

HANS-CHRISTIAN JETTER

Professor of Interaction Design and User Experience

ACADEMIC CV

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SUMMARY

I am a computer scientist and *Professor of Interaction Design and User Experience* with a particular fascination for *human-computer interaction* and *human-data interaction*. My goal is to create *ubiquitous computing* and *mixed reality systems (AR/VR)* that enable individuals or teams to *interactively explore, experience, visualize, and make sense of complex data sets and data models*. I have published over 80 cited articles (Google h-Index 28) including seven Best Paper or Honorable Mention Awards at leading human-computer interaction conferences. I also have been PI of € 5.7 Mio or approx. US\$ 6.7 Mio in research grants.

EMPLOYMENT

- since 08/2020 *Professor of Interaction Design and User Experience & Head of Working Group iDUX (interaction Design and User eXperience), University of Lübeck, Section Informatics/Technology, Institute of Interactive and Multimedia Systems (IMIS), Germany.*
- 01/2015 – 07/2020 *Professor of User Experience and Interaction Design & Head of Research Group HIVE, University of Applied Sciences Upper Austria (FH Upper Austria), School of Informatics, Communication and Media, Department of Software Engineering, Hagenberg Campus, Austria.*
- 04/2013 – 12/2014 *University College London (UCL), Research associate and postdoc in Intel Collaborative Research Institute on Sustainable Connected Cities (ICRI Cities, Professor Yvonne Rogers), Department of Computer Science, United Kingdom.*
- 01/2007 – 02/2013 *University of Konstanz, Research assistant (“Wissenschaftlicher Mitarbeiter”) in the Human-Computer Interaction Group (Prof. Dr. Harald Reiterer), Department of Computer and Information Science, Germany.*
- 04/2011 – 07/2011 *Microsoft Research Cambridge, Research intern in Integrated Systems Group (Professor Natasa Milic-Frayling), United Kingdom.*

- 10/2009 – 04/2010 *Microsoft Research Cambridge & University of Cambridge, External visitor for research in Integrated Systems Group (Professor Natasa Milic-Frayling) and NanoPhotonics Centre, Cavendish Laboratory (Professor Jeremy Baumberg).*
- 12/2005 – 12/2006 *University of Konstanz, Post-graduate research assistant (BAT-IVa 50%) in the Human-Computer Interaction Group (Prof. Dr. Harald Reiterer), Department of Computer and Information Science, Germany.*
- 09/2003 – 12/2005 *University of Konstanz, Student research assistant (“Studentische Hilfskraft, Hiwi”) in the Human-Computer Interaction Group (Prof. Dr. Harald Reiterer), Department of Computer and Information Science, Germany.*
- 08/2001 – 09/2006 *Freelancing interaction designer, user interface developer, and usability consultant (see section “Commercial Projects as Freelancer”).*

ACADEMIC DEGREES & EDUCATION

- 08/2020 *W2 Universitätsprofessor (Univ.-Prof.) awarded by University of Lübeck.*
- 05/2017 *Fachhochschul-Professor (FH-Prof.) awarded by FH Upper Austria.*
- 01/2007 – 03/2013 *Doctoral degree (Dr. rer. nat.) awarded by University of Konstanz, grade: *summa cum laude* (=“with highest honor”).*
 Supervisor: Prof. Dr. Harald Reiterer (University of Konstanz). Examination Committee: Prof. Dr. Andreas Butz (LMU Munich), Prof. Dr. Daniel Keim (University of Konstanz).
- 01/2008 – 03/2013 *Associated doctoral student in the Research Training Group GRK 1042 “Explorative Analysis and Visualization of Large Information Spaces” of the German Research Foundation (DFG), Department of Computer and Information Science, University of Konstanz, Germany.*
- 10/2009 – 04/2010 *Visiting student at NanoPhotonics Centre, Cavendish Laboratory, University of Cambridge, United Kingdom.*
 Supervisor: Prof. Jeremy Baumberg.
- 02/2004 – 01/2007 *Master degree program “Information Engineering” at the University of Konstanz. Graduated as *Master of Science (M.Sc.)*, grade: *with distinction*.*
 Supervisor: Prof. Dr. Harald Reiterer.
- 10/1999 – 02/2004 *Bachelor degree program “Information Engineering” at the University of Konstanz. Graduated as *Bachelor of Science (B.Sc.)*, grade: *good*.*
 Supervisor: Prof. Dr. Harald Reiterer.

