Jonas Oppenlaender

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CONTACT INFORMATION	Crowd Computing group Center for Ubiquitous Computing University of Oulu Pentti Kaiteran katu 1 90570 Oulu, Finland	jonas.oppenlaender@oulu.fi https://github.com/joetm http://www.jonaso.de

EDUCATION

MAY 2018 – PRESENT **Doctoral student, Computer Science**
University of Oulu, Crowd Computing group
Oulu, Finland

AUG 2014 – NOV 2015 **Master of Science, Computer Science**
University of Southampton, Web Science Institute
Southampton, United Kingdom

JAN 2013 – JULY 2013 **Certificate in Business Analysis**
University of Toronto, School of Continuing Studies
Toronto, Canada

AUG 2005 – JULY 2006 **Erasmus exchange student**
Linköping University, Institute of Technology
Linköping, Sweden

OCT 2002 – MAR 2011 **Diplom-Wirtschaftsingenieur** (Master of Science in Industrial Engineering)
Technical University of Darmstadt
Darmstadt, Germany

RESEARCH EXPERIENCE

MAY 2018–APR 2021 **Doctoral Researcher**
University of Oulu
Oulu, Finland

AUG 2016–APR 2018 **Research Assistant** (Wissenschaftlicher Mitarbeiter)
Freie Universität Berlin, Human-Centered Computing Group
Berlin, Germany

AUG 2016–MAR 2017 **Researcher**
Interdisciplinary Cluster of Excellence "Image Knowledge Gestaltung"
Berlin, Germany

OCT 2015–APR 2016 **Linked Data Developer**
Seme4 Ltd.
Southampton, United Kingdom

PROFESSIONAL EXPERIENCE

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

AUG 2013–JULY 2014

IT Business Analyst
Alstom IS&T
Paris, France

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

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

July 2010–Aug 2010   **Volunteer**
Local Economic Development Department
Radoviš, Macedonia

2000–2002   **Military Service**
Franco-German Brigade
Donaueschingen, Germany

Publications

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

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

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

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.28 5.377

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

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

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

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

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

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. Campus-Tracker: 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.

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

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

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
	18. **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. DOI: 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
	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
	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
	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.

Academic Awards and Recognition

JUNE 2020	Riitta and Jorma J. Takanen Foundation Scholarship
MAY 2020	Finnish Foundation for Technology Scholarship
MAR 2020	Tauno Tönning Foundation Grant
DEC 2019	Nokia Foundation Scholarship
JUNE 2020	Invited Member of Doctoral Consortium at EICS
JUNE 2019	Invited Member of Graduate Student Symposium at Creativity & Cognition
JUNE 2019	ACM SIGCHI travel grant

May 2019	University of Oulu UniOGS travel grant
May 2019	University of Oulu UniOGS travel grant
Oct 2018	Ubicomp/ISWC travel grant
Nov 2015	Distinction, University of Southampton
Aug 2005	Erasmus Sokrates Scholarship, DAAD

Teaching Experience

2019, 2020	Co-Teacher, University of Oulu Social Computing (521044A, 30+ students, 5 ECTS, Bachelor) Responsible for organizing, managing, and holding all exercise labs, including mini lectures at the beginning of each lab
2018, 2019	Curriculum planning – Social Computing (521044A, Bachelor), University of Oulu – Semantic Web Technologies (19305401, Master), Freie Universität Berlin

2019, 2020	Teaching Assistant, University of Oulu
	– Human Computer Interaction (521145A)
	  145+ students, 5 ECTS, Bachelor
	– Applied Computing Project I (521152S)
	  3 students, 10 ECTS, Master

2016–2017	Teaching Assistant, Freie Universität Berlin Software Project (4 students, Bachelor and Master)

Student Supervisions

Dec 2018–May 2019	Master thesis, Antonio Kongjonaj
June 2018–Aug 2018	Summer project, Antonio Kongjonaj
Jan 2018–Apr 2018	Bachelor thesis, Bastian van de Wetering
Dec 2017–Apr 2018	Master thesis, Ömer Bayram
Dec 2017–Apr 2018	Bachelor thesis, Andre Slava Paderow
Aug 2016–Apr 2017	Master thesis, Immanuel Pelzer
Nov 2016–June 2017	Software Project, 3 students
Dec 2016–Apr 2018	Supervision of two student research assistants

Academic Service

2020	Organizing Committee, 6th Int. Conference on Design Creativity (ICDC 2020)
2019	Lead Organizer, Workshop on Designing Crowd-powered Creativity Support Systems, CHI '19
2019	Lead Organizer, Workshop on Crowd-Powered Interfaces for Creative Design Thinking, C&C '19
2019	Associate Chair, CHI '19 Late Breaking Work

2019	Student Volunteer, ACM Creativity & Cognition (C&C '19)
2018	Student Volunteer, ACM UbiComp '18
2018	Organizing Committee, UBI Summer School 2018 (UBISS '18)
2018	Program Committee, Studierendenkonferenz Informatik (SKILL '18)

Peer Reviewer

2020	CHI, CSCW, EICS, UIST, IUI, MobileHCI, Human Computation Journal
2019	CHI, CSCW, EICS, UIST, C&C, INTERACT
2018	CSCW, HICSS, IMWUT, CHI PLAY, ICMI, ESWC

Certifications and Licenses

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	Quality Manager (German Accreditation Body DAkkS)
2010	Zend Certified Engineer PHP 5 (License No. 013105)
2009	Business English Certificate Higher (University of Cambridge)

Languages

German	Mother tongue
English	Very good – TOEFL 114/120 – IELTS 8
French	Beginner
Spanish	Beginner

Memberships

ACM	Association for Computing Machinery
SIGCHI	ACM Special Interest Group on Computer-Human Interaction
IEEE	Institute of Electrical and Electronics Engineers