-6\_4
- 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

- W6. Annika Kaltenhauser, James Arnéra, Amelie Unger, Sophia Ppali, Niels van Berkel, Benjamin Tag, Elena Glassman, Phoebe Sengers, Simo Hosio, and **Jonas Oppenlaender**. 2026. Meta-HCI: Practising Reflection in HCI Research. In Extended Abstracts of the 2026 CHI Conference on Human Factors in Computing Systems (CHI EA '26). ACM, New York, NY, USA. 10.1145/3772363.3778877
- 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. 10.1145/3706599.3706723
- 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 Khat, 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

- 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<sup>2</sup>S<sup>2</sup>), 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

- P10. **Jonas Oppenlaender**. 2026. StatCounter: A Longitudinal Study of a Portable Scholarly Metric Display. International Symposium on Pervasive Displays (PerDis 2026). ACM, New York, NY, USA.
- 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/assets/wips\\_demos/HCOMP\\_2021\\_paper\\_91.pdf](https://humancomputation.com/2021/assets/wips_demos/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/assets/wips\\_demos/HCOMP\\_2021\\_paper\\_105.pdf](https://humancomputation.com/2021/assets/wips_demos/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](https://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/assets/2020/wip\\_demos/HCOMP\\_2020\\_paper\\_86.pdf](https://humancomputation.com/2020/assets/2020/wip_demos/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<sup>th</sup> AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17), AAAI, 2 pages. [humancomputation.com/2017/papers/91-hcomp-paper-final.pdf](http://humancomputation.com/2017/papers/91-hcomp-paper-final.pdf)

#### Publications intended for professional communities

- X2. **Jonas Oppenlaender**. 2025. Multi-laboratory Experiments are the Next Big Thing in HCI. Interactions (May–June), ACM, New York, NY, USA, 3 pages. 10.1145/3725722

#### Publications intended for the general public

- X1. **Jonas Oppenlaender**. Welcome to AI Engineering. Why you will learn the framework yourself (and why I am doing that on purpose). 2025.

#### Manuscripts & Pre-prints

- M4. An Vu and **Jonas Oppenlaender**. Prompt Engineer: Analyzing Skill Requirements in the AI Job Market. arXiv pre-print 10.48550/arXiv.2506.00058
- M3. **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
- M2. 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](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=5014965)
- M1. **Jonas Oppenlaender** and Joonas Hämmäläinen. Mapping the Challenges of HCI: An Application and Evaluation of ChatGPT for Mining Insights at Scale. arXiv pre-print 10.48550/arXiv.2306.05036

#### 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 University of Darmstadt, Germany, 129 pages

#### Awards and Recognition

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2021, Distinction<sup>1</sup>, University of Oulu

2015, Distinction<sup>2</sup>, University of Southampton

<sup>1</sup>highest distinction possible, “for an exceptionally high quality thesis representing the top 15% in its field”

<sup>2</sup>“awarded for a Final Average Mark of 70 and over”

2025, DAAD Alnet Fellow (German Academic Exchange Service)

2025, Honorable mention, ACM Collective Intelligence

### **Scholarships and Grants**

2024–2027, University of Oulu, Center for Ubiquitous Computing

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

2018–2021, University of Oulu, Center for Ubiquitous Computing

2017, Federal Ministry of Education and Research (BMBF)

### **Travel Grants**

2025, DAAD Alnet 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**

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### **Program Committee Member**

ACM CHI Conference on Human Factors in Computing Systems (CHI '26)

ACM International Symposium on Pervasive Displays (PerDis '26)

ACM Collective Intelligence (CI '25)

ACM The Web Conference, Crowdsourcing and Human Computation Track (WWW '23)

ACM International Academic Mindtrek Conference (Mindtrek '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 subcommittee)

CHI '19 (Late Breaking Work)

