

Postdoctoral Researcher  
Faculty of Information Technology  
University of Jyväskylä  
Finland

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<https://www.jonaso.de>

## EDUCATION

2021, **Doctor of Science (Tech.), Computer Science** (with distinction)  
*Crowd Computing Group, Center for Ubiquitous Computing, University of Oulu, Finland*

2015, **Master of Science, Computer Science** (with distinction)  
*Web and Internet Science Research Group (WAIS), University of Southampton, United Kingdom*

2005 – 2006, **Erasmus exchange student**  
*Linköping University, Sweden*

2011, **Diplom-Wirtschaftsingenieur (Master of Science), Industrial Engineering**  
*Technical University of Darmstadt, Germany*

## ACADEMIC EXPERIENCE

since 2022, **Postdoctoral Researcher** (Tutkijatohtori)  
*University of Jyväskylä, Faculty of Information Technology  
Jyväskylä, Finland*

2021 – 2021, **Senior Researcher/PostDoc**  
*FIZ Karlsruhe, Information Service Engineering and  
Karlsruhe Institute of Technology, Institute of Applied Informatics and Formal Description Methods  
Karlsruhe, Germany*

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

2016 – 2018, **Graduate Research Assistant** (Wissenschaftlicher Mitarbeiter)  
*Freie Universität Berlin, Institute of Computer Science, Human-Centered Computing  
Berlin, Germany*

Aug 2016 – Mar 2017, **Graduate Research Assistant** (Wissenschaftlicher Mitarbeiter)  
*Cluster of Excellence “Image Knowledge Gestaltung”  
Berlin, Germany*

## WORK EXPERIENCE IN INDUSTRY

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

2015 – 2016, **Linked Data 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**

*292nd Light Infantry Battalion, Franco-German Brigade*  
*Donaueschingen, Germany*

## **ACADEMIC AND INDUSTRY PROJECTS**

### **Academic Projects as Principal Investigator**

1. 2019 – 2020, Folk Theories for a Better Understanding of Human-AI Interaction
2. 2018 – 2021, Crowdsourcing Creative Work
3. 2015, 2018 – 2020, CrowdUI – Supporting Web Design with the Crowd

### **Academic Projects as Research Member**

1. 2021, EEZU  
Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive,  
DFG LIS No. 449727012
2. 2020 – 2021, GenZ strategic profiling project, University of Oulu  
Academy of Finland No. 318930
3. 2018 – 2021, 6G Finnish Flagship Programme  
Academy of Finland No. 318927
4. 2017 – 2018, IKON, Freie Universität Berlin & Museum of Natural History  
BMBF No. 03IO1633
5. 2016 – 2017, ID+LAB, Cluster of Excellence “Image Knowledge Gestaltung”  
DFG EXC 1027

### **Industry Projects as Research Member**

1. 2021, NFDI4Culture  
Consortium for research data on material and immaterial cultural heritage  
DFG No. 441958017
2. 2015 – 2016, SkillsPlanner.net, Seme4 Ltd.  
Innovate UK

## **AWARDS AND RECOGNITION**

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

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

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

### **Scholarships and Grants**

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 Tönni Foundation Grant

2020, Course grant, University of Oulu UniOGS

2019, Nokia Foundation Scholarship

### **Travel Grants**

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 AND MANAGEMENT**

### **Associate Chair**

CHI '19 (Late Breaking Work)

### **Program Committee Member**

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

AAAI Conference on Human Computation and Crowdsourcing (HCOMP '22)

AAAI Conference on Human Computation and Crowdsourcing (HCOMP '21)

Studierendenkonferenz Informatik (SKILL '18)

### **Organizing Committee**

International Conference on Design Creativity (ICDC 2020), Virtual

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

### **Workshop Organiser**

REGROW: Reimagining Global Crowdsourcing for Better Human-AI Collaboration, CHI '22

Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces, CHI '21

Crowd-Powered Interfaces for Creative Design Thinking, C&C '19

Designing Crowd-powered Creativity Support Systems, CHI '19

### **Conference Reviewer**

CHI 2023: ACM CHI Conference on Human Factors in Computing Systems

CSCW 2023: ACM Conference on Computer-Supported Cooperative Work And Social Computing

CHI 2022: ACM CHI Conference on Human Factors in Computing Systems

CSCW 2022: ACM Conference on Computer-Supported Cooperative Work And Social Computing

