

CV Konrad Tollmar 2018

1. Basic information	
1.1.	Konrad Tollmar
1.2.	KTH - Royal Institute of Technology EECS / COS / MSL SE-100 44, Stockholm, Sweden +46 8 790 4303, konrad@kth.se
1.3.	Lektor (Docent) / Associate professor, in Interactive system.
1.4.	<ol style="list-style-type: none">1. Lund University (LU), Institute for Economic Research, Research director 2006-20112. LU, Department of Design Sciences, Associate Professor in Human-Computer Interaction, 2007-20093. LU, Department for Informatics, Assistant Professor, 2003-20064. MIT, CSAIL, Research scientist, 2003-20045. MIT, AI LAB, Postdoc lecture, 2001-20036. Interaktiva Institutet, Principal research scientist, 1999-20017. KTH, NADA, Research assistant, 1997-19998. KTH, NADA, Ph.D. Student, 1992-19979. Naturens Hus, KTH/Apple, Research engineer, 1989-199110. Ericsson Information System, Technical support / marketing, 1988-1989
1.5.	I have also been hired as business and scientific advisor and consultant by many industrial partners, such as: Apple, Assa Abloy, Axis Communication, EON, Ericsson, IDEO, Interval Research, Nokia, Philips, SAAB, Securitas, Sun Microsystem, TeliaSonera, and Vattenfall.
2. Higher education degrees and evaluations	
2.1.	<ol style="list-style-type: none">1. Ph.D. Stockholm University 20012. M.Sc. Stockholm University 1992
2.2.	Docent, Informatics, Lund University, 2004
3. Research merits	
3.1.	Journals <ol style="list-style-type: none">1. P. Lungaro, R. Sjöberg, A. J. F. Valero, A. Mittal, and K. Tollmar, "Gaze-Aware Streaming Solutions for the Next Generation of Mobile VR Experiences," IEEE Transactions on Visualization and Computer Graphics, vol. 24, no. 4, pp. 1535–1544, Apr. 2018.2. F. Bentley, K. Tollmar et al., "Health Mashups: Presenting statistical patterns between wellbeing data and context in natural language to promote behavior change," ACM Transactions on Computer-Human Interaction (TOCHI), vol. 20, no. 5, p. 30, 2013.3. K. Tollmar, L. Harling, and R. Ramberg, "On derive for mobile experience," observing the mobile user experience, Wi: Journal of Mobile Media. p. 21, 2010.4. F. Bentley, K. Tollmar, D. Demirdjian, K. Koile, and T. Darrell, "Perceptive presence," IEEE Computer Graphics and Applications, vol. 23, no. 5, pp. 26–36, Sep. 2003.5. S. Junestrand, G. Molin, K. Tollmar, U. Keijer "User Study of Video-Mediated Communication in the Domestic Environment With Intellectually Disabled Persons". International Journal of Human-Computer Interaction, 15 (1) p. 87-103, 20036. K. Tollmar, D. Chincholle, B. Klasson, and T. Stephanson, "Videocafe-exploring mediaspaces in public places within organizations," Behaviour & Information Technology, vol. 20, no. 2, pp. 101–110, 2001.7. S. Junestrand, U. Keijer, and K. Tollmar, "Private and public digital domestic spaces," International Journal of Human-Computer Studies, vol. 54, no. 5, pp. 753–778, 2001.8. K. Tollmar, "Participatory design techniques for CSCW," ACM SIGGROUP Bulletin, vol. 18, no. 2, pp. 37–38, 1997.9. K. Tollmar and A. Avatare, "CoDesk—Implementation (Abstract)," SIGOIS Bull., vol. 13, no. 4, pp. 18–, Apr. 1993.

10. K. Tollmar, "CoDesk - An Interface to TheKnowledgeNet," *Advances in Human Factors Ergonomics*, vol. 19, pp. 238–243, 1993.