AWARDS & GRANTS (in total € 5,722,000 or approx. US\$ 6,256,000)

11/2023	10-year Impact Award at ACM ISS 2024 for paper <i>HuddleLamp: Spatially-Aware Mobile Displays for Ad-hoc Around-the-Table Collaboration</i> .
04/2023	Best Paper Award at ACM CHI 2023 for paper <i>Collaborating Across Realities: Analytical Lenses for Understanding Dyadic Collaboration in Transitional Interfaces</i> .
10/2023 – 09/2026	3-year BMBF Project <i>TheaDiPOLIS: THEater-Partizipation für eine Digital erfahrbare Gestaltung der zukünftigen POLIS</i> funded by the Federal Ministry of Education and Research, € 494,000 or approx. US\$ 528,000.
01/2023 – 12/2025	3-year BMFSFJ Project <i>Wegweiser.UX-für-KI: Online-Kompetenzaufbau: UX für gemeinwohlorientierte KI</i> funded by the Federal Ministry for Family Affairs, Senior Citizens, Women and Youth, € 281,000 or approx. US\$ 309,000.
01/2023 – 05/2024	Workpackage and Task Leader in <i>MariData: Umfassende Technologien für das Energiemanagement von Schiffen</i> funded by the Federal Ministry for Economic Affairs and Climate Action, € 86,000 or approx. US\$ 92,000.
05/2021 – 12/2024	Consulting the Project X-PRO of the FH Upper Austria. Direct funding from FH Upper Austria. € 24,000 or approx. US\$ 25,600
01/2020 – 07/2020	5-year FTI Project <i>X-PRO: Research and development of user-centered methods for Cross-Virtuality Analytics</i> funded by the State of Upper Austria. € 2,691,000 or approx. US\$ 2,900,000 from the State of Upper Austria, € 419,000 or approx. US\$ 452,000 from FH Upper Austria. (I was PI until joining the University of Lübeck)
06/2019	Industry project with Tributech GmbH funded as Basisprogramm by the Austrian Research Promotion Agency (FFG). € 25,000 or approx. US\$ 29,000.
10/2018	Best Paper Award at ACM CSCW 2018 for paper <i>Domino: A Descriptive Framework for Hybrid Collaboration and Coupling Styles in Partially Distributed Teams</i> .
10/2018 – 05/2019	Industry project <i>User-centered UI & HMI design for visualizing and editing medical 3D scans of body parts</i> . € 22,500 or approx. US\$ 26,000 from WLM OG.
10/2018 – 05/2019	Industry project <i>User-centered UI design and data visualization for a B2B IoT data store</i> . € 22,500 or approx. US\$ 26,000 from Tributech GmbH.
07/2018 – 11/2019	Industry project <i>User-centered UI & HMI design for a next generation mechanical powder press</i> . € 30,000 or approx. US\$ 35,000 from MIBA Sinter Austria GmbH.
06/2018 – 10/2019	Industry project <i>Usability study of visualization and interaction concepts in the Rosenbauer CFT (Concept Fire Truck) using mobile eyetracking glasses</i> . € 9,000 or approx. US\$ 10,500 from Rosenbauer International AG.

- 09/2018 – 09/2021 3-year funding for work package in FFG COIN project DISMOSIM (“Distributed Modeling and Simulation of Cyberphysical Systems”) from Austrian Research Promotion Agency (FFG). € 277,000 or approx. US\$ 313,000 from FFG, € 114,000 or approx. US\$ 133,000 from FH Upper Austria.
- 04/2018 – 12/2018 Research activity “Interactive Cross-device Data Visualization including Virtual Reality” from the Center of Excellence of Smart Production at FH Upper Austria. € 41,000 or approx. US\$ 50,000 from FH Upper Austria.
- 05/2017 Honorable Mention award at ACM CHI 2017 for full paper *Is Two Enough?! Studying Benefits, Barriers, and Biases of Multi-Tablet Use for Collaborative Visualization*.
- 03/2017 Best Paper Award at ACM TEI 2017 for full paper *What a Life! Building a Framework for Constructive Assemblies*.
- 10/2016 NEOS Innovation Award for *Creative Space for Linz: Concept for a public maker space & café for open innovation and digital prototyping*. Co-author: Thomas Plank (FH Upper Austria). € 6,000 or approx. US\$ 6,500.
- 12/2016 – 12/2018 2-year funding for project SCOLA (“Smart Collaboration for Industrial Applications”). € 100,000 or approx. US\$ 109,000 from FH Upper Austria.
- 12/2016 – 12/2020 4-year funding from Austrian Research Promotion Agency (FFG) for COIN project USIVIS (“User-Centered Interactive Visualization of Big Data”). € 656,000 or approx. US\$ 725,000 from FFG, € 281,000 or approx. US\$ 310,000 from FH Upper Austria.
- 11/2014 Airbus Defence and Space Research Award Claude Dornier 2014 for Doctoral Dissertation “*Design and Implementation of Post-WIMP Interactive Spaces with the ZOIL Paradigm*”. € 3,000 or approx. US\$ 3,800.
- 11/2014 Best Demo Award at ACM ITS 2014: *Demonstrating HuddleLamp: Spatially-Aware Mobile Displays for Ad-hoc Around-the-Table Collaboration*.
- 04/2014 Three undergraduate research interns for summer research internships from EPSRC Vacation Bursary, UCL CS Departmental Internship Bursary, and Intel. £ 9,750 or approx. US\$ 16,000 from EPSRC and Intel.
- 02/2014 3-year Microsoft Research PhD scholarship for PhD student Frederik Brudy at UCL (PIs: Nic Marquardt, Yvonne Rogers, Hans-Christian Jetter). Topic: “Ad-hoc Cross-Device Interactions Facilitating Small-Group Collaborative Explorations”. Approx. £100,000 or US\$ 157,000, 50% from Microsoft Research and 50% from UCL CS Impact Award.

