

Postdoctoral Researcher
Faculty of Information Technology
University of Jyväskylä
Finland

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Nationality: German

<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)
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

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, Distinction¹, University of Oulu

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

2015, Distinction², 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 Tönning 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

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

Workshop Organiser

CHI '22: Reimagining Global Crowdsourcing for Better Human-AI Collaboration (REGROW)
CHI '21: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces
C&C '19: Crowd-Powered Interfaces for Creative Design Thinking
CHI '19: Designing Crowd-powered Creativity Support Systems

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
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

²“awarded for a Final Average Mark of 70 and over”

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 2018: Extended Semantic Web Conference

Journal Reviewer

Behaviour & Information Technology 2022
 Environment & Behavior 2022
 Human Computation 2020

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

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

37 refereed publications, including:

- 4 journal articles
- 9 full conference papers
- 7 short papers and workshop papers
- 9 conference posters
- 3 doctoral consortia
- 4 workshops organized
- 11 manuscripts under review or in preparation

jonaso.de/publications/

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

Full Conference Papers

- 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. DOI: 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. DOI: 10.1145/3569219.3569300
- 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). ACM, New York, NY, USA, 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

Conference Short Papers and Workshop Papers

- S7. **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. DOI: 10.48550/arXiv.2303.13530

- 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. HistoInformat-ics 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 (DC²S²), 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. DC²S²: 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 5th AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17), AAAI, 2 pages

Manuscripts & Pre-prints

- M11. **Jonas Oppenlaender** and Joonas Hämmäläinen. Mapping the Challenges of HCI: An Application and Evaluation of ChatGPT and GPT-4 for Cost-Efficient Question Answering. 12 pages. Under review. arXiv pre-print DOI: 10.48550/arXiv.2306.05036
- M10. **Jonas Oppenlaender**, Johanna Silvennoinen, Ville Panaanen, and Aku Visuri. Perceptions and Realities of Text-to-Image Generation. Under review at ACM Academic Mindtrek '23.
- M9. Ville Panaanen, **Jonas Oppenlaender**, and Aku Visuri. Using Text-to-Image Generation for Architectural Design Ideation. Under review at International Journal of Architectural Computing. arXiv pre-print DOI: 10.48550/arXiv.2304.10182
- M8. Aura Kaarivuo, **Jonas Oppenlaender**, Tommi Kärkkäinen, and Tomi Mikkonen. Feels Like A City: Soundscape Perception Research. In preparation.
- M7. Ville Panaanen, **Jonas Oppenlaender**, Niels van Berkel, and Simo Hosio. Spatial Experience for the Metaverse. Book chapter in Springer Metaverse Handbook. Under review.
- M6. **Jonas Oppenlaender**, Rhema Linder, and Johanna Silvennoinen. Prompting AI Art: An Investigation into the Creative Skill of Prompt Engineering. 28 pages. Under review at International Journal of Human-Computer Studies. arXiv pre-print DOI: 10.48550/arXiv.2303.13534
- M5. **Jonas Oppenlaender**. ChatGPT Changes Everything: A Call for Replication Research. 5 pages.
- M4. **Jonas Oppenlaender**. The Cultivated Practices of Text-to-Image Generation. Book chapter in “Autonomous Humane Technology – Re-thinking experience with and in intelligent systems,” Palgrave Macmillan. Forthcoming in 2024.
- M3. **Jonas Oppenlaender**, Tahir Abbas, and Ujwal Gadiraju. The State of Pilot Study Reporting in Crowdsourcing: A Reflection on Best Practices and Guidelines. 44 pages.
- M2. **Jonas Oppenlaender**. A Taxonomy of Prompt Modifiers for Text-to-Image Generation. Under review at Behaviour & Information Technology, Taylor and Francis. arXiv pre-print DOI: 10.48550/ARXIV.2204.13988
- M1. **Jonas Oppenlaender** and Simo Hosio. Adversarial Honeypots: Catching Crowdsourcing Bots using Adversarial Attacks on Language Models.

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

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

SELECTED SOFTWARE AND COMPUTATIONAL ARTEFACTS

Artworks generated with text-guided image synthesis, www.jonaso.de/artworks	since 2021
CrowdUI crowd feedback system to support web design, www.crowdui.com	2020
SameAs-Lite, github.com/sem4/sameAs-Lite	2016
SIMPLEX situated feedback system, github.com/joetm/perdis-client	2019
Crowd-roles, web-based instrument for computational priming, github.com/joetm/crowd-roles	2019
Chopper, a tool to generate screenshots for UI elements, github.com/joetm/chopper	2018
IKON ontology, fub-hcc.github.io/IKON-ontology	2018
SkillsPlanner linked data platform, www.skillsplanner.net	2016
GFBio Terminology Service Website, terminologies.gfbio.org	2016
SBB Pilot Open Data Platform Public Transport Switzerland, opentransportdata.swiss	2016
Eurapco Trend Monitoring Platform, www.eurapco-trends.com	2016
Full portfolio of web development projects: jonaso.de/portfolio	

PRESENTATIONS AND TALKS

Invited Talks and Lectures

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

Full paper presentations

Academic Mindtrek '22 (2 papers), 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

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

2023, Generative Modeling Summer School, Technical University of Denmark, Copenhagen, Denmark
2023, Containers in Supercomputing Environment (Online), CSC – IT Center for Science
2023, CSC Computing Environment (Online), CSC – IT Center for Science
2021, Design Thinking, Interaction Design Foundation
2020, Elements of AI, University of Helsinki and Reactor

LANGUAGES

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

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