Refereed conference proceedings

11. K. Tollmar, P. Lungaro, A. F. Valero, and A. Mittal, "Beyond Foveal Rendering: Smart Eye-tracking Enabled Networking (SEEN)," in *ACM SIGGRAPH 2017 Talks*, New York, NY, USA, 2017, pp. 79:1–79:2.
12. P. Lungaro, K. Tollmar, A. Mittal, and A. F. Valero, "Gaze- and Qoe-aware Video Streaming Solutions for Mobile VR," in *Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology*, New York, NY, USA, 2017, pp. 85:1–85:2.
13. P. Lungaro, K. Tollmar, and T. Beelen, "Human-to-AI Interfaces for Enabling Future Onboard Experiences," in *Proceedings of the 9th International Conference on Automotive User Interfaces and Interactive Vehicular Applications Adjunct*, New York, NY, USA, 2017, pp. 94–98.
14. P. Lungaro and K. Tollmar, "QoE design tradeoffs for foveated content provision," in *2017 Ninth International Conference on Quality of Multimedia Experience (QoMEX)*, 2017, pp. 1–3.
15. L. Martinez, S. Ickin, K. Tollmar, M. Fiedler, and J. Markendahl, "Energy Saving Approaches for Video Streaming on Smartphone based on QoE Modeling," in *13th Annual IEEE*, Las Vegas, NV, 2016.
16. P. Lungaro and K. Tollmar, "Eye-gaze Based Service Provision and QoE Optimization" in *PQS 2016 5th ISCA/DEGA Workshop on Perceptual Quality of Systems*, 2016, pp. 6–10.
17. L. Guillermo Martinez Ballesteros, M. Örbloom, J. Markendahl, P. Skillermark, and K. Tollmar, "Effects of Network Performance on Smartphone User Behavior," in *PQS 2016*, 2016.
18. B. Brown et al., "The IKEA Catalogue: Design Fiction in Academic and Industrial Collaborations," in *Proceedings of the 19th International Conference on Supporting Group Work*, New York, NY, USA, 2016, pp. 335–344.
19. K. Tollmar and C. Huang, "Boosting Mobile Experience Sampling with Social Media," in *Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services*, New York, NY, USA, 2015, pp. 525–530.
20. A. Devlic, P. Kamaraju, P. Lungaro, Z. Segall, and K. Tollmar, "Towards QoE-aware adaptive video streaming," in *2015 IEEE 23rd International Symposium on Quality of Service (IWQoS)*, 2015, pp. 75–76.
21. A. Devlic, P. Kamaraju, P. Lungaro, Z. Segall, and K. Tollmar, "QoE-aware optimization for video delivery and storage," in *World of Wireless, Mobile and Multimedia Networks (WoWMoM)*, 2015 IEEE 16th International Symposium on a, 2015, pp. 1–10.
22. O. W. Bertelsen, H. Korsgaard, I. Kuhn, C. Schröder, Y. Sundblad, and K. Tollmar, "Residents' Democratic engagement in public housing and urban areas—structures, formalities and technologies," *Aarhus Series on Human Centered Computing*, vol. 1, no. 1, p. 4, 2015.
23. J. Müller, D. Eberle, and K. Tollmar, "Communiplay: A Field Study of a Public Display Mediaspace," in *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, New York, NY, USA, 2014, pp. 1415–1424.
24. L. Ekenberg, P. Hernwall, and K. Tollmar, "Enabling new democratic processes in Schools: FlashPolls—student participation and contextual polling," *Proceedings of the COOP 2014 Workshop on Collaborative Technologies in Democratic Processes*, 2014.
25. A. Devlic, P. Lungaro, Z. Segall, and K. Tollmar, "Evaluation of energy profiles for mobile video prefetching in generalized stochastic access channels," in *International Conference on Mobile and Ubiquitous Systems: Computing, Networking, and Services*, 2013, pp. 209–223.
26. F. Bentley and K. Tollmar, "The Power of Mobile Notifications to Increase Wellbeing Logging Behavior," in *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, New York, NY, USA, 2013, pp. 1095–1098.
27. F. Bentley and K. Tollmar, "Designing From Data: A Case Study From the Health Mashups Service," in *MobileHCI workshop on Informing Future Design via Large-Scale Research Methods and Big Data*, 2013.
28. L. Aidi, J. Markendahl, K. Tollmar, E. Selvakumar, J. Huang, and G. Blennerud, "Mobile Music Business Models in Asia's Emerging Markets," in *ICMB*, 2013, p. 2.