### **Organizing Committee**

ACM Academic Mindtrek '23, Social Media and Web Co-Chair, Tampere, Finland

International Conference on Design Creativity (ICDC 2020), Virtual

UBI Summer School 2018 (UBISS '18), Oulu, Finland

### **Workshop Organizer**

ACM CHI '26: Meta-HCI: Practising Reflection in HCI Research, Barcelona, Spain

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 for ITEE Faculty (2025–2027), 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**

ACM CHI Conference on Human Factors in Computing Systems (CHI; 2019–2026)  
ACM International Symposium on Pervasive Displays (Perdis; 2026)  
ACM Australian Conference on Human-Computer Interaction (OzCHI; 2025)  
ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS; 2019–2022, 2025)  
ACM Collective Intelligence Conference (CI; 2025)  
ACM Conference on Computer-Supported Cooperative Work And Social Computing (CSCW; 2018–2023)  
ACM The Web Conference (WWW; 2023)  
ACM Conference on Creativity & Cognition (C&C; 2019–2023)  
AAAI Conference on Human Computation and Crowdsourcing (HCOMP; 2021–2022)  
International Conference on Human-Agent Interaction (HAI; 2022)  
ACM Symposium on User Interface Software and Technology (UIST; 2019–2022)  
Nordic Conference on Human-Computer Interaction (NordiCHI; 2022)  
AAAI Conference on Web and Social Media (ICWSM; 2022)  
IFIP TC13 International Conference on Human-Computer Interaction (INTERACT; 2019–2021)  
ACM SIGCHI Conference on Designing Interactive Systems (DIS; 2021)  
ACM International Conference on Interactive Surfaces and Spaces (ISS; 2021)  
ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI-PLAY; 2018, 2021)  
ACM Conference on Intelligent User Interfaces (IUI; 2020)  
ACM International Conference on Mobile Human-Computer Interaction (MobileHCI; 2020)  
Hawaii International Conference on System Sciences (HICSS; 2018)  
ACM International Conference on Multimodal Interaction (ICMI; 2018)  
ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT; 2018)  
Studierendenkonferenz Informatik (SKILL; 2018)  
Extended Semantic Web Conference (ESWC; 2017)

### **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**

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## **Courses taught**

AI Engineering (IC00BD87, 5 ECTS, Master)

- Spring 2026

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

## **Teaching Training**

2025–2027, University pedagogy studies, 25 ECTS, University of Oulu

2026, Basics of University Pedagogy II (KE00AU67), 5 ECTS, University of Oulu

2025, Basics of University Pedagogy I (KE00AU66), 5 ECTS, University of Oulu

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

## **Doctoral Student Supervision**

2024 – today, Dániel Szabó, University of Oulu (co-supervisor)

2024 – today, Mahmoud Badri, University of Oulu (co-supervisor)

2020 – 2021, Ville Paananen, University of Oulu (co-supervisor)

## **Master Student Supervision**

2026, Toni Kolehmainen, University of Oulu

2025 – 2026, Abu Roman, University of Oulu

2024 – 2025, Matthew Utti (2nd supervisor), University of Oulu

2019, Antonio Kongjonaj (2nd supervisor), University of Oulu

2017 – 2018, Ömer Bayram, Freie Universität Berlin

2016 – 2017, Immanuel Pelzer, Freie Universität Berlin

## **Bachelor Student Supervision**

2025, Hannu Simonen, University of Oulu (distinguished thesis award)

2025, Atte Kiviniemi, University of Oulu (distinguished thesis award)

2021, Katri Säily, University of Oulu

2018, Bastian van de Wetering, Freie Universität Berlin

2018, Andre Slava Paderow, Freie Universität Berlin

## **Student Project Supervision**

2026, Shane Dalumura Hettige, Research Work in Computer Science and Engineering (University of Oulu, IC00AM75, Master, 8 ECTS)

2025, An Vu, Research Work in Computer Science and Engineering (University of Oulu, IC00AM75, Master, 8 ECTS)

2025–2026, Applied Computing Project II (University of Oulu, 521152S, 3 students, 10 ECTS, Master),

