Nadine Wagener

Postdoctoral Researcher

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Formal Education

Nov 2019 – June 2024   **Doctor of Engineering**, *Digital Media Lab, University of Bremen*, Human-Computer Interaction, Title of the dissertation: "Making Space for Self-Care: Designing Virtual Reality Applications to Empower Everyday Well-Being".
Referees: Johannes Schöning (University of St. Gallen, Switzerland), Yvonne Rogers (UCLIC, London, UK); defense: 24/06/24, Honors: Summa Cum Laude

2016 – 2019   **Master of Science**, *Bielefeld University*, Interdisciplinary Media Sciences, grade 1.1 (on a scale of 1 to 5, 1 is the best), Germany.

2013 – 2016   **Bachelor of Arts**, *Paderborn University*, Media Sciences and English-speaking Literature/Culture, grade 1.3 (on a scale of 1 to 5, 1 is the best), Germany.

2005 – 2013   **School Education and Abitur (High School Diploma)**, *Gustav-Stresemann-Gymnasium*, Germany, grade 1.0 (on a scale of 1 to 5, 1 is the best).

Academic Work Experience

Nov 2024 – ongoing   **Postdoctoral Researcher**, *Sensorimotor Group led by Dr. Paul Strohmeier, Max Planck Institute for Informatics, Saarbrücken, Germany*, Human-Computer Interaction.

Nov 2024   **Research Stay**, *at The Immersive Computing Lab*, New York University (NYU) led by Prof. Qi Sun.

June 2024 – Oct 2024   **Postdoctoral Researcher**, *Digital Media Lab, University of Bremen*, Human-Computer Interaction.

2019 – 2024   **PhD Student**, *Digital Media Lab, University of Bremen*, Human-Computer Interaction.

2019   **Internship with Volkswagen AG**, *Master thesis was written in cooperation with Volkswagen within a 10-month internship*, title of Master thesis: "Virtual Reality gestützte Evaluation in der Automobilindustrie: Studien zur Gestaltung und Akzeptanz von Fragebögen in virtueller Realität", grade: 1.0 (on a scale of 1 to 5).

2015   **Semester Abroad**, *The University of Notre Dame*, Australia.

2016 – 2019   **Student Assistant**, *Paderborn University*, Germany.
preparation of teaching material, grading and tutoring for the whole three years

Teaching & Supervision

Courses and Assessments

ongoing   **Second Supervisor**, *title: "Redesigning the Feedback Tutor User Interface to Increase Student Motivation in the Learning Process"*, reviewing and grading of a Bachelor Thesis as second supervisor.

2024   **Seminar Leadership in a GenAI Workshop**, *title: "Day 6 - Haptics and Virtual Reality/Augmented Reality"*, Within this 7-day long workshop, we explored benefits and drawbacks of using AI and LLM's in current HCI literature by researching core publications to a specific field per day. I hosted day 6 of the workshop, which dealt with CHI and UIST publications regarding AI and LLMs for haptics, VR and AR, and which included me chairing a brainstorming session of how those relate to research of the group in regard to .

2024   **Seminar Leadership in a Winter School**, *title: "Supporting Mental & Physical Health with Large Language Models (LLM's)"*, the 7-days winter school delved into "ML for HCI and Social Science" as well as "A Human-Centered Perspective on LLMs" and was organised by the LMU Munich. I was invited as a speaker, organising a 2-hour slot consisting of a keynote and interactive sessions. , https://www.hcilab.org/event/winterschool-2024/.

2023   **Seminar Leadership in a Summer School**, *title: "'Being well' as a Researcher"*, *talking both about strategies for own mental well-being applicable during a PhD and about how to conduct 'good' human-centred research, in particular with vulnerable user groups*, the 3-days summer school delved into "Spaces and Interfaces: A Summer School on HCI for Well-being" and was co-organised by myself and the University of Bremen, https://wellbeing.hci.rocks/summer-school.