29. K. Tollmar, F. Bentley, and C. Viedma, "Mobile Health Mashups: Making sense of multiple streams of wellbeing and contextual data for presentation on a mobile device," in 2012 6th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth), 2012, pp. 65–72.
30. A. Devlic, P. Lungaro, P. Kamaraju, Z. Segall, and K. Tollmar, "Energy Consumption Reduction via Context-Aware Mobile Video Pre-fetching," in 2012 IEEE International Symposium on Multimedia (ISM), 2012, pp. 261–265.
31. L. Aidi, J. Markendahl, K. Tollmar, and G. Blennerud, "Competing or aligning? Assessment for Telecom operator's strategy to address OTT TV," 2012. [More]
32. L. Aidi, J. Huang, E. Selvakumar, J. Markendahl, K. Tollmar, and G. Blennerud, "How can Mobile Music Streaming Service Take off in India, China and Indonesia?: Analysis of Drivers and Obstacles," in 23rd European Regional Conference of the International Telecommunication Society, Vienna, Austria, 1st-4th July 2012, 2012.
33. K. Tollmar, F. Bentley, J. Moore, and A. Olwal, "Mobile Wellness: Collecting, Visualizing and Interacting with Personal Health Data," in Proceedings of the 13th International Conference on Human Computer Interaction with Mobile Devices and Services, New York, NY, USA, 2011, pp. 761–763.
34. C. Magnusson, K. Tollmar, S. Brewster, T. Sarjakoski, T. Sarjakoski, and S. Roselier, "Exploring Future Challenges for Haptic, Audio and Visual Interfaces for Mobile Maps and Location Based Services," in Proceedings of the 2Nd International Workshop on Location and the Web, New York, NY, USA, 2009, pp. 8:1–8:4.
35. C. Magnusson, K. Rasmus-Gröhn, K. Tollmar, and H. Stigmar, "Exploring user requirements for non-visual mobile navigation systems," in Human-Computer Interaction–INTERACT 2009, Springer Berlin Heidelberg, 2009, pp. 754–757.
36. C. Magnusson, M. Pielot, M. Anastassova, K. Rasmus-Gröhn, K. Tollmar, and S. Roselier, "The mobile Oracle: a tool for early user involvement," in Proceedings of the 11th International Conference on Human-Computer Interaction with Mobile Devices and Services, 2009, p. 84.
37. C. Magnusson, M. Pielot, M. Anastassova, K. Rasmus-Gröhn, K. Tollmar, and S. Roselier, "The Mobile Oracle: A Tool for Early User Involvement," in Proceedings of the 11th International Conference on Human-Computer Interaction with Mobile Devices and Services, New York, NY, USA, 2009, pp. 84:1–84:2.
38. C. Magnusson, M. Pielot, M. Anastassova, K. Rasmus-Gröhn, K. Tollmar, and S. Roselier, "The Mobile Oracle—an on Demand Wizard of Oz Tool," Mobile Living Labs 09: Methods and Tools for Evaluation in the Wild, p. 15, 2009.
39. H. Enquist and K. Tollmar, "The Memory Stone: A Personal ICT Device in Health Care," in Proceedings of the 5th Nordic Conference on Human-computer Interaction: Building Bridges, New York, NY, USA, 2008, pp. 103–112.
40. K. Tollmar, T. Möller, and B. Nilsved, "A Picture is Worth a Thousand Keywords: Exploring Mobile Image-based Web Search," in Proceedings of the 9th International Conference on Human Computer Interaction with Mobile Devices and Services, New York, NY, USA, 2007, pp. 421–428.
41. P. Alexanderson and K. Tollmar, "Being and Mixing: Designing Interactive Soundscapes," in Proceedings of the 4th Nordic Conference on Human-computer Interaction: Changing Roles, New York, NY, USA, 2006, pp. 252–261.
42. T. Yeh, K. Grauman, K. Tollmar, and T. Darrell, "A Picture is Worth a Thousand Keywords: Image-based Object Search on a Mobile Platform," in CHI '05 Extended Abstracts on Human Factors in Computing Systems, New York, NY, USA, 2005, pp. 2025–2028.
43. T. Yeh, K. Tollmar, and T. Darrell, "IDeixis: Image-based Deixis for Finding Location-based Information," in CHI '04 Extended Abstracts on Human Factors in Computing Systems, New York, NY, USA, 2004, pp. 781–782.
44. T. Yeh, K. Tollmar, and T. Darrell, "Searching the Web with mobile images for location recognition," in Proceedings of the 2004 IEEE Computer Society Conference on Computer Vision and Pattern Recognition, 2004. CVPR 2004, 2004, vol. 2, pp. II-76-II-81 Vol.2.
45. K. Tollmar, D. Demirdjian, and T. Darrell, "Navigating in Virtual Environments Using a Vision-based Interface," in Proceedings of the Third Nordic Conference on Human-computer Interaction, New York, NY, USA, 2004, pp. 113–120.

