

# Jonas Oppenlaender

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## RESEARCH INTERESTS

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Generative AI, prompt engineering, human-centered AI, text-to-image generation, meta-research, science of science, scientometric analysis, Human-Computer Interaction (HCI), NLP, language models, creativity

## EDUCATION

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2021, **University of Oulu**, Finland  
Doctor of Science (Tech.), Computer Science  
• Advisor: Simo Hosio  
• Thesis: Crowdsourcing Creative Work  
• Thesis Award: Distinction

2015, **University of Southampton**, United Kingdom  
Master of Science, Computer Science  
• Advisor: Thanassis Tiropanis  
• Thesis: CrowdUI – A tool to remotely source and evaluate user interface adaptations  
• Thesis Award: Distinction

2005 – 2006, **Linköping University**, Sweden  
Erasmus exchange student (DAAD scholarship)

2011, **Technical University of Darmstadt**, Germany  
Diplom-Wirtschaftsingenieur (Master of Science), Industrial Engineering and Management  
• Advisor: Dr. Dirk Hanusch  
• Thesis: “Applying Kano’s model to analyze societal product requirements”

## EMPLOYMENT

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### Academic Work Experience

2024 – today, **Postdoctoral Researcher**  
University of Oulu, Center for Ubiquitous Computing  
Oulu, Finland

2022 – 2023, **Postdoctoral Researcher**  
University of Jyväskylä  
Jyväskylä, Finland

2021 – 2021, **Senior Researcher/PostDoc**  
Karlsruhe Institute of Technology (KIT) & FIZ Karlsruhe  
Karlsruhe, Germany

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

2016 – 2018, **Wissenschaftlicher Mitarbeiter**  
Freie Universität Berlin, Human-Centered Computing  
Berlin, Germany

Aug 2016 – Mar 2017, **Wissenschaftlicher Mitarbeiter**  
Cluster of Excellence “Image Knowledge Gestaltung”  
Berlin, Germany

### **Work Experience in Industry**

2023 – 2024, **Senior Research Scientist**  
Elisa Corporation  
Helsinki, Finland

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

2015 – 2016, **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**  
292<sup>nd</sup> Light Infantry Battalion, Franco-German Brigade  
Donaueschingen, Germany

### **CAREER BREAKS**

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Mar 2024 – Aug 2024, **Self-funded research leave**, focusing on writing academic papers (result: 2 CHI papers, 1 CHI workshop, 1 Research Council of Finland Fellowship application) and evaluating a startup business idea (supporting academics in more effectively managing collaborations)

Sep 2021 – Jan 2022, **Independent research period** with a stay in Skopje, Northern Macedonia, resulting in my two most-cited papers (10.1145/3569219.3569352 and 10.1080/0144929X.2023.2286532)

Jan 2013 – Jul 2013: **Continuing education training** in Business Analysis, leading to a certificate from University of Toronto, Toronto, Canada

## RESEARCH VISITS

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June 2025, Ubiquitous Knowledge Processing (UKP) Lab, Technical University of Darmstadt, Germany

## PUBLICATIONS

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53 refereed publications, including:

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

- 12 journal articles
- 13 full conference papers
- 2 book chapters
- 7 short papers and workshop papers
- 9 conference posters
- 3 doctoral consortia
- 6 workshops
- 5 manuscripts under review or in preparation

### Journal Articles

- J12. **Jonas Oppenlaender**, Hannah Johnston, Johanna Silvennoinen, and Helena Barranha. 2025. Artworks Reimagined: Exploring Human-AI Co-Creation through Body Prompting. Proceedings of the ACM on Human-Computer Interaction (PACM-EICS), Article 12. ACM, New York, NY, USA. 10.1145/3734189.
- J11. Mahmoud Ali, Niels van Berkel, Benjamin Tag, Ville Paananen, **Jonas Oppenlaender**, Koji Yatani, and Simo Hosio. Investigating Mental Wellbeing Self-Care in Higher Education: Insights from BERTopic Modeling. Discover Mental Health. Springer Nature, Cham, Switzerland.
- J10. **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 10.48550/arXiv.2303.13534
- J9. **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. 10.1145/3641023
- 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. 10.1080/0144929X.2023.2286532
- J6. Ville Paananen, **Jonas Oppenlaender**, and Aku Visuri. 2023. Using Text-to-Image Generation for Architectural Design Ideation. International Journal of Architectural Computing. SAGE. 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. 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. 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. 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. 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. 10.1109/MC.2018.3191250