2013 – 2016   **Student Assistant**, *Paderborn University*, Germany.
preparation of teaching material, grading and tutoring for the whole three years

Thesis Supervision PhD and Master

ongoing **PhD**, *Creepy Technologies: A Strong Concept for Interaction Design*, general supervision and mentoring of the PhD candidate of University of Oslo, including but not limited to providing support with statistics, writing, study design, graphical elements created with Figma, finding related work, conducting the studies.

ongoing **Master Thesis**, *MusicalGenAI: How Interacting with a Generative AI Musical Tool Affects Agency*, teaching of basic statistics, writing, study design; graphical elements created with Figma, finding related work, conducting the studies.

ongoing **Master Thesis**, *Exploring the Impact of an Emotion Regulation VR Tool Using Visual Metaphors*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

ongoing **Master Thesis**, *Exploring the Emotional Impact of User Autonomy in Virtual Reality Weather Manipulation*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2023 – 2024 **Master Thesis**, *Exploring the Impact of a Multiplayer VR Application on Emotions, Empathy and Reflection in the Context of Teenage Relationships*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2023 **Master Thesis**, *Leveraging Data from mHealth Applications to Infer Mental Health States*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2022 **Master Thesis**, *Influence of the Observer Perspective in Remote VR Studies*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2020 – 2022 **Master Thesis**, *Walking on Grass: Influence of Passive Haptic and Auditory Feedback at Feet Level on Presence in Virtual Reality Environments*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

Thesis Supervision Bachelor

ongoing **Bachelor Thesis**, *Autonomous Weather Adjustment in VR for Emotional Impact*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2022 **Bachelor Thesis**, *ARmotionify: Developing a Prototype of an Augmented Reality App for Supporting Emotional Expression*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2022 **Bachelor Thesis**, *Measurement of Actions in a VR Environment through Event-Logging*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2022 **Bachelor Thesis**, *Entwicklung eines Bubble Evaluationstools für Virtual Reality*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

2021	**Bachelor Thesis**, *Automatische Änderung von Licht- und Farbparametern in einer Virtual-Reality-Umgebung anhand von Herzfrequenzmessung durch Smartwatches*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.
2021	**Bachelor Thesis**, *Investigating Gestures for Menus in VR and AR*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.
2021	**Bachelor Thesis**, *Gesture-based Interaction for Mobile VR Simulations: Possibilities and Limitations*, teaching of basic statistics, writing, study design; training in Unity and graphical elements created with Figma, finding related work, conducting the studies.

Awards and Grants

2024	**Honorable Mention**, at ACM Designing Interactive Systems (DIS), for the paper "MoodShaper: A Virtual Environment for Managing Negative Emotions".
2024	**Special Recognition for Outstanding Reviews**, *CHI Full Papers*.
2023	**Best Doctoral Consortium Presentation Award**, IEEE VR.
2022 – 2023	**MMM Grant**, *PI: Rainer Malaka*, title: "Design Space of Virtual Environments: Creating a Feedback Loop for Users using Physical and Mental Health Data Gathered by Smartwatches", my role: co-investigator and driving researcher together with one colleague for three studies conducted within this research endeavour. This project was funded with 76.000 Euro. The goal is to explore how smartwatch-gathered physical and emotional health data can be used to generate meaningful feedback in VR. Users generate their own input via health data which automatically changes VR parameters, e.g. ambient light, which in turn affects users
2022	**Special Recognition for Outstanding Reviews**, *CHI PLAY Full Papers*.

Invited Talks, Lab Visits and Seminars

Dec 2024	**Invited Talk**, *Northeastern University*, title: "Ludic Elements in Affective XR Interactions", at *College of Arts and Media Design* led by Prof. Casper Harteveld. Boston, USA
Dec 2024	**Invited Talk**, *Wellesley College*, title: "Towards Self-Efficacy in Affective XR Interactions", at *Wellesley College Human-Interaction Lab* led by Prof. Orit Shaer. Boston, USA
Dec 2024	**Lab Visit**, *Northeastern University*, at *Khoury College of Computer Sciences* led by Prof. Seth Cooper. Boston, USA
Dec 2024	**Lab Visit**, *Cornell Tech*, at the *AIR Lab* led by Prof. Angelique Taylor. New York, USA
Nov 2024	**Invited Talk**, *Cornell Tech*, title: "The Fabrication of Affective VR Interactions", at the *Matter of Tech lab* led by Prof. Thijs Roumen. New York, USA

Oct 2024   **Invited Talk**, *Max Planck Institute for Informatics (MPI)*, title: "Making Space for Self-Care & Agency in Affective Interactions", at Sensorimotor Interaction group (senSInt) led by Dr. Paul Strohmeier.
Saarbrücken, Germany

