
45 refereed publications, including:

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- 10 journal articles
- 1 book chapter
- 9 full conference papers
- 8 short papers and workshop papers
- 9 conference posters
- 3 doctoral consortia
- 4 workshops
- 13 manuscripts under review or in preparation

Journal Articles

- J10. **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. DOI: 10.1145/3641023
- J9. **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 DOI: 10.48550/arXiv.2303.13534
- 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. DOI: 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. DOI: 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. DOI: 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. DOI: 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. DOI: 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. DOI: 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. DOI: 10.1109/MC.2018.3191250

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- 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. DOI: 10.1007/978-3-031-66528-8_14

Conference Papers

- C9. **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. DOI: 10.1145/3616961.3616978
- C8. **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. DOI: 10.1145/3569219.3569352
- C7. **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. DOI: 10.1145/3569219.3569300
- C6. **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. DOI: 10.1145/3411764.3445380
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- C3. **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
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- C1. **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. DOI: 10.11588/heidbooks.285.377
- S8. **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

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- 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. DOI: 10.1145/3325480.3326553
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- S7. **Jonas Oppenlaender**. 2024. Multi-laboratory experiments are the next big thing in HCI. Interactions. ACM, New York, NY, USA, 3 pages.
- 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. DOI: 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
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- 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 DOI: 10.48550/arXiv.2002.10887
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- 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. DOI: 10.1145/3393672.3398646
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- 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
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- 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. DOI: 10.1145/3365610.3368422
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- 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. DOI: 10.1145/3290607.3313043
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- M13. **Jonas Oppenlaender**, Hannah Johnston, Johanna Silvennoinen, and Helena Barranha. Artworks Reimagined: Exploring Human-AI Co-Creation through Body Prompting. arXiv pre-print DOI: 10.48550/arXiv.2408.05476 Under review.
- M12. Johanna Silvennoinen, Kristof Fenyvesi, Takumi Yada, Maria Fisk, **Jonas Oppenländer**. Visualizing Futures: Children's Sustainability Solutions with Text-to-Image Generative AI. Under review.
- M11. **Jonas Oppenlaender** and Simo Hosio. 2024. Keeping Score: A Quantitative Analysis of How the CHI Community Appreciates Its Milestones. Under review.
- M10. **Jonas Oppenlaender**. 2024. Past, Present, and Future of Citation Practices in HCI. arXiv pre-print DOI: 10.48550/arXiv.2405.16526 Under review.
- M9. **Jonas Oppenlaender** and Joonas Hämmäläinen. Mapping the Challenges of HCI: An Application and Evaluation of ChatGPT and GPT-4 for Mining Insights at Scale. arXiv pre-print DOI: 10.48550/arXiv.2306.05036
- M8. **Jonas Oppenlaender** and Claudia Müller-Birn. From Golden Age into Darkness and Yonder Twilight: Open Access Publishing and Collaboration Patterns in CHI. In preparation.
- M7. **Jonas Oppenlaender**. Same Hammer for Every Nail: An Analysis of Method Diversity in HCI. In preparation.
- M6. Mahmoud Ali, Niels van Berkel, Benjamin Tag, Ville Paananen, **Jonas Oppenlaender**, Koji Yatani, and Simo Hosio. Investigating Mental Wellbeing Self-Care in Higher Education: Implications for Digital Technologies.
- M5. **Jonas Oppenlaender**. DangerMaps: Personalized Danger Assessment in Urban Environments using a Large Language Model (LLM).
- M4. **Jonas Oppenlaender**. 2023. Large Language Model Operations (LLMOps): An Emerging Framework for Managing, Testing, and Deploying LLM-based Applications and Services.
- M3. **Jonas Oppenlaender**. Folk Theories of Prompt Engineering for Text-to-Image Generation.
- M2. Ville Paananen, **Jonas Oppenlaender**, Niels van Berkel, and Simo Hosio. Spatial Experience for the Metaverse. Book chapter in Springer Metaverse Handbook.
- M1. **Jonas Oppenlaender** and Simo Hosio. 2021. Adversarial Honeypots: Catching Crowdsourcing Bots using Adversarial Attacks on Language Models.

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>

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- 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

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- 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
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