## Conference Papers

- C13. **Jonas Oppenlaender**, Ujwal Gadiraju, and Simo Hosio. Quo Vadis, HCOMP? A Review of 12 Years of Research at the Frontier of Human Computation and Crowdsourcing. *ACM Collective Intelligence* (Honorable mention). ACM, New York, NY, USA. 10.1145/3715928.3737467
- C12. **Jonas Oppenlaender**. 2025. Past, Present, and Future of Citation Practices in HCI. *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA. 10.1145/3706598.3713556
- C11. **Jonas Oppenlaender** and Simo Hosio. 2025. Keeping Score: A Quantitative Analysis of How the CHI Community Appreciates Its Milestones. *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*. ACM, New York, NY, USA. 10.1145/3706598.3713464
- C10. **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. 10.1145/3616961.3616978
- C9. **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. 10.1145/3569219.3569352
- C8. **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. 10.1145/3569219.3569300
- C7. **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. 10.1145/3411764.3445380
- C6. **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. 10.1145/3313831.3376677
- C5. **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. 10.1145/3365610.3365621
- C4. **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

- C3. 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. 10.1145/3321335.3324943
- C2. **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. 10.11588/heibooks.285.377
- C1. **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

## Book Chapters

- B2. Ville Paananen, **Jonas Oppenlaender**, Niels van Berkel, Simo Hosio. 2026. Spatial Experience for the Metaverse. In: Handbook of the Metaverse. Pan Hui, Peng Yuan Zhou, Lik-Hang Lee, Tristan Braud (Eds.), Springer Nature, Cham, Switzerland
- 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, 325–349. 10.1007/978-3-031-66528-8.14

## Workshops

- W6. Annika Kaltenhauser, James Arnéra, Amelie Unger, Sophia Ppali, Niels van Berkel, Benjamin Tag, Elena Glassman, Phoebe Sengers, Simo Hosio, and **Jonas Oppenlaender**. 2026. Meta-HCI: Practising Reflection in HCI Research. In Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26). ACM, New York, NY, USA.
- W5. **Jonas Oppenlaender**, Sylvain Malacria, Xinrui Fang, Niels van Berkel, Fanny Chevalier, Koji Yatani, and Simo Hosio. 2025. Meta-HCI: First Workshop on Meta-Research in HCI. In Adjunct Proceedings of the 2025 ACM CHI Conference on Human Factors in Computing Systems (CHI '25). ACM, New York, NY, USA, 13 pages. 10.1145/3706599.3706723
- 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. REGROW: Reimagining Global Crowdsourcing for Better Human and Artificial Intelligencies Collaboration. 2022. In Adjunct Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22). ACM, New York, NY, USA. 10.1145/3491101.3503725
- 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. 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. 10.1145/3290607.3299027

## Short Papers and Workshop Papers

- S7. **Jonas Oppenlaender**. 2025. Multi-laboratory Experiments are the Next Big Thing in HCI. Interactions, Blog@IX (May–June), ACM, New York, NY, USA, 3 pages. 10.1145/3725722
- 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. 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
- S4. **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. 10.31219/osf.io/gxt7y
- 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 10.48550/arXiv.2002.10887
- S2. **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. 10.48550/arXiv.2004.09204
- S1. **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. 10.1145/3267305.3267550

## Doctoral Consortia

- D3. **Jonas Oppenländer**. 2020. Unterstützung Kreativer Arbeit mit Crowdsourcing. Doktoranden-seminar, Mensch und Computer (MuC '20). 5 pages. 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. 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. 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. 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](https://humancomputation.com/2021/.../HCOMP_2021-paper_105.pdf)
- 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. [ceur-ws.org/Vol-2980/paper348.pdf](https://ceur-ws.org/Vol-2980/paper348.pdf)
- 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. [humancomputation.com/2020/.../HCOMP\\_2020-paper\\_86.pdf](https://humancomputation.com/2020/.../HCOMP_2020-paper_86.pdf)
- 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. 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. 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. 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. [humancomputation.com/2017/papers/91-hcomp-paper-final.pdf](https://humancomputation.com/2017/papers/91-hcomp-paper-final.pdf)