10/2013	Prize of the Alumni Organization of the University of Konstanz (VEUK) for Outstanding Doctoral Dissertation.
09/2011	Best Poster Award at INTERACT 2011: <i>NAVI - A navigational aid for visually impaired based on Microsoft Kinect.</i>
05/2011	Honorable Mention Award at CHI 2011 for full paper <i>Materializing the Query with Facet-Streams – A Hybrid Surface for Collaborative Search on Tabletops.</i>
07/2008	Recipient of Leonardo Melandri Scholarship of the Bertinoro International Center for Informatics (BiCi) for DEVISE summer school.
11/2007	3 rd Place in IEEE InfoVis Contest 2007: <i>Blockbuster - A Visual Explorer for Motion Picture Data.</i>
10/2007	Prize of the Alumni Organization of the University of Konstanz (VEUK) for Outstanding Master Thesis.

SCIENTIFIC PROFILE

- Computer scientist working at the intersection of human-data interaction (HDI), human-computer interaction (HCI), ubiquitous computing (UbiComp), information visualization (InfoVis), computer-supported collaborative work (CSCW), and interaction design (IxD).
- Focus: Designs, prototypes, and cognitive models for *ubiquitous and mixed reality human-data interaction*, *collaborative human-data experiences*, and *human-centered information visualization*.
- Active member of the international research community (e.g. Associate Editor/Papers Chair of ACM ISS 2022, Papers Chair of ACM ISS 2021, Associate Chair of ACM CHI in Subcommittee Usability & UX 2019-2022, Associate Chair of AVI 2016), research organizations (ACM, Gesellschaft für Informatik GI) and research networks (e.g. EU COST Actions); over 80 cited publications (Google Scholar h-Index: 28); 2 Best Paper, 2 Honorable Mention, 1 Best Demo, 1 Best Poster Awards; 23 invited talks; organizer of 6 workshops; guest editor of two journal special issues; frequent reviewer of research proposals and member of search/selection committees.
- PC member or reviewer for ACM CHI, UIST, IEEE InfoVis, ACM ITS/ISS, ACM DIS, ACM EICS, MobileHCI, NordiCHI, Interact, EuroVis, Mensch & Computer, FLAIRS, PerDis, AVI, PACM HCI, ACM ToCHI, Pers. and Ubiq. Computing, International Journal of Human-Computer Studies, Information Processing & Management, ACM Computing Surveys, IEEE ToMM, IEEE TVCG.

