



Nadine Wagener

Postdoctoral Researcher

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Education

- June 2024 – **Doctor of Engineering**, *Digital Media Lab, University of Bremen*, Human-Computer Interaction, Title: “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
- Nov. 2019 – 2016 **Master of Science**, *Bielefeld University*, Interdisciplinary Media Sciences, grade 1.1 (on a scale of 1 to 5), Germany.
- 2015 **Semester Abroad**, *The University of Notre Dame*, Australia.
- 2016 – 2013 **Bachelor of Arts**, *Paderborn University*, Media Sciences and English-speaking Literature/Culture, grade 1.3 (on a scale of 1 to 5), Germany.
including a HiWi job encompassing preparation of teaching material, grading and tutoring for the whole three years
- 2013 – 2005 **School Education and Abitur (High School Diploma)**, *Gustav-Stresemann-Gymnasium*, Germany, grade 1.0 (on a scale of 1 to 5).

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scholar.google.com/citations?user=f8WhzMcAAAAJ

Academic Work Experience

- ongoing – **Postdoctoral Researcher**, *Digital Media Lab, University of Bremen*, Human-Computer Interaction. June 2024
- June 2024 – **PhD Student**, *Digital Media Lab, University of Bremen*, Human-Computer Interaction. Nov. 2019
- 2025 – 2020 **U Bremen Excellence Chair**, *PI: Yvonne Rogers, Johannes Schöning*, it is funded by DFG within the German Excellence Strategy/University allowance and the federal state of Bremen with up to 10,5mio Euro. The goal is to explore how personal data combined with AI techniques can be used to improve healthcare quality, including disease surveillance and population health management, by exploring various technologies for this, including mobile apps, Virtual Reality and chatbots., my role: driving researcher with a focus on Virtual Reality design for population health management, additionally research regarding mobile apps and chatbots as well as combining both with VR.
- 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).
- 2016 – 2013 **Student Assistant**, *Paderborn University, Germany*. preparation of teaching material, grading and tutoring for the whole three years

Teaching & Supervision

- 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**, *Musical/GenAI: How Interacting with an Generative AI Musical Tool Affects Agency*, teaching of basic statistics, writing, study design; training in Figma; support for finding related work.
- 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 Figma; support for finding related work.
- 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 Figma; support for finding related work.
- ongoing **Bachelor Thesis**, *Autonomous Weather Adjustment in VR for Emotional Impact*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.
- 2024 **4-hour Session 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 .

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scholar.google.com/citations?user=f8WhzMcAAAAJ

- 2024 **2-hour Session 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-Centred 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/>.
- 2024 – 2023 **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 Figma; support for finding related work.
- 2023 **2-hour Session 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>.
- 2023 **Master Thesis**, *Leveraging Data from mHealth Applications to Infer Mental Health States*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.
- 2022 **Master Thesis**, *Influence of the Observer Perspective in Remote VR Studies*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.
- 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 Figma; support for finding related work.
- 2022 **Bachelor Thesis**, *Measurement of Actions in a VR Environment through Event-Logging*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.
- 2022 **Bachelor Thesis**, *Entwicklung eines Bubble Evaluationstools für Virtual Reality*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.
- 2021 – 2020 **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 Figma; support for finding related work.
- 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 Figma; support for finding related work.
- 2021 **Bachelor Thesis**, *Investigating Gestures for Menus in VR and AR*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.
- 2021 **Bachelor Thesis**, *Gesture-based Interaction for Mobile VR Simulations: Possibilities and Limitations*, teaching of basic statistics, writing, study design; training in Unity and Figma; support for finding related work.

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

Awards and Achievements

- 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.
- 2023 – 2022 **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 and Participation

- 2024, **Invited Talk**, NYU, title: "Making Space for Self-Care: How to Design Self-Care Technologies", I am invited by assistant professor Qi Sun of the New York University to give a talk about my past and current research during a two-week long research visit at NYU in November 2024.
- 2024, **Invited Talk**, MPI, title: "Making Space for Self-Care: How to Design Self-Care Technologies", I am invited by Prof. Dr. Hans-Peter Seidel to give a talk about my past and current research.
- 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".
- 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.
- 2022 **Invited Talk**, Brunel University London, title: "Defining the Design Space of Mental Well-being Support VR Apps".
- 2022 **Invited Talk**, German Pre-CHI in Ulm, title: "Defining the Design Space of Virtual Reality Apps for Well-being and Mental Health".
- 2022 **Invited Talk**, Empathic Computing Lab, New Zealand, title: "Defining the Design Space of Virtual Reality Apps for Well-being and Mental Health".
- 2022 **Invited Talk**, TU Berlin, title: "Defining the Design Space of Virtual Reality Apps for Well-being and Mental Health".

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 25 people.

Reviewing Activities

- 2024 **PAUC**, *Personal and Ubiquitous Computing*.
- 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

UCLIC, UCL, UK

Email: y.rogers@ucl.ac.uk

Prof. Dr. Johannes Schöning

Computer Science, University of St. Gallen, Switzerland

Email: johannes.schoening@unisg.ch

Prof. Dr. Paweł W. Woźniak

Human-Computer Interaction Group at Tu Wien, Austria

Email: pawel.wozniak@tuwien.ac.at

Publications

Full Papers

E. Stefanidi*, **N. Wagener***, D. Augsten, A. Augsten, P. Woźniak, 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.

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, .

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.

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.

N. Wagener, M. Bentvelzen, B. Dänekas, P. W. Woźniak, and J. Niess, "Veatherreflect: Employing weather as qualitative representation of stress data in virtual reality," in *Proceedings of the 2023 ACM Designing Interactive Systems Conference (DIS)*, 2023, pp. 446–458.

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.

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.

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.

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.

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.

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.

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.

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.

Further Publications

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, 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, 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.

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>