Feb 2024   **Invited Talk**, *UCLIC*, title: "Making Space for Self-Care: How to Design Self-Care Technologies", at Interaction Centre (UCLIC) of University College London (UCL) led by Prof. Yvonne Rogers.
London, UK

2023   **Dagstuhl Seminar 23482**, *title: "Social XR: The Future of Communication and Collaboration"*, I was invited by Katherine Isbister from University of California, Santa Cruz, and Mark Billinghurst, Empathic Computing Lab/University of South Australia, to participate in this 1-week seminar and to give a talk titled: "Fostering Well-being, Communication & Empathy with VR".
Wadern, Germany

2023   **Invited Talk & Participation**, *University of St. Gallen*, title: "How to Survive Your PhD", talk given during a writing retreat together with 25 people from different universities.
St. Gallen, Switxerland

2022   **Invited Talk**, *Brunel University London*, title: "Defining the Design Space of Mental Well-being Support VR Apps".
London, UK

2022   **Invited Talk**, *German Pre-CHI in Ulm*, title: "Defining the Design Space of Virtual Reality Apps for Well-being and Mental Health".
Ulm, Germany

2022   **Invited Talk**, *Empathic Computing Lab, New Zealand*, title: "Defining the Design Space of Virtual Reality Apps for Well-being and Mental Health".
Auckland, New Zealand

2022   **Invited Talk**, *TU Berlin*, title: "Defining the Design Space of Virtual Reality Apps for Well-being and Mental Health".
Berlin, Germany

Academic Service and Volunteering

2025   **Short Papers Chair**, *for MuC 25*.

2024   **AC**, *for CHI25*, User Experience & Usability Subcommittee.

2024   **Papers Chair**, *International Conference on Mobile and Ubiquitous Multimedia (MUM)*.

2024   **Posters Chair**, *International Conference on Mobile and Ubiquitous Multimedia (MUM)*.

2024   **Demo Organiser**, *i2b*, at University of Bremen.

2023   **Student Research Competition Chair**, *for Mensch und Computer (MuC)*.

2023   **Demo Organiser**, *HSGforscht!*, University of St. Gallen, Switzerland.

2023   **Workshop Organiser**, *title: "EmpathiCHI"*, at CHI 2023.

2023   **Workshop Organiser**, *title: "X Reality for intention realisation and goal planning"*, University of St. Gallen, Switzerland, 6-day event.

2023   **Workshop Organiser**, *title "Winter Meeting"*, University of St. Gallen, Switzerland, 5-day event for 15 people.

2023   **Summer School Organiser**, *University of Bremen, Germany*, title: "Spaces and Interfaces: A Summer School on HCI for Well-being", 42 students, PhD students, professors from 14 countries were invited to this 3-day summer school to discuss new methods of well-being and design in HCI, https://wellbeing.hci.rocks/summer-school.

2023   **Demo Organiser**, *HSGforscht!*, University of St. Gallen, Switzerland.

2023   **Event Organiser**, *CHITogether*, Writing workshop before the CHI deadline, organised for 25 people.

2022   **Local Chair**, *International Conference on Quality of Multimedia Experience: Towards Technology for Well-Being and Excellence (QoMEX)*.

2022   **Event Organiser**, *CHITogether*, Writing workshop before the CHI deadline, organised for 25people.

Reviewing Activities

2025   **CHI**, *full papers*.

2024   **PAUC**, *Personal and Ubiquitous Computing*, (journal).

2024   **CHI**, *full papers*.

2024   **CSCW**, *full papers*.

2024   **MuC**, *full papers*.

2024   **NordiCHI**, *full papers*.

2024   **MuM**, *full papers*.

2024   **MuM**, *short papers*.

2023   **CHI**, *full papers*.

2023   **CSCW**, *full papers*.

2023   **TEI**, *full papers*.

2022   **CHI**, *full papers*.

2022   **CHI PLAY**, *full papers*.

2022   **CSCW**, *full papers*.

2022   **CHI PLAY**, *Work-In-Progress papers*.

2021   **INTERACT**, *Short papers*.

Student Volunteering

2022   **Student Volunteering**, *IEEE VR*.

2021   **Student Volunteering**, *UbiComp/ISWC*.

2020   **Student Volunteering**, *MobileHCI*.

References

Prof. Yvonne Rogers, FRS , *head of UCLIC at University College London (UCL), UK*, Email: y.rogers@ucl.ac.uk.