46. K. Tollmar, "Searching for the Aesthetic of Everyday Technology," *Aesthetic Approaches to Human-Computer Interaction*, p. 41, 2004. [more]
47. T. Konrad, D. Demirdjian, and T. Darrell, "Gesture + Play: Full-body Interaction for Virtual Environments," in *CHI '03 Extended Abstracts on Human Factors in Computing Systems*, New York, NY, USA, 2003, pp. 620–621.
48. K. Koile, K. Tollmar, D. Demirdjian, H. Shrobe, and T. Darrell, "Activity zones for context-aware computing," in *UbiComp 2003: Ubiquitous Computing*, Springer Berlin Heidelberg, 2003, pp. 90–106.
49. K. Tollmar and J. Persson, "Understanding Remote Presence," in *Proceedings of the Second Nordic Conference on Human-computer Interaction*, New York, NY, USA, 2002, pp. 41–50.
50. D. Demirdjian, K. Tollmar, K. Koile, N. Checka, and T. Darrell, "Activity maps for location-aware computing," in *Sixth IEEE Workshop on Applications of Computer Vision*, 2002. (WACV 2002). *Proceedings*, 2002, pp. 70–75.
51. T. Darrell et al., "Face-Responsive Interfaces: From Direct Manipulation to Perceptive Presence," in *Proceedings of the 4th International Conference on Ubiquitous Computing*, London, UK, UK, 2002, pp. 135–151.
52. K. Tollmar, S. Junestrand, and O. Torgny, "Virtually Living Together," in *Proceedings of the 3rd Conference on Designing Interactive Systems: Processes, Practices, Methods, and Techniques*, New York, NY, USA, 2000, pp. 83–91.
53. S. Junestrand, K. Tollmar, S. Lenman, and B. Thuresson, "Private and public spaces: the use of video mediated communication in a future home environment," in *CHI'00 Extended Abstracts on Human Factors in Computing Systems*, 2000, pp. 16–17.
54. S. Junestrand and K. Tollmar, "Video mediated communication for domestic environments," in *Cooperative Buildings. Integrating Information, Organizations, and Architecture*, Springer Berlin Heidelberg, 1999, pp. 177–190.
55. K. Tollmar and S. Junestrand, "Understanding professional work and technology in domestic environments," in *Proceedings of CSCW'98*, 1998.
56. S. Junestrand and K. Tollmar, "The dwelling as a place for work," in *Cooperative Buildings: Integrating Information, Organization, and Architecture*, Springer Berlin Heidelberg, 1998, pp. 230–247.
57. K. Tollmar, O. Sandor, and A. Schömer, "Supporting Social Awareness @ Work Design and Experience," in *Proceedings of the 1996 ACM Conference on Computer Supported Cooperative Work*, New York, NY, USA, 1996, pp. 298–307.
58. B. Jönsson, A. Schömer, and K. Tollmar, "The Freedom to Work from an Arbitrary Position," in *Conference Companion on Human Factors in Computing Systems*, New York, NY, USA, 1996, pp. 97–98.
59. K. Tollmar, H. Marmolin, and Y. Sundblad, "The Collaborative Desktop: An Environment for Computer Supported Cooperative Work," in *Conference Companion on Human Factors in Computing Systems*, New York, NY, USA, 1994, pp. 23–24.

3.2. Books

1. Tollmar K. and Jönsson B (chairs), Gulz, A.; Magnusson, C.; Malmberg, L.; Efring, H.; Jönsson, B. & Tollmar, K. (ed.), (2008): *Proceedings of the 5th Nordic Conference on Human-Computer Interaction*, Lund, Sweden, October 20-22, ACM press.
2. Tollmar K. (2005): *Design by Use* (book chapter), Lund on Informatics. Liber, Malmö, CBS Press Copenhagen.
3. Browall C., Tollmar K. and Petterson F. (2002): *Camelot - Rundabordssamtal och seminarier kring framtidens boende (A workshop serie about domestic technologies)*, TELDOK / VINNOVA ISBN: 91-89588-61-4 (In Swedish).
4. Tollmar (2002): *Perceptuella interfaces - visions or emergent technologies?*, i *Friktion - Om mötet mellan olikheter i IT-forskning*, Raster Förlag, 2002.

Patents

5. Photo-based mobile deixis system and related techniques. US 20050162523
6. Method, system and apparatus for enabling eye gaze-based service provision in communication networks (pending/provisional)
7. Method and system for controlling network bandwidth in a video conference system using user presence detection (pending/provisional)
8. System and method for sound mixing and volume control in streamed media, media spaces and video conferencing systems (pending/provisional)

3.3. Funds from research councils etc.

1. AVTCT 2018: Automated Vehicle Traffic Control Tower. Aim: Understand the role of a traffic control tower (TCT) for automated road vehicles (AVs). Partners: KTH, AstaZero, Carmenta. Role: Task lead for definition of user centered and connectivity aware interfaces. Sponsored by DriveSweden: 2,4MSEK incl co-funding 1,2MSEK from all partners.
2. SEEN 2016-2018: Smart Eye-tracking Enabled Networking (SEEN) Aim: Define, implement and evaluate novel service provision using smart eye-tracking sensors to optimize data-intensive products in 5G networks. Partners: Tobii, Ericsson. Role: I wrote the application and am PI for the project. Sponsored by Vinnova: 8MSEK incl co-funding 4MSEK from all partners.
3. DriverSense: 2017-2018. Aim: Develop novel user interfaces for fostering trust in autonomously systems. Partners: Ericsson, Tobii, Universidade Federal de Minas Gerais (UFMG), Wireless@KTH. Role: I wrote the application and am PI for the project. Sponsored by Vinnova: 1MSEK incl co-funding 0,5MSEK from partners.
4. Mobile Language Blogg (Sv: Språkbloggen): 2010-2012 Aim: Design and evaluate mobile services for language learning Partners: Stockholm University, KTH/MSL and Brainglass Role: Co-applicants with Robert Ramberg and responsible for the user study and reporting. Sponsored by Vinnova: 1.5MSEK
5. The SenSen project :1999-2001 Aim: Design and demonstrate vision-based perceptual interfaces Partners: Interaktiva Institutet and MIT Role: Principal applicant, grant author and PI for the project. Sponsored by SSF: 2.5MSEK.
6. The 6Sense project: 2000-2001 Aim: User-study of Emotional Communication artifacts Partners: Interaktiva Institutet Role: I was the principal Investigator and grant author and PI for the project. Sponsored by Vinnova: 600KSEK.
7. The Camelot project: 2000-2001 Aim: A workshop serie on domestic technologies Partners: Interaktiva Institutet Role: I was co-principal Investigator, and grant author and was overall responsible for the project Sponsored by KFB: 200 KSEK.