HCOMP 2022: AAAI Conference on Human Computation and Crowdsourcing

HAI 2022: International Conference on Human-Agent Interaction

C&C 2022: ACM Conference on Creativity & Cognition

UIST 2022: ACM Symposium on User Interface Software and Technology

EICS 2022: ACM SIGCHI Symposium on Engineering Interactive Computing Systems

NordiCHI 2022: Nordic Conference on Human-Computer Interaction

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

ICWSM 2022: AAAI Conference on Web and Social Media  
 CHI 2021: ACM CHI Conference on Human Factors in Computing Systems  
 CSCW 2021: ACM Conference on Computer-Supported Cooperative Work And Social Computing  
 HCOMP 2021: AAAI Conference on Human Computation and Crowdsourcing  
 C&C 2021: ACM Conference on Creativity & Cognition  
 UIST 2021: ACM Symposium on User Interface Software and Technology  
 EICS 2021: ACM SIGCHI Symposium on Engineering Interactive Computing Systems  
 INTERACT 2021: IFIP TC13 International Conference on Human-Computer Interaction  
 DIS 2021: ACM SIGCHI Conference on Designing Interactive Systems  
 ISS 2021: ACM International Conference on Interactive Surfaces and Spaces  
 CHI-PLAY 2021: ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play  
 CHI 2020: ACM CHI Conference on Human Factors in Computing Systems  
 CSCW 2020: ACM Conference on Computer-Supported Cooperative Work And Social Computing  
 C&C 2020: ACM Conference on Creativity & Cognition  
 UIST 2020: ACM Symposium on User Interface Software and Technology  
 EICS 2020: ACM SIGCHI Symposium on Engineering Interactive Computing Systems  
 IUI 2020: Conference on Intelligent User Interfaces  
 INTERACT 2020: IFIP TC13 International Conference on Human-Computer Interaction  
 MobileHCI 2020: ACM International Conference on Mobile Human-Computer Interaction  
 CHI 2019: ACM CHI Conference on Human Factors in Computing Systems  
 CSCW 2019: ACM Conference on Computer-Supported Cooperative Work And Social Computing  
 UIST 2019: ACM Symposium on User Interface Software and Technology  
 C&C 2019: ACM Conference on Creativity & Cognition  
 EICS 2019: ACM SIGCHI Symposium on Engineering Interactive Computing Systems  
 INTERACT 2019: IFIP TC13 International Conference on Human-Computer Interaction  
 CSCW 2018: ACM Conference on Computer-Supported Cooperative Work And Social Computing  
 CHI-PLAY 2018: ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play  
 HICSS 2018: Hawaii International Conference on System Sciences  
 ICMI 2018: ACM International Conference on Multimodal Interaction  
 ESWC 2018: Extended Semantic Web Conference

### **Journal Reviewer**

IMWUT 2018: Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies  
 Behaviour & Information Technology 2022  
 Environment & Behavior 2022  
 Human Computation 2020

### **Student Volunteering**

UIST '21, Virtual  
 BCS-HCI '21, Virtual  
 FAccT '21, Virtual  
 UIST '20, Virtual  
 CSCW '20, Virtual  
 C&C '19, San Diego, CA  
 Ubicomp/ISWC '18, Singapore  
 UBISS '18, Oulu, Finland

## **TEACHING EXPERIENCE**

### **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

### **Student Project Supervision**

2019, Applied Computing Project I (521152S, 3 students, 10 ECTS, Master), University of Oulu  
 2018, Summer project, Antonio Kongjonaj  
 2016 – 2017, Software Project (4 students, 10 ECTS, Master), Freie Universität Berlin

### **Formal Teaching Training**

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

## **STUDENT SUPERVISIONS**

All supervisions are principal supervisions, unless otherwise stated.

### **Doctoral Students**

2021, Tabea Tietz  
 2020 – 2021, Ville Paananen

### **Master's Students**

2019, Antonio Kongjonaj (completed)  
 2017 – 2018, Ömer Bayram  
 2016 – 2017, Immanuel Pelzer (completed)

### **Bachelor Students**

2021, Aaron Maier (2nd supervisor)  
 2021, Katri Säily (completed)  
 2018, Bastian van de Wetering  
 2018, Andre Slava Paderow

### **Research Assistants**

2017 – 2018, Tim Korjakov  
 2017 – 2018, Nicolo Knapp  
 2016 – 2017, Immanuel Pelzer

## **PUBLICATIONS**

36 refereed publications, including:

- 4 journal articles
- 9 full conference papers
- 6 short papers and workshop papers
- 9 conference posters
- 3 doctoral consortia
- 4 workshops organized

[jonaso.de/publications/](https://jonaso.de/publications/)