## Manuscripts & Pre-prints

- M5. Hannu Simonen, Atte Kiviniemi, Hannah Johnston, Helena Barranha, and **Jonas Oppenlaender**. An Exploration of Default Images in Text-to-Image Generation. arXiv pre-print 10.48550/arXiv.2505.09166
- M4. An Vu and **Jonas Oppenlaender**. Prompt Engineer: Analyzing Skill Requirements in the AI Job Market. arXiv pre-print 10.48550/arXiv.2506.00058
- M3. **Jonas Oppenlaender**. DangerMaps: Personalized Safety Advice for Travel in Urban Environments using a Retrieval-Augmented Language Model. arXiv pre-print 10.48550/arXiv.2503.14103
- M2. Johanna Maria Silvennoinen, Kristof Fenyvesi, Takumi Yada, Maria Fisk, and **Jonas Oppenlaender**. Visualizing Futures: Children’s Sustainability Solutions with Text-to-Image Generative AI. [https://papers.ssrn.com/sol3/papers.cfm?abstract\\_id=5014965](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=5014965)
- M1. **Jonas Oppenlaender** and Joonas Hämmäläinen. Mapping the Challenges of HCI: An Application and Evaluation of ChatGPT for Mining Insights at Scale. arXiv pre-print 10.48550/arXiv.2306.05036

## 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>

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

## Student Research Projects (“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

## RESEARCH PROJECTS

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### 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. 2020 – 2021, GenZ strategic profiling project, University of Oulu  
Academy of Finland No. 318930
2. 2018 – 2021, 6G Finnish Flagship Programme  
Academy of Finland No. 318927
3. 2021, EEZU – Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive,  
DFG LIS No. 449727012
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

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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  
2025, DAAD AInet Fellow (German Academic Exchange Service)  
2025, Honorable mention, ACM Collective Intelligence

### **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 Tönning Foundation Grant  
2020, Course grant, University of Oulu UniOGS  
2019, Nokia Foundation Scholarship

### **Travel Grants**

2025, DAAD AInet Postdoctoral Fellowship  
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**

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### **Program Committee Member**

ACM CHI Conference on Human Factors in Computing Systems (CHI '26)  
ACM Collective Intelligence (CI '25)  
ACM 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)

### **Associate Chair**

CHI '26 (Specific Application Areas subcommittee)  
CHI '19 (Late Breaking Work)

### **Organizing Committee**

ACM Academic Mindtrek '23, Social Media and Web Co-Chair, Tampere, Finland  
International Conference on Design Creativity (ICDC 2020), Virtual  
UBI Summer School 2018 (UBISS '18), Oulu, Finland

### **Workshop Organizer**

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

ACM CHI '25: Meta-HCI – First Workshop on Meta-Research in HCI, Yokohama, Japan  
AAAI HCOMP '23, CrowdCamp Co-Chair, Delft, Netherlands  
ACM CHI '22: Reimagining Global Crowdsourcing for Better Human-AI Collaboration (REGROW)  
ACM CHI '21: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces  
ACM C&C '19: Crowd-Powered Interfaces for Creative Design Thinking  
ACM CHI '19: Designing Crowd-powered Creativity Support Systems (DC2S2)

### **Faculty Service**

AI Tutor for ITEE Faculty (2025–2027), University of Oulu  
Working Group for AI in Research (2025), University of Oulu

### **Grant Reviewer**

2025, Luxembourg National Research Fund (FNR)  
2025, Agence Nationale de la Recherche (ANR)  
2024, Swiss National Science Foundation (SNSF)

### **Conference Reviewer**

CHI 2026: ACM CHI Conference on Human Factors in Computing Systems  
OzCHI 2025: ACM Australian Conference on Human-Computer Interaction  
EICS 2025: ACM SIGCHI Symposium on Engineering Interactive Computing Systems  
CHI 2025: ACM CHI Conference on Human Factors in Computing Systems  
CHI 2024: ACM CHI Conference on Human Factors in Computing Systems  
CHI 2023: ACM CHI Conference on Human Factors in Computing Systems  
CSCW 2023: ACM Conference on Computer-Supported Cooperative Work And Social Computing  
WWW 2023: The Web Conference, Crowdsourcing and Human Computation Track  
C&C 2023: ACM Conference on Creativity & Cognition  
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  
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  
IMWUT 2018: Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies  
ESWC 2017: Extended Semantic Web Conference