University of Oulu

2019, Applied Computing Project I (University of Oulu, 521152S, 3 students, 10 ECTS, Master), University of Oulu

2018, Summer project, Antonio Kongjonaj, University of Oulu

2016 – 2017, Software Project (Freie Universität Berlin, 4 students, 10 ECTS, Master)

### Teaching Assistant Supervision

2019–2021, Social Computing, University of Oulu

2019–2021, Human-Computer Interaction, University of Oulu

### Research Assistant Supervision

2023, five research assistants at European Researchers' Night Event, University of Jyväskylä

2017 – 2018, Tim Korjakov, Freie Universität Berlin

2017 – 2018, Nicolo Knapp, Freie Universität Berlin

2016 – 2017, Immanuel Pelzer, Freie Universität Berlin

### Summer Research Intern Supervision

2025, Abu Roman, University of Oulu

2025, Fatemeh Soufian Khakestar, University of Oulu

## Selected Software and Computational Artefacts

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Dataset on default images, <a href="https://huggingface.co/datasets/tti-dev/default-images">https://huggingface.co/datasets/tti-dev/default-images</a> ,	2025
Artworks Reimagined – Generative AI Camera Booth, presentation, <a href="http://artworksreimagined.com">artworksreimagined.com</a>	2023
Oracle – Chat with PDF Documents using Retrieval-augmented Generation, <a href="http://jonaso.de/oracle">jonaso.de/oracle</a>	2023
DangerMaps – Personalized safety advice via a retrieval-augmented language model	2023
OwlNightLong – Finnish to English translation service, <a href="http://owlnightlong.info">owlnightlong.info</a>	2023
SketchDraw – Mobile application generating images from hand-drawn sketches, <a href="https://github.com">github</a>	2023
Artworks generated with text-to-image generation, <a href="http://www.jonaso.de/artworks">www.jonaso.de/artworks</a>	since 2021
CrowdUI crowd feedback system to support web design, <a href="http://www.crowdUI.com">www.crowdUI.com</a>	2020
SameAs-Lite, <a href="https://github.com/seme4/sameAs-Lite">github.com/seme4/sameAs-Lite</a>	2016
SIMPLEX situated feedback system, <a href="https://github.com/joetm/perdis-client">github.com/joetm/perdis-client</a>	2019
Crowd-roles, web-based instrument for computational priming, <a href="https://github.com/joetm/crowd-roles">github.com/joetm/crowd-roles</a>	2019
Chopper, a tool to generate screenshots for UI elements, <a href="https://github.com/joetm/chopper">github.com/joetm/chopper</a>	2018
IKON ontology, <a href="https://fub-hcc.github.io/IKON-ontology">fub-hcc.github.io/IKON-ontology</a>	2018
SkillsPlanner linked data platform, <a href="http://www.skillsplanner.net">www.skillsplanner.net</a>	2016
GFBio Terminology Service Website, <a href="http://terminologies.gfbio.org">terminologies.gfbio.org</a>	2016
SBB Pilot Open Data Platform Public Transport Switzerland, <a href="http://opentransportdata.swiss">opentransportdata.swiss</a>	2016
Eurapco Trend Monitoring Platform, <a href="http://www.eurapco-trends.com">www.eurapco-trends.com</a>	2016

Full portfolio of web development projects: [komasurfer.com/portfolio](http://komasurfer.com/portfolio)

## Presentations and Talks

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### Invited Talks and Lectures

MBZUAI, Abu Dhabi, United Arab Emirates	2025
UKP Lab, Technical University of Darmstadt, Darmstadt, Germany	2025
Center for Machine Vision and Signal Analysis (CMVS), University of Oulu, Virtual	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

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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

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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) training, 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

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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

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Association for Computing Machinery (ACM)	2018 – 2026
ACM Special Interest Group on Computer-Human Interaction (SIGCHI)	2019 – 2023
Knowledge Graphs Interest Group, The Alan Turing 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