Funds from the EU and foundations.

8. Active Browser: 2016-2016. Aim: Develop an IoT Browser within the EIT Digital project ACTIVE - Advanced Connectivity Platform for Vertical Segments. Role: I wrote the proposal for this task and am responsible to build building a demonstrator of the Active IoT Browser. Sponsored by EIT Digital: 106250Euro (incl co-finance).
9. EUth: 2015-2018. Aim: Develop Tools and Tips for Mobile and Digital Youth Participation in and across Europe. Role: I defined and am responsible for the evaluation task. Sponsored by European Union's Horizon 2020 research and innovation programme under grant agreement No 649594: 2579500Euro - KTH/WP5.3: 168750Euro.
10. Digital Cities of the Future: 2013-2014. Aim: Design and study a Municipal FlashPoll Tool Partners: KTH / MSL, TU-Berlin, Stockholm University, Deutsche Telekom, Alfstore France, Missions Publiques, Nexus and EIT ICT Labs Role: I was co-principal investigator, and responsible for one out of three demonstrators that was build by the project. Sponsored by EIT Digital 120KEuro (incl co-finance)
11. Public Living Labs: 2010- 2013 Aim: Develop and study interaction techniques for public displays and mobile media Partners: KTH / MSL, T-Labs at TU-Berlin / Deutsche Telekom, HIIT / Aalto, and EIT ICT Labs Role: I am co-principal investigator, and grant author with Hans-Jörg Muller and Kai Kuikkaniemi and I am responsible for one out of three demonstrators that is build by the project. i.e. design and study a Mediaspace installation between EIT ICT Labs offices Sponsored by EIT ICT Labs: 400KEuro.
12. QoS and QoE: 2010-2012. Aim: Develop QoS and QoE measurements for complex system and services Partners: KTH / MSL Role: Principal investigator and main responsible for the study. Sponsored by KTH / SRA: 450KSEK.
13. Haptimap: 2008-2011. Aim: Develop and evaluate multi-modal maps for mobile devices. Partners: Lund University. Role: Principal investigator for WP1 (user studies). Sponsored by FP7: WP1: 1.5MEuro (total: 7MEuro).

	<p>14. Palcom: 2004-2007. Aim: Develop Palpable computing - a new perspective in ambient and pervasive computing. Partners: University of Aarhus (Lead), University of Siena, Lund University, Malmö University, Lancaster University Aarhus School of Architecture, Kings College, London University, EPFL, Siemens, Whitestein Technologies AG, The Alexandra Institute, 43D Role: Principal investigator for WP9 (ICT for health-care in pregnancy and maternity). Sponsored by FP6 (IST 002057): WP9: 300KEuro (total: 12MEuro).</p> <p>Funds from trade and industry as well as authorities.</p> <p>15. 5GVR 2017-18: A network deployment and service provision feasibility study. Aim: Explore the impact of alternative radio, deployment and services mix conditions on the end-user Quality-of-Experience and derive some crucial guidelines for the future deployment of 5G infrastructures. Partners: KTH, Telia, Sony. Role: I wrote the application with Pietro Lungaro and are PI for the project. Sponsored by by Wireless@KTH: 1MSek incl co-funding 0.5MSek from all partners.</p> <p>16. Mobile Health: 2010 - 2012 Aim: Develop mashups services and apps for mobile health Partners: KTH / MSL, Wireless@KTH , Motorola, Humana, GA-Tech Role: Im the principal investigator and grant author, and main responsible for the design and user studies. Sponsored by Wireless@KTH, Motorola and Humana: 1MSek</p> <p>17. Lusax: 2006 - 2010 Aim: Study market and technology trends in Security Informatics. Partners: Lund University Role: I was the co-principal investigator and co-applicants with Thomas Kalling. Sponsored by Securitas, AssaAbloy and Axis Communication: 10MSek</p>
3.4.	<p>Participation in national and international conferences</p> <ol style="list-style-type: none"> 1. NordiCHI2008 (Chair), one of the main international conferences in human-computer interaction. 2. Member of the steering committee for NordiCHI since 2006
3.5.	<p>Awards</p> <ol style="list-style-type: none"> 1. IEEE WoWMoM, Best paper award 2015 2. NordiCHI, Best paper 2001 3. Artz Electronica, Honorary Mentions, 2001 4. Apple Interface Design Project, Educational support, 1994 5. Apple Interface Design Project, Educational support / Winner 1993
3.6.	<p>Membership</p> <ol style="list-style-type: none"> 1. ACM 2. Asis 3. IEEE
3.7.	<p>Reviewer /independent expert.</p> <p>Editorial/advisory board in international journals:</p> <ol style="list-style-type: none"> 1. Security Journal, Palgrave Journals. <p>Referee assignments for journals:</p> <ol style="list-style-type: none"> 4. TOCHI 1-2 assignments per year. <p>Assignments as opponent:</p> <ol style="list-style-type: none"> 5. Hans Tap, Phd opponent 2004-01-16 6. Anne Katrine Gelting, Phd opponent 2005-03-12 7. Linn Gustavsson Christiernin, Phd opponent 2007-05-22 8. Dan Johansson, Phd committee 2014-12-14 9. Mudassar Ahmad Mughals, Phd committee 2016-02-04 10. Robert Walter, Phd committee 2016-07-08 11. Xiao Bin, Phd opponent pre-seminar 2016-12-15 12. Ali Samini, Phd committee 2018-05-29 <p>Assignments providing expert opinions:</p> <ol style="list-style-type: none"> 13. Associate professor / Lektor in informatic, 2015, Karlstads universitet 14. Associate professor, 2016, Stockholm University