### **Journal Reviewer**

2025, International Journal of Human-Computer Interaction (IJHCI)  
2022, Behaviour & Information Technology  
2022, Environment & Behavior  
2020, Human Computation

### **Student Volunteering**

UIST '21, Symposium on User Interface Software and Technology, Virtual  
BCS-HCI '21, British HCI Conference, Virtual  
FAcCT '21, Conference on Fairness, Accountability, and Transparency, Virtual  
ICML '21, International Conference on Machine Learning, Virtual  
UIST '20, Symposium on User Interface Software and Technology, Virtual  
CSCW '20, Conference on Computer-Supported Cooperative Work and Social Computing, Virtual  
C&C '19, Conference on Creativity & Cognition, San Diego, CA  
Ubicomp/ISWC '18, Conference on Pervasive and Ubiquitous Computing, Singapore  
UBISS '18, International UBI Summer School, Oulu, Finland

## **TEACHING EXPERIENCE**

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### **Courses taught**

AI Engineering (5 ECTS, Master)  
– Spring 2026 (in planning)

Introduction to Retrieval-Augmented Generation (1 ECTS, Doctoral training course)  
– Spring 2025

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**

2025, Applied Computing Project II ( 521152S, 3 students, 10 ECTS, Master), University of Oulu

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

## **Teaching Training**

2025–2027, University pedagogy studies, 25 ECTS, University of Oulu

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

## **STUDENT SUPERVISIONS**

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### **Doctoral Students**

2024 – today, Dániel Szabó (co-supervisor)

2024 – today, Mahmoud Badri (co-supervisor)

2020 – 2021, Ville Paananen (co-supervisor)

### **Master's Students**

2025, Abu Roman

2025, Fatemeh Soufian Khakestar

2025, An Vu

2024 – 2025, Matthew Utti (2nd supervisor)

2019, Antonio Kongjonaj

2017 – 2018, Ömer Bayram

2016 – 2017, Immanuel Pelzer

### **Bachelor Students**

2025, Hannu Simonen (distinguished thesis award)

2025, Atte Kiviniemi (distinguished thesis award)

2021, Katri Säily

2018, Bastian van de Wetering

2018, Andre Slava Paderow

### **Research Assistants**

2023, five research assistants at European Researchers' Night Event

2017 – 2018, Tim Korjakov

2017 – 2018, Nicolo Knapp

2016 – 2017, Immanuel Pelzer

## SELECTED SOFTWARE AND COMPUTATIONAL ARTEFACTS

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|  |            |
|--|------------|
| Artworks Reimagined – Generative AI Camera Booth, presentation, <a href="https://artworksreimagined.com">artworksreimagined.com</a>          | 2023       |
| Oracle – Chat with PDF Documents using Retrieval-augmented Generation, <a href="https://jonaso.de/oracle">jonaso.de/oracle</a>               | 2023       |
| DangerMaps – Personalized safety advice via a retrieval-augmented language model   | 2023       |
| OwlNightLong – Finnish to English translation service, <a href="https://ownightlong.info">ownightlong.info</a>                               | 2023       |
| SketchDraw – Mobile application generating images from hand-drawn sketches, <a href="https://github.com">github</a>                          | 2023       |
| Artworks generated with text-to-image generation, <a href="https://www.jonaso.de/artworks">www.jonaso.de/artworks</a>                        | since 2021 |
| CrowdUI crowd feedback system to support web design, <a href="https://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="https://www.skillsplanner.net">www.skillsplanner.net</a>  | 2016       |
| GFBio Terminology Service Website, <a href="https://terminologies.gfbio.org">terminologies.gfbio.org</a>                                     | 2016       |
| SBB Pilot Open Data Platform Public Transport Switzerland, <a href="https://opentransportdata.swiss">opentransportdata.swiss</a>             | 2016       |
| Eurapco Trend Monitoring Platform, <a href="https://www.eurapco-trends.com">www.eurapco-trends.com</a>                                       | 2016       |
| Full portfolio of web development projects: <a href="https://komasurfer.com/portfolio">komasurfer.com/portfolio</a>                          |            |

