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Senior Researcher

FIZ Karlsruhe

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Germany

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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*

|  |             |
|--|-------------|
| <b>Military Service</b>                                      | 2000 – 2002 |
| <i>292nd Light Infantry Battalion, Franco-German Brigade</i> |             |
| <i>Donaueschingen, Germany</i>                               |             |

## 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<br>Consortium for research data on material and immaterial cultural heritage<br>DFG No. 441958017 | 2021 (ongoing) |
| 2. EEZU<br>Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive<br>DFG LIS No. 449727012   | 2021 (ongoing) |
| 3. GenZ strategic profiling project, University of Oulu<br>Academy of Finland No. 318930                          | 2020 – 2021    |
| 4. 6G Finnish Flagship Programme<br>Academy of Finland No. 318927   | 2018 – 2021    |
| 5. IKON, Freie Universität Berlin & Museum of Natural History<br>BMBF No. 03IO1633                                | 2017 – 2018    |
| 6. ID+LAB, Cluster of Excellence “Image Knowledge Gestaltung”<br>DFG EXC 1027                                     | 2016 – 2017    |

### Industry Projects as Research Member

- |   |             |
|---|-------------|
| 1. SkillsPlanner.net, Seme4 Ltd.<br>Innovate UK | 2015 – 2016 |
|---|-------------|

## RECOGNITION AND AWARDS

|  |      |
|--|------|
| Distinction, University of Southampton | 2015 |
|--|------|

### Scholarships and Grants

|  |      |
|--|------|
| Nokia Foundation Scholarship<br><i>“Harvesting Folk Theories for a Better Understanding of Human-AI Interaction”</i>   | 2020 |
| Jenny and Antti Wihuri Foundation Grant<br><i>“Investigating how creators on YouTube adapt to the presence of Artificial Intelligence”</i>                       | 2020 |
| Riitta and Jorma J. Takasen Foundation Scholarship<br><i>“Mining Dark Patterns on Social Media Platforms for a Better Understanding of Human-AI Interaction”</i> | 2020 |
| Finnish Foundation for Technology Grant<br><i>“Mining Dark Patterns of Social Media Usage for a Better Understanding of Human-AI Interaction”</i>                | 2020 |
| Tauno Tönning Foundation Grant<br><i>“Mining Dark Patterns of Social Media Usage for a Better Understanding of Human-AI Interaction”</i>                         | 2020 |
| Course grant, University of Oulu UniOGS<br><i>“Scrum Product Owner”</i>  | 2020 |
| Nokia Foundation Scholarship<br><i>“Mining Folk Theories for a Better Understanding of Human-AI Interaction”</i>   | 2019 |

## 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<br>CHI '19, Glasgow, United Kingdom         | 2019 |
| Workshop on Crowd-Powered Interfaces for Creative Design Thinking<br>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<br>CHI '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        |
| ISS       | 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](http://www.crowdui.com) 2020  
sameAs-Lite, [github.com/sem4/sameAs-Lite](https://github.com/sem4/sameAs-Lite) 2016  
SIMPLEX situated feedback system, [github.com/joetm/perdis-client](https://github.com/joetm/perdis-client) 2019  
crowd-roles, web-based instrument for computational priming, [github.com/joetm/crowd-roles](https://github.com/joetm/crowd-roles) 2019  
Chopper, a tool to generate screenshots for UI elements, [github.com/joetm/chopper](https://github.com/joetm/chopper) 2018  
IKON ontology, [fub-hcc.github.io/IKON-ontology](https://fub-hcc.github.io/IKON-ontology) 2018  
SkillsPlanner linked data platform, [www.skillsplanner.net](http://www.skillsplanner.net) 2016  
GFBio Terminology Service Website, [terminologies.gfbio.org](http://terminologies.gfbio.org) 2016  
SBB Pilot Open Data Platform Public Transport Switzerland, [opentransportdata.swiss](http://opentransportdata.swiss) 2016  
Eurapco Trend Monitoring Platform, [www.eurapco-trends.com](http://www.eurapco-trends.com) 2016  
Full portfolio of web development projects: [jonaso.de/portfolio](http://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