### **Refereed Journal Papers**

- 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

#### Refereed Full Conference Papers

- C9. **Jonas Oppenlaender**. 2022. The Creativity of Text-to-Image Generation. *Academic MindTrek 2022*. arXiv, 15 pages. DOI: 10.48550/ARXIV.2206.02904
- C8. **Jonas Oppenlaender**. 2022. The Perception of Smart Contracts for Governance of the Metaverse. *Academic MindTrek 2022*.
- C7. 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)*, 17 pages. DOI: 10.1145/3488541
- 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
- C5. **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
- C4. **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
- 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
- C2. 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
- 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

#### Refereed Conference Short Papers and Workshop Papers

- S6. Mary Ann Tan, Tabea Tietz, Oleksandra Bruns, **Jonas Oppenlaender**, Danilo Dess, and Harald Sack. 2021. DDB-KG: The German Bibliographic Heritage in a Knowledge Graph. *HistoInformatICS 2021 Workshop*, 8 pages
- S5. **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. DOI: 10.31219/osf.io/gxt7y
- S4. **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

- S3. **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
- S2. **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
- S1. **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

- 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. Reimagining Global Crowdsourcing for Better Human and Artificial Intelligencies Collaboration. 2022 CHI Conference on Human Factors in Computing Systems (CHI '22).
- 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. DOI: 10.1145/3325480.3326553
- W1. **Jonas Oppenlaender**, Maximilian Mackeprang, Abderahmane Khiat, Maja Vuković, Jorge Goncalves, and Simo Hosio. 2019. DC<sup>2</sup>S<sup>2</sup>: 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 Consortia

- D3. **Jonas Oppenländer**. 2020. Unterstützung Kreativer Arbeit mit Crowdsourcing. Doktoranden-seminar, Mensch und Computer (MuC '20). 5 pages. DOI: 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. DOI: 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. DOI: 10.1145/3325480.3326556

## Conference Posters

- 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
- 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
- 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
- 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

- 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
- 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. DOI: 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. DOI: 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

### Manuscripts & Pre-prints

- M4. **Jonas Oppenlaender**. 2022. Adversarial Honeypots for Catching Crowdsourcing Bots using Adversarial Attacks on Language Models.
- M3. **Jonas Oppenlaender**, Tahir Abbas, and Ujwal Gadiraju. 2022. The State of Pilot Study Reporting in Crowdsourcing: A Reflection on Best Practices and Guidelines. Under review. 44 pages.
- M2. **Jonas Oppenlaender**, Rhema Linder, and Johanna Silvennoinen. 2022. The Potential of Crowdsourcing Prompt Engineering for AI Generated Art. 37 pages.
- M1. **Jonas Oppenlaender**. 2022. A Taxonomy of Prompt Modifiers for Text-To-Image Generation. arXiv, 16 pages. DOI: 10.48550/ARXIV.2204.13988

### Doctoral Thesis

**Jonas Oppenlaender**. 2021. Crowdsourcing Creative Work. Dissertation. University of Oulu, Oulu, Finland, 208 pages, ISBN 978-952-62-3014-6, <http://jultika.oulu.fi/Record/isbn978-952-62-3014-6>

### 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 (MSc thesis). Institute for Product Development and Machine Elements, Technical University of Darmstadt, Germany, 139 pages

### 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

### SELECTED SOFTWARE AND COMPUTATIONAL ARTEFACTS

Artworks generated with text-guided image synthesis, <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/sem4/sameAs-Lite">github.com/sem4/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: <a href="http://jonaso.de/portfolio">jonaso.de/portfolio</a>	

## PRESENTATIONS AND TALKS

### Invited Talks and Lectures

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
“The FAIR data principle.” Forschungszentrum Jülich, Virtual	2021

### Full paper presentations

Academic Mindtrek '22, Tampere	2022
Academic Mindtrek '22, Tampere	2022
Symposium on Engineering Interactive Computing Systems (EICS '21), Virtual	2021
CHI Conference on Human Factors in Computing Systems (CHI '21), Virtual	2021
International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa	2019
IFIP TC.13 Int. Conference on Human-Computer Interaction (INTERACT '19), Paphos	2019
CHI Conference on Human Factors in Computing Systems (CHI '19), Glasgow, UK	2019
Multikonferenz Wirtschaftsinformatik (MKWI '18), Lüneburg	2018

### Poster presentations

Conference on Human Computation and Crowdsourcing (HCOMP 2021), Virtual	2021
Conference on Human Computation and Crowdsourcing (HCOMP 2020), Virtual	2020
International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa	2019
Creativity & Cognition (C&C '19), San Diego, CA	2019
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, Glasgow	2019
Workshop on Mobile Human Contributions (MHC '18), Singapore	2018

### Doctoral consortia

Mensch und Computer (MuC '20), Virtual	2020
Symposium on Engineering Interactive Computing Systems (EICS '20), Virtual	2020
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

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

## **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
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