## CV

Name Philipp Hock

Date of Birth July 06 1987

**Phone** see http://phone.philipphock.rocks

Email philipp.hock@liu.se

Education March 2021

PhD (Dr. rer. nat.) (grade: magna cum laude).

Thesis topic: Persuasive Strategies to Increase Traffic Safety

in Automated Driving.

March 2015

Master of Science in Computer Science (grade: 1.2).

Thesis topic: Interactive Belt – An Unobtrusive Input Device

for Head-Mounted Displays.

April 2012

Bachelor of Science in Computer Science (grade: 1.5). Thesis topic: socket.js – A Secure Implementation

of sockets with Javascript and HTML5.

October 2008 - April 2015

Computer Science at Ulm University.

1994 - 2007

General university entrance qualification (grade: 2.6).

Civil service September 2007 - June 2008

Caritas Association.

Academic path April 2023 [current position]

Postdoctoral researcher at Linköping University

March 2021 - March 2023 [current position]

Postdoctoral researcher at the Human Factors department

(Ulm University).

October 2019 - March 2021

PhD student and research associate (Ulm University). Human

Factors department.

October 2016 - September 2019

PhD student and research associate (Ulm University). Scholarship from the Carl Zeiss Foundation: Program for the Promotion of Young Scientists. Human Factors department & Media Informatics.

June 2015 - September 2016

PhD student and research associate (Ulm University) in the Institute for Media Informatics in Human-Computer Interaction and in the Institute for Psychology and Education in the field of Human Factors.

March 2014 - June 2015

Research assistant (Ulm University): Interact - Interactive Manual Assembly Operations for the Human-Centered Workplaces of the Future.

sideline activities 2017 - 2019

Lecturer for Interaction Design at the University of Design Schwäbisch Gmünd (Hochschule für Gestaltung Schwäbisch

Gmünd, Germany).

**Scientific reviews** Annual reviews for:

AutomotiveUI, CHI, MobileHCI, VRST

Chairing Demo Chair @ Automotive UI-23

AC @AutomotiveUI-23

**Supervised courses** Research Trends in Media Informatics.

Communication of Scientific Results. User Interface Software Technology.

Driver-Vehicle Interaction.

Project Human-Computer Interaction.

Design Thinking in Interactive Systems.

Human-Robot Interaction. Human-Computer Interaction.

Lectures & Teacher Lecturer for Interaction Programming (@LiU)

Teacher for Interaction Design (@LiU)

Practical skills Java, C#, Python, Javascript/HTML/CSS, R, C++, Unity, Unreal,

Git, CAD, 3D printing, 3D modelling, driving simulators, it-sec.