	<p>Reviewing:</p> <ol style="list-style-type: none"> 15. CSCW' 1998, 2000, 2004, 2006, 2008 16. NordicCHI'2000, 2002, 2004, 2006, 2008, 2010 17. CHI 2000-2016 18. MobileHCI 2010, 2011, 2016 <p>Assignments as outside expert:</p> <ol style="list-style-type: none"> 19. Advisor and reviewer for The Swedish Governmental Agency for Innovation Systems.
3.8.	<p>Other scientific work.</p> <p>Exhibitions:</p> <ol style="list-style-type: none"> 1. Opiner, Swedish National Museum of Science and Technology 2014 2. Derive project, Kista Teater, Stockholms University and Stockholm City Museum, 2010 3. Down-at-Earth, Kista Teater and Örebro Länsteater, Spring 2009 4. K/Haus – Künstlerhaus Vienna, Global Tools, July 2001- Sept 2001. 5. BO-01, City of Tomorrow, Smart living, May 2001 - Sept 2001. 6. Doors of perception – 4, The E-Cultural Exhibition, Amsterdam, November 2000. 7. The World Expo, Entrances, Hannover 2000. 8. Comdex, SoftAir Communication, December 1998. 9. The Global Tendency Machine, SoftAir Communication, April 1998. 10. Moderna Muset, A:T, Archives of Deleted Files, April 1995. <p>Creation of, participation and collaboration in international networks: Most recently, I have been involved in the forming and establishing of EIT Digital. My roles have been to establish the all new KTH master ICT innovation, coordinate KTH participation into the HCID program, and KTH participation in the thematic areas: Smart spaces, and Future Network Solutions.</p>
	<p>4. Pedagogical merits</p>
4.1.	<p>Brief teacher profile.</p> <p>During my academic career I have been involved in many under-graduate as well as graduate courses. My main focus has been on teaching human-computer interaction (HCI), interaction design and programming to students with backgrounds in computer science, social science and industrial design. I have been teaching at KTH, Konstfack, MIT, LU, SU and TUE, as well as given guest lectures at Stanford, Harvard, TU Berlin, and Bauhaus Institute. I'm a strong advocator of explorative learning, and a rich hands-on experience in building interactive technologies while at same time develop theoretical knowledge. Moreover, given contemporary societal challenges ICT shall also be seen as a design-oriented subject. This perspective can provide many new tools and approaches for teaching as well as research.</p>
4.2.	<p>List your experiences in Teaching.</p> <p>Undergraduate Courses:</p> <ol style="list-style-type: none"> 1. Human-Computer Interaction (KTH) 2. Computer Graphics (KTH) 3. User-centered System Design (KTH: Apple awarded) 4. Multi-modal interaction (SU) 5. Interaction Design (SU) 6. Interactive Media (SU) 7. User-centered Web Development (SU) 8. Structure and Interpretation of Computer Programs (MIT) <p>Graduate Courses:</p> <ol style="list-style-type: none"> 9. Digital Formgivning (Konstfack Industrial Design) 10. Human-Computer Interaction Analysis (LU) 11. Human-Computer Interaction Design (LU) 12. Methodology of Interaction Design, Development of Mobile Application (KTH)

13. Research Methodology and Scientific Writing 7.5 credits (KTH)

Coordinator:

I have been responsible for establishing and coordinating several Master and Bachelors programs in HCI, Interaction Design and Innovation:

14. International master: Design of Interactive Systems, Programme director (LU)
15. Bachelor: Interaction Design, Programme director (SU)
16. International master Master: ICT Innovation, Programme director (KTH / EIT Digital Master)

Post-graduate Courses:

17. Mobile Interaction Design Workshop (Tue)
18. Participatory Design (LU)
19. Advanced Interaction Design (LU)

Supervising of Masters Student:

20. Supervised +40 Master students from KTH, Konstfack, MIT and Lund University

Production and development of teaching and learning material.

