



SUMMARY

22 refereed publications:

- 5 journal articles
- 4 conference papers
- 4 short papers and workshop papers (light peer review)
- 4 conference posters
- 3 doctoral consortia
- 2 workshops organized

PEER-REVIEWED CONFERENCE PAPERS

1. **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. DOI: [10.1145/3313831.3376677](https://doi.org/10.1145/3313831.3376677)
2. **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. DOI: [10.1145/3365610.3365621](https://doi.org/10.1145/3365610.3365621)
3. **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](https://doi.org/10.1007/978-3-030-29387-1_18)
4. **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/heibooks.285.377](https://doi.org/10.11588/heibooks.285.377)

PEER-REVIEWED JOURNAL PAPERS

5. **Jonas Oppenlaender**, Thanassis Tiropanis, and Simo Hosio. 2020. CrowdUI: Supporting Web Design with the Crowd. In Proceedings of the ACM on Human-Computer Interaction, Vol. 4, No. EICS, Article 76. ACM, New York, NY, USA, 28 pages. DOI: [10.1145/3394978](https://doi.org/10.1145/3394978)
6. 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](https://doi.org/10.1007/s00779-020-01375-6)
7. 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](https://doi.org/10.1109/MC.2019.2902542)

8. 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. DOI: [10.1145/3321335.3324943](https://doi.org/10.1145/3321335.3324943)
 9. 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](https://doi.org/10.1109/MC.2018.3191250)
- PEER-REVIEWED
SHORT PAPERS
AND WORKSHOP
PAPERS (lightly
reviewed)
10. **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 at CHI '20. Honolulu, HI, USA.
 11. **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) at CHI '19. Glasgow, UK.
 12. **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. DOI: [10.1145/3267305.3267550](https://doi.org/10.1145/3267305.3267550).
 13. **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.
- WORKSHOPS
ORGANIZED
14. **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](https://doi.org/10.1145/3325480.3326553)
 15. **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. DOI: [10.1145/3290607.3299027](https://doi.org/10.1145/3290607.3299027)
- DOCTORAL
CONSORTIUM
16. **Jonas Oppenländer**. 2020. Unterstützung Kreativer Arbeit mit Crowdsourcing. Doktorandenseminar, Mensch und Computer (MuC '20).
 17. **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](https://doi.org/10.1145/3393672.3398646)
 18. **Jonas Oppenlaender**. 2019. Supporting Creative Workers with Crowd-sourced Feedback. In Proceedings of the 2019 on Creativity and Cognition (C&C'19). ACM, New York, NY, USA, 646–652. DOI: [10.1145/3325480.3326556](https://doi.org/10.1145/3325480.3326556)

PEER-REVIEWED
POSTERS

19. 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](https://doi.org/10.1145/3365610.3368422)
20. **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. DOI: [10.1145/3325480.3326583](https://doi.org/10.1145/3325480.3326583)
21. **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](https://doi.org/10.1145/3290607.3313043)
22. **Jonas Oppenlaender**, Jesse J. Benjamin, and Claudia Müller-Birn. 2017. Socio-technical Revelation of Knowledge Transfer Potentials. In Proceedings of the 5th AAAI Conference on Human Computation and Crowdsourcing (HCOMP ’17), AAAI, 2 pages.

THESES

1. **Jonas Oppenländer**. 2015. CrowdUI – A tool to remotely source and evaluate user interface adaptations. MSc thesis. Web Science Institute, University of Southampton, United Kingdom.
2. **Jonas Oppenländer**. 2009. Anwendung des Kano-Modells zur Analyse und Charakterisierung gesellschaftlicher Anforderungen an Produkte. Diplomarbeit (MSc thesis). Institute for Product Development and Machine Elements, Technical University of Darmstadt, Germany.