Prof. Dr. Paweł W. Woźniak , *Human-Computer Interaction Group at Tu Wien, Austria*, Email: pawel.wozniak@tuwien.ac.at.

Prof. Dr. Johannes Schöning, *Computer Science, University of St. Gallen, Switzerland*, Email: johannes.schoening@unisg.ch.

Prof. Dr. Jasmin Niess, *Human-Computer Interaction at the University of Oslo, Norway*, Email: jasminni@ifi.uio.no.

Publications

Full Papers

E. Stefanidi, **N. Wagener**, I. Chatzakis, P. W. Woźniak, S. Ntoa, G. Margetis, Y. Rogers, and J. Niess, "Supporting communication and well-being with a multi-stakeholder mobile app: Lessons learned from a field study with adhd children and their caregivers," *CSCW*, 2025, accepted, to be published.

A. E. Scott, L. Reicherts, A. K. Purohit, E. Hossain, E. Stefanidi, **N. Wagener**, J. Schöning, Y. Rogers, and A. Holzer, "Diy digital interventions: Behaviour change with trigger-action programming," *Proc. ACM Hum.-Comput. Interact.*, vol. 8, no. MHCI, Sep. 2024. [Online]. Available: https://doi.org/10.1145/3676497

E. Stefanidi*, **N. Wagener***, D. Augsten, A. Augsten, P. Wozniak, Y. Rogers, and J. Niess, "Teenworlds: Supporting emotional expression for teenagers with their parents and peers through a collaborative vr experience," in *30th ACM Symposium on Virtual Reality Software and Technology (VRST '24), October 9–11, 2024, Trier, Germany*, 2024, note: *shared first authorship. [Online]. Available: https://doi.org/10.1145/3641825.3687754

🏆 Honourable Mention | top 5%, **N. Wagener**, A. Kiesewetter, L. Reicherts, P. W. Woźniak, J. Schöning, Y. Rogers, and J. Niess, "Moodshaper: A virtual reality experience to support managing negative emotions," in *Proceedings of the Conference on Designing Interactive Systems (DIS)*. ACM, 2024. [Online]. Available: https://doi.org/10.1145/3643834.3661570

J. Rasch, M. J. Zender, S. Sakel, and **N. Wagener**, "Mind mansion: Exploring metaphorical interactions to engage with negative thoughts in virtual reality," in *Proceedings of the Conference on Designing Interactive Systems (DIS)*. ACM, 2024. [Online]. Available: https://doi.org/10.1145/3643834.3661557

C. Stellmacher, F. Mathis, Y. Weiss, M. B. Loerakker, **N. Wagener**, and J. Schöning, "Exploring mobile devices as haptic interfaces for mixed reality," in *Proceedings of the CHI Conference on Human Factors in Computing Systems*, 2024, pp. 1–17. [Online]. Available: https://doi.org/10.1145/3613904.3642176

N. Wagener, M. Bentvelzen, B. Dänekas, P. W. Woźniak, and J. Niess, "Veatherreflect: Employing weather as qualitative representation of stress data in virtual reality,"

🌐 *nadinewagener.github.io* • 🔗 *nadine-wagener-10a895149*
scholar.google.com/citations?user=f8WhzMcAAAAJ

in *Proceedings of the 2023 ACM Designing Interactive Systems Conference (DIS)*, 2023, pp. 446–458. [Online]. Available: https://doi.org/10.1145/3563657.3596125

N. Wagener, J. Schoning, Y. Rogers, and J. Niess, "Letting it go: Four design concepts to support emotion regulation in virtual reality," in *2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*. IEEE, 2023, pp. 763–764. [Online]. Available: https://ieeexplore.ieee.org/document/10108749

N. Wagener, L. Reicherts, N. Zargham, N. Bartłomiejczyk, A. E. Scott, K. Wang, M. Bentvelzen, E. Stefanidi, T. Mildner, Y. Rogers *et al.*, "Selvreflect: A guided vr experience fostering reflection on personal challenges," in *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*, 2023, pp. 1–17. [Online]. Available: https://doi.org/10.1145/3544548.3580763

N. Wagener, "[dc] fostering well-being with virtual reality applications," in *2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*. IEEE, 2023, pp. 965–966. [Online]. Available: https://ieeexplore.ieee.org/document/10108787

N. Wagener, J. Niess, Y. Rogers, and J. Schöning, "Mood worlds: A virtual environment for autonomous emotional expression," in *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*, 2022, pp. 1–16. [Online]. Available: https://doi.org/10.1145/3491102.3501861

