

Oulu  
Finland

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Nationality: German

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## 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 and Management  
Technical University of Darmstadt, Germany

## EMPLOYMENT

### Academic Work Experience

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

2022 – 2023, **Postdoctoral Researcher** (Tutkijatohtori)  
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, **Postgraduate Researcher** (Wissenschaftlicher Mitarbeiter)  
Freie Universität Berlin, Human-Centered Computing  
Berlin, Germany

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

### Non-academic Work Experience

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

## RESEARCH 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  
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 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

### 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)

### Associate Chair

CHI '19 (Late Breaking Work)

### Organizing Committee

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

CrowdCamp Co-Chair, AAAI HCOMP '23, Delft, Netherlands  
CHI '22: Reimagining Global Crowdsourcing for Better Human-AI Collaboration (REGROW)  
CHI '21: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces (2VT)  
C&C '19: Crowd-Powered Interfaces for Creative Design Thinking  
CHI '19: Designing Crowd-powered Creativity Support Systems (DC2S2)

### Grant Reviewer

2024, Swiss National Science Foundation (SNSF)

### Conference Reviewer

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

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

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

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**

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**

**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**

2024 – today, one student (co-supervisor)  
 2021, one student  
 2020 – 2021, one student (co-supervisor)

#### **Master's Students**

2019, one student (completed)  
 2017 – 2018, one student  
 2016 – 2017, one student (completed)

#### **Bachelor Students**

2021, one student (co-supervisor)  
 2021, one student  
 2018, one student  
 2018, one student

#### **Research Assistants**

2023, five research assistants at European Researchers' Night Event  
 2017 – 2018, two research assistants  
 2016 – 2017, one research assistant

### **PUBLICATIONS**

43 refereed publications, including:

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

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

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## Journal Articles

- 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. DOI: 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. DOI: 10.1080/0144929X.2023.2286532
- J6. Ville Panaanen, **Jonas Oppenlaender**, and Aku Visuri. 2023. Using Text-to-Image Generation for Architectural Design Ideation. *International Journal of Architectural Computing*. SAGE. DOI: 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. DOI: 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. 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

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## Book Chapters

- 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. DOI: 10.1007/978-3-031-66528-8\_14

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## Conference Papers

- C9. **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. DOI: 10.1145/3616961.3616978
- C8. **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
- C7. **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
- C6. **Jonas Oppenlaender**, Elina Kuosmanen, Andrés Lucero, and Simo Hosio. 2021. Hardhats and Bungaloes: 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/heibooks.28.5.377
- S7. **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

#### Conference Short Papers and Workshop Papers

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- 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. DOI: 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](http://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. DOI: 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 DOI: 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. DOI: 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. DOI: 10.1145/3267305.3267550

#### Workshops

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- 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 CHI Conference on Human Factors in Computing Systems (CHI '22). DOI: 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. 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

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- D3. **Jonas Oppenländer**. 2020. Unterstützung Kreativer Arbeit mit Crowdsourcing. Doktorandenseminar, 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:

## 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](https://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. 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. [humancomputation.com/2017/papers/91-hcomp-paper-final.pdf](https://humancomputation.com/2017/papers/91-hcomp-paper-final.pdf)

## Working Papers &amp; Pre-prints

- M14. **Jonas Oppenlaender**, Hannah Johnston, Johanna Silvennoinen, and Helena Barranha. Artworks Reimagined: Exploring Human-AI Co-Creation through Body Prompting. arXiv pre-print DOI: 10.48550/arXiv.2408.05476 Under review.
- M13. Johanna Silvennoinen, Kristof Fenyvesi, Takumi Yada, Maria Fisk, **Jonas Oppenlaender**. Visualizing Futures: Children’s Sustainability Solutions with Text-to-Image Generative AI. Under review.
- M12. **Jonas Oppenlaender** and Simo Hosio. 2024. Keeping Score: A Quantitative Analysis of How the CHI Community Appreciates Its Milestones. Under review.
- M11. **Jonas Oppenlaender**. 2024. Past, Present, and Future of Citation Practices in HCI. arXiv pre-print DOI: 10.48550/arXiv.2405.16526 Under review.
- M10. **Jonas Oppenlaender**, Rhema Linder, and Johanna Silvennoinen. Prompting AI Art: An Investigation into the Creative Skill of Prompt Engineering. 28 pages. arXiv pre-print DOI: 10.48550/arXiv.2303.13534
- M9. **Jonas Oppenlaender** and Joonas Hämmäläinen. Mapping the Challenges of HCI: An Application and Evaluation of ChatGPT and GPT-4 for Mining Insights at Scale. arXiv pre-print DOI: 10.48550/arXiv.2306.05036
- M8. **Jonas Oppenlaender** and Claudia Müller-Birn. From Golden Age into Darkness and Yonder Twilight: Open Access Publishing and Collaboration Patterns in CHI. In preparation.
- M7. **Jonas Oppenlaender**. Same Hammer for Every Nail: An Analysis of Method Diversity in HCI. In preparation.
- M6. Mahmoud Ali, Niels van Berkel, Benjamin Tag, Ville Paananen, **Jonas Oppenlaender**, Koji Yatani, and Simo Hosio. Investigating Mental Wellbeing Self-Care in Higher Education: Implications for Digital Technologies.
- M5. **Jonas Oppenlaender**. DangerMaps: Personalized Danger Assessment in Urban Environments using a Large Language Model (LLM).
- M4. **Jonas Oppenlaender**. 2023. Large Language Model Operations (LLMOps): An Emerging Framework for Managing, Testing, and Deploying LLM-based Applications and Services.
- M3. **Jonas Oppenlaender**. Folk Theories of Prompt Engineering for Text-to-Image Generation.



- M2. Ville Panaanen, **Jonas Oppenlaender**, Niels van Berkel, and Simo Hosio. Spatial Experience for the Metaverse. Book chapter in Springer Metaverse Handbook.
- M1. **Jonas Oppenlaender** and Simo Hosio. 2021. Adversarial Honeypots: Catching Crowdsourcing Bots using Adversarial Attacks on Language Models.

#### Doctoral Thesis

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**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

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- 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”)

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- 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

Oracle – Chat with PDF Documents using Retrieval-augmented Generation, <a href="https://jonaso.de/oracle">jonaso.de/oracle</a>	2024
Artworks Reimagined – Generative AI Camera Booth, <a href="https://artworksreimagined.com">artworksreimagined.com</a>	2023
DangerMaps – Personalized safety advice via a retrieval-augmented language model	2023
OwlNightLong – Finnish to English translation service, <a href="https://owlnightlong.info">owlnightlong.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/seme4/sameAs-Lite">github.com/seme4/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: [komasurfer.com/portfolio](https://komasurfer.com/portfolio)

### PRESENTATIONS AND TALKS

#### Invited Talks and Lectures

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

#### Full paper presentations

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

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

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) Driving License, 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 Rettungsdienstschiule Hessen

## 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 – 2024
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