Note: Most course I have taught have also include course development, I here short-list some courses with particular relevant work:

21. User-centered System Design (KTH). New course based on "Observation and Innovation" methods from IDEO.
22. Digital Formgivning (Konstfack - Industrial Design). New Course
23. 6.001: Structure and Interpretation of Computer Program (MIT). Developed online course modules.
24. Participatory Design (LU). New Course.
25. Advanced Interaction Design (LU). New Course.
26. Multi-modal interaction (SU). New course
27. Methodology of Interaction Design (KTH). Major re-design.
28. Development of Mobile Application (KTH). New Course.

Collaboration within study programme:

29. Methodology of Interaction Design and Development of Mobile Application are key courses at the HICD track of ICT Innovation Master at KTH.
30. Development of Mobile Application" is also a mandatory course for the master programme in Communication Systems.

Teaching of general skills:

31. Professional computer training at Informator. My clients have been Ericsson, SAAB, and several small and medium size companies. More than 50+ courses given.
32. Observation & Innovation. Design-oriented Innovative processes. Interval, Bauhaus, EIT Digital.

Supervision at bachelor and advanced/master level (first and second cycle level):

(Many master and bachelor students from KTH, Konstfack, MIT and Lund University, most recent)

33. Bojana Dumeljic: Accessibility Of Information Visualization For Eparticipation (2016)
34. Yajie Du: Enhancing Board Gameplay Experience With Light Based Timers (2016)
35. Kristi Madhi: Impact Of Qos And Contextual Parameters On Qoe in a Videoconferencing Application. (2016)
36. Bálint Zsiga: A Light Extended Board Game(2015)
37. Germán Leiva: Gaze-Supported Pointing Devices For Day-To-Day Computer Interaction (2015)
38. Li Jie: Expereince Sampling Data Visualization (2014)
39. Victor Valle Juarranz Gamification On IPTV (2014)
40. Tien Dat Le: Distributed And Secure Social Network Mobile Application (2014)
41. Pedram Mobedi: Askbird: The Mobile Experience Sampling Toolkit (2014)
42. Jakrit Tamnakph: Akanoid A Videocafe Game (2014)

Supervision at doctoral level (third cycle level):

43. Petter Alexandersson: Adding Audibility - Reifying the Soundscape of Process Operators. Informatik / LU (main supervisor), Dissertation 2007.
44. Henrik Enqvist: The I in Design. CERTEC / LTH (co-supervisor), Dissertation 2009.
45. Alisa Devlic: On Optimization of Quality of User Experience and Wireless Network Bandwidth in Video Content Delivery. KTH (co-supervisor), Dissertation 2015.
46. Luis Guillermo Martínez Ballesteros: On the Incorporation of Quality of Experience (QoE) in Mobile Networks. KTH (co-supervisor), Dissertation 2017.

General public presentations:

47. EUth: Tools and Tips for Mobile and Digital Youth Participation in and across Europe. Almedalen 2016
48. Building IoT Experiences. Brazil-Sweden Excellence Seminar 2016
49. Flashpoll - Mobile E-democracy. Almedalen 2015
50. Digital Media and E-democracy for youth. Swedish National Museum of Science and Technology 2014
51. Future of mobile apps, KTH Future Fridays 2012
52. The mobile in everyday life, KTH Future Fridays 2010
53. Design and Elderly, 2nd Future Design Conference on "Global Innovations in Macro and Micro Environments for future", Korea, Seoul, October 2007.
54. Domestic Mediaspaces, 2nd Future Design Conference on "Global Innovations in Macro and Micro Environments for future", Korea, Seoul, October 2007.
55. Mobile CSCW, Lund Univeristy / Institute for economic research, March 2005.
56. Intelligent Buildings, Bauhaus-Colloquium 'Interfaces - Networks - Interactive Urbanism', July 2003.
57. Looking for Smart Things (how to relate usability and usefulness), The MIT AI Labs Seminar on Dangerous Ideas, April 2002.
58. Smart spaces – combining the architecture and technology, Harvard Graduate School of Design, April 2002.
59. Private and Public Spaces - Design Video Mediated Communication for Domestic Environments, MIT, School for architecture, May 2001.
60. Ambient communication technologies, MIT, AI Lab, October 2000.
61. The smart home, The Swedish Association of Power supplier, February 2000.
62. The Future of Smart living, Stockholm International Furniture Fair, February 2001.
63. Studies of communication and technology use in domestic environments, Stanford University, March 1999.
64. Smart things and Environments, Stimidi98, Swedish SIGCHI, Aug 1998.