## PRESENTATIONS AND TALKS

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### Invited Talks and Lectures

|   |      |
|---|------|
| MBZUAI, Abu Dhabi, United Arab Emirates   | 2025 |
| UKP Lab, Technical University of Darmstadt, Darmstadt, Germany                    | 2025 |
| Center for Machine Vision and Signal Analysis (CMVS), University of Oulu, Virtual | 2025 |
| St. Pölten University of Applied Sciences, Virtual                                | 2024 |
| Software Engineering for AI Fair, University of Jyväskylä, Jyväskylä              | 2023 |
| 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 |
| Forschungszentrum Jülich, Virtual   | 2021 |

### Full paper presentations

|  |      |
|--|------|
| ACM Symposium on Engineering Interactive Computing Systems (EICS '25), Trier     | 2025 |
| ACM CHI Conference on Human Factors in Computing Systems (CHI '25), Yokohama     | 2025 |
| ACM CHI Conference on Human Factors in Computing Systems (CHI '25), Yokohama     | 2025 |
| ACM Academic Mindtrek '23, Tampere   | 2023 |
| ACM Academic Mindtrek '22 (2 papers), Tampere                                    | 2022 |
| ACM Symposium on Engineering Interactive Computing Systems (EICS '21), Virtual   | 2021 |
| ACM CHI Conference on Human Factors in Computing Systems (CHI '21), Virtual      | 2021 |
| ACM International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa | 2019 |

|   |      |
|---|------|
| IFIP TC.13 Int. Conference on Human-Computer Interaction (INTERACT '19), Paphos | 2019 |
| ACM CHI Conference on Human Factors in Computing Systems (CHI '19), Glasgow, UK | 2019 |
| Multikonferenz Wirtschaftsinformatik (MKWI '18), Lüneburg                       | 2018 |

#### **Poster presentations**

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

#### **Doctoral consortia**

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

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|  |  |
|--|--|
| 2024, Microsoft Certified: Azure AI Engineer Associate   |  |
| 2023, Certified SAFe 6 Agilist, Scaled Agile   |  |
| 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, Qualitätsmanagement-Beauftragter (DAkkS), TQCert (Certificate No. PZ-11235-1156-QB)        |  |
| 2013, SAP Certified – Associate Business Foundation & Integration with SAP ERP 6.0 EHP5 (TERP10) |  |
| 2010, Zend Certified Engineer PHP 5 (License No. 013105)   |  |
| 2010, Harmonised Amateur Radio Examination Certificate (HAREC)                                   |  |
| 2009, Qualitätsmanagement-Fachkraft, TÜV SÜD Akademie  |  |
| 2009, Business English Certificate Higher (University of Cambridge)                              |  |

## CONTINUING EDUCATION AND COURSES

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2024, LUMI Intro course, LUMI User Support Team  
2023, Generative Modeling Summer School, Copenhagen, Denmark  
2023, Containers in Supercomputing Environment (Online), CSC – IT Center for Science  
2023, CSC Computing Environment (Online), CSC – IT Center for Science  
2022, Magnetoencephalography (MEG) training, University of Jyväskylä  
2021, Design Thinking, Interaction Design Foundation  
2020, Elements of AI, University of Helsinki and Reactor  
2015, ITIL 2011: Service Design (SD), Service Operation (SO), Service Strategy (SS), Service Transition (ST), Operational Support & Analysis (OSA), GogoTraining  
2012, Rettungssanitäter Grundlehrgang M1, GSG – Gefahrenabwehrservice Rettungsdienstschule Hessen

## LANGUAGES

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English (working language; TOEFL 114/120, IELTS 8, Business English Certificate Higher)  
German (Mother tongue)  
French (4 years, uncertified)  
Spanish (1 year, uncertified)  
Swedish (<1 year, uncertified)

## MEMBERSHIPS

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|   |                           |
|---|---------------------------|
| Association for Computing Machinery (ACM)                         | 2018 – 2025               |
| ACM Special Interest Group on Computer-Human Interaction (SIGCHI) | 2019 – 2023               |
| 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               |