N. Wagener, A. Ackermann, G.-L. Savino, B. Dänekas, J. Niess, and J. Schöning, "Influence of passive haptic and auditory feedback on presence and mindfulness in virtual reality environments," in *Proceedings of the 2022 International Conference on Multimodal Interaction*, 2022, pp. 558–569. [Online]. Available: https://doi.org/10.1145/3536221.3556622

N. Wagener, T. D. Duong, J. Schöning, Y. Rogers, and J. Niess, "The role of mobile and virtual reality applications to support well-being: An expert view and systematic app review," in *Human-Computer Interaction–INTERACT 2021: 18th IFIP TC 13 International Conference, Bari, Italy, August 30–September 3, 2021, Proceedings, Part IV 18*. Springer, 2021, pp. 262–283. [Online]. Available: https://doi.org/10.1007/978-3-030-85610-6_16

N. Wagener, M. Stamer, J. Schöning, and J. Tümler, "Investigating effects and user preferences of extra-and intradiegetic virtual reality questionnaires," in *Proceedings of the 26th ACM Symposium on Virtual Reality Software and Technology (VRST)*, 2020, pp. 1–11. [Online]. Available: https://doi.org/10.1145/3385956.3418972

Further Publications

N. Wagener, M. Loerakker, P. Wozniak, and J. Niess, "Light me up! ambient light increases heart rate and perceived exertion during high-intensity virtual reality exergaming," in *Adjunct Proceedings of the 2024 Nordic Conference on Human-Computer Interaction (NordiCHI Adjunct 2024), October 13–16, 2024, Uppsala, Sweden*, 2024. [Online]. Available: https://doi.org/10.1145/3677045.3685427

N. Wagener, E. Stefanidi, and L. Reicherts, "Supporting collaborative reflection for teenagers through shared emotional expression in virtual reality," 2023. [Online]. Available: https://l1nq.com/cgCKP

Y. Sun, C. Stellmacher, A. Kaltenhauser, **N. Wagener**, D. Neumann, and J. Schöning, "Alt text and alt sense in vr: Engaging screen reader users within the metaverse through multisenses," *CHI '23 Workshop*, 2023. [Online]. Available: https://scholar.google.com/citations?view_op=view_citation&hl=de&user=f8WhzMcAAAAJ&sortby=pubdate&citation_for_view=f8WhzMcAAAAJ:Y0pCki6q_DkC

N. Wagener, B. Dänkeas, and J. Niess, "Considering colored light for identifying and reflecting on emotions," *CHI '22 Workshop*, 2022. [Online]. Available: https://hci.uni-bremen.de/wp-content/uploads/2022/03/Emotions_Workshop_CHI_22_Wagener_final.pdf

N. Wagener, J. Niess, and Y. Rogers, "Considering fundamental psychological needs in virtual reality experiences," *CHI '22 Workshop*, 2022. [Online]. Available: https://hci.uni-bremen.de/wp-content/uploads/2022/03/SDT_Workshop_CHI_22_Wagener.pdf

N. Wagener and J. Niess, "Reflecting on emotions within vr mood worlds," in *Adjunct Proceedings of the 2021 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2021 ACM International Symposium on Wearable Computers*, 2021, pp. 256–260. [Online]. Available: https://dl.acm.org/doi/10.1145/3460418.3479342

C. Stellmacher, **N. Wagener**, and Maruszczyk, "Enhancing vr experiences with smartwatch data," *CHI '21 Workshop on Everyday Proxy Objects for VR (EPO4VR)*, 2021. [Online]. Available: https://hci.uni-bremen.de/wp-content/uploads/2021/03/Enhancing-VR-Experiences-with-Smartwatch-Data_camera_ready.pdf

N. Wagener, J. Schöning, and Y. Rogers, "Mitigating the negative impacts when designing educational vr applications for children," *CHI '20 Workshop*, 2020. [Online]. Available: https://hci.uni-bremen.de/wp-content/uploads/2020/03/Negative_Impacts_VR_Children___CHI_Workshop_2020.pdf

N. Wagener and J. Schöning, "Symmetric evaluation: An evaluation protocol for social vr experiences," *CHI '20 Workshop*, 2020. [Online]. Available: https://hci.uni-bremen.de/wp-content/upl