Development and use of e-learning/blended learning as teaching method:

65. MIT OpenCourseWare: Structure and Interpretation of Computer Programs (MIT/6.001). Providing online course modules

Other pedagogical merits:

66. Apple Interface Design Project, Educational support, 1994
67. Apple Interface Design Project, Winner 1993

4.3. Educational development work/projects.

1. User-centered System Design (KTH). New course based on the "Observation and Innovation" method from IDEO.
2. Digital Formgivning (Konstfack - Industrial Design). New Course
3. 6.001: Structure and Interpretation of Computer Program (MIT). Developed online course modules.
4. Participatory Design (LU). New Course.
5. Advanced Interaction Design (LU). New Course.
6. Multi-modal interaction (SU). New course
7. Methodology of Interaction Design (KTH). Major re-design.
8. Development of Mobile Application (KTH). New Course.

[Note: Most course I have taught have also include course development, I here short-list some courses with particular relevant work]

5. Management and collaboration	
5.1. Management education:	<ol style="list-style-type: none"> 1. Leadership for associate Professors (KTH), 2013 2. Module on equal treatment in; Pedagogic for University Teachers (LU), 2007.
5.2. Management tasks and administration:	<p>List your current and earlier management and/or administrative tasks:</p> <ol style="list-style-type: none"> 1. Center Coordinator for Reflex Labs (5 Labs w 5-10 staff each), Lund University 2. Research director at Institute of Economic Research (1 group w 5 researchers), Lund University 3. Programme coordinator for master programs in Human-Computer Interaction Design (normally a group of 5-10 teachers), LU, LTH, and SU. 4. PI Mobile Service Lab (1 group w -2-3 researchers), KTH 5. Programme director for the new ICT Innovation master (1 group w 10 teachers + 2-3 administrator) at KTH. <p>Membership in boards/councils within universities over the past five years:</p> <ol style="list-style-type: none"> 6. Recruiting Committee ICT (KTH) <p>Own initiatives and work within the area of gender equality, diversity and equal treatment:</p> <ol style="list-style-type: none"> 7. For the new students at ICT Innovation we are we running a workshop around values based on material from The European Citizen Initiative (ECI) "Wake Up Europe!" 8. Multiple occasions of public outreach to public schools and cultural centers, e.g. Stockholm City council, Järva lyftet, Kista Theater, Stockholm City Museum, and Örebro County Theatre. For example, the Mobile Language Blog project where we design and evaluate mobile services for language learning. The primary pilot is done within Stockholm city's program "Swedish as a second language", a course offered to 65000 immigrants every year (2006/2007) in Sweden. Furthermore did the project together with the Swedish Educational Broadcasting Company developed a television serie based on a reality format around eight immigrants working with two talented SFI teachers and the Mobile Language Blog that will be broadcasted in eight sections in 2013. <p>Public Media:</p> <ol style="list-style-type: none"> 9. Swedish Television, On e-democracy and mobile participation, Nov 2016 (in Swedish) 10. Ny Teknik, 5G and VR, Nov 2016 (in Swedish) 11. Swedish Radio, Mobile VR, Nov 2016 (in Swedish) 12. Ny Teknik, Big data transparency for Mobile Operators, Jan 2016 (in Swedish) 13. Ny Teknik, Mobile Security, March 2015 (in Swedish) 14. Swedish Television, Swedish for All, broadcasted in eight sections in 2013 (in Swedish). 15. Ny Teknik, Lundaforskare simulerar för mars, 29 maj 2008 (in Swedish) 16. Naturvetaren, Datorerna tar över vetenskapen, #8 2008 (in Swedish) 17. LUM - Lunds universitet meddelar, Anpassad Interaktion, Nov 2005 (in Swedish). 18. Ny Teknik, Image Google with your cameraphone. 18 June 2004 (in Swedish). 19. MIT Tech Review, Picture This, June 2004 20. Dagens Nyheter, Smart Living, 20 February 2000. 21. Dagens Nyheter, Smart technology at KTH, 27 May 1999 (in Swedish). 22. National Public Radio, Interactive chairs at Comdex, 28 November 1998. 23. Swedish Television, The smart technology project at KTH, 20 November 1997 (in Swedish). 24. Dagens Nyheter, User-centered design in master programs at KTH, 12 April 1995 (in Swedish).
5.3. Research policy assignments	<ol style="list-style-type: none"> 1. Advisor and reviewer for The Swedish Governmental Agency for Innovation Systems.(1-2/y) 2. Member of NordiCHI Steering committee (2 members per Nordic country)
5.4. External contacts and external activities	<ol style="list-style-type: none"> 1. SACF Brazil, May 2016

2. Business Sweden in Columbia, March 2017

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