SCIENTIFIC ACTIVITIES & SERVICE

- 10/2023 Co-Organizer of workshop "1st Joint Workshop on Cross Reality (JWCR 2023)" at ISMAR 2023. <https://www.cross-realities.org>
- 02/2021-06/2022 Associate Editor/Papers Chair of ACM Interactive Surfaces and Spaces Conference (ISS '22, Wellington Aotearoa, New Zealand) and Papers Chair of ACM Interactive Surfaces and Spaces Conference (ISS '21, Lodz, Poland).
- Proceedings published in journal *Proceedings of the ACM on Human-Computer Interaction (PACM HCI)*, <https://dl.acm.org/journal/pacmhci>, Volumes 5 & 6, Issue ISS.
- Editor of ISS '21 Companion Proceedings of the Conference on Interactive Surfaces and Spaces. ACM Press.
- 05/2018-12/2021 Associate Chair in Subcommittee *User Experience and Usability* of ACM SIGCHI conferences CHI 2019, 2020, 2021, 2022.
- 11/2021 Primary Organizer of workshop "Transitional Interfaces in Mixed and Cross-Reality: A new frontier? (TI 2021)" at ACM ISS 2021 with co-organizers including Mark Billinghurst. <https://idux-jetter.org/ti-iss2021/>
- 12/2020-09/2021 Guest Editor of Special Issue "Special Issue on E-Government and Smart Cities" in the journal *i-com - Journal of Interactive Media*. De Gruyter. <https://www.degruyter.com/view/j/icom>
- 06/2021 Member of selection committee for Professor of User Experience Design at University of Applied Sciences Upper Austria, Hagenberg Campus, Austria.
- 04/2021-06/2021 Reviewer of proposal for *Agence nationale de la recherche (ANR)*, France (€0.6 Mio).
- 01/2020-07/2020 Main author and principal investigator of 5-year FTI Project proposal *Research and development of user-centered methods for Cross-Virtuality Analytics* funded by the State of Upper Austria (until joining University of Lübeck).
- 07/2019 Organizing host and presenter at *Summer School in Collaborative Systems and Security* (8th to 14th July 2019) at University of Applied Sciences Upper Austria with 24 international students from 9 countries.

- 06/2019 Organizer of workshop “*Hybrid Collaboration – Moving Beyond Purely Co-Located or Remote Collaboration*” at eCSCW 2019, Salzburg, Austria. <https://ecscw.eusset.eu/2019>
- 01/2019 Established new joint research group “Human Interfaces and Virtual Environments” (HIVE). <http://hive.fh-hagenberg.at>
- 10/2018 Invited Participant of Dagstuhl Seminar 18441, “*Data Physicalization*” (Dr. Jason Alexander, Dr. Petra Isenberg, Dr. Yvonne Jansen, Dr. Bernice Rogowitz, Prof. Andrew Vande Moere), Schloss Dagstuhl, Leibniz-Zentrum für Informatik. <http://www.dagstuhl.de/18441>
- 09/2018-09/2021 Work Package Leader in 3-year FFG project *DISMOSIM: Distributed Modeling and Simulation of Cyberphysical Systems* at FH Upper Austria.
Novel interaction and visualization techniques for distributed 3D modeling, simulation, and visualization of cyberphysical systems. Focus: Remote collaboration using large screens and pen & touch input.
- 03/2018-03/2019 Principal Investigator of research activity *Interactive cross-device data visualization including VR* in the Center of Excellence of Smart Production at FH Upper Austria.
- 12/2016-11/2020 Principal Investigator of 4-year FFG project *USIVIS: User-Centered Interactive Visualization of Big Data* at FH Upper Austria.
Design, implementation, and evaluation of novel user-centered interactive tools for big data visualization. Focus: Cross-device interaction and collaborative visualization in corporate environments.
- 12/2016 – 11/2018 Principal Investigator of 2-year project *SCOLA: Smart Collaboration for Industrial Applications* funded by FH Upper Austria.
Design, implementation, and evaluation of novel systems for collaborative systems in industrial contexts.
- 08/2016 Reviewer of project proposal for the Danish Velux Foundation (€0.8 Mio).
- 06/2015 – 07/2016 Associate Chair of AVI 2016 – International Working Conference on Advanced Visual Interfaces, Bari, Italy. <http://avi2016.di.uniba.it/>.
- 04/2016 Invited member of the evaluation commission for the PhD thesis and defense of Giuseppe Desolda, *Doctor Europaeus*, University of Bari, Italy.

- 09/2015 – 12/2015 Invited member of the assessment committee for associate professorship “Advanced Interactive Systems” at Aarhus University, Denmark.
- 11/2015 Reviewer of 3-year project proposal for Icelandic Research Fund (IRF).
- 09/2015 Reviewer of *PRIME* (Postdoctoral Researchers International Mobility Experience) grants of the German Academic Exchange Service (DAAD).
- 07/2015 Reviewer of 2-year funding proposal for the call *Research Through Design* of the Dutch Technology Foundation (STW)
- 04/2013 – 12/2014 Project “*HuddleLamp/Citizen’s Urban Observatory*” at Intel ICRI Cities. Collaboration project with HCI Group, University of Konstanz (Prof. Dr. Harald Reiterer) and UCL Interaction Centre (Dr. Nicolai Marquardt):

Design, implementation (HTML5, C#/WPF/XAML), and evaluation of spatially-aware cross-device systems for visualization of urban data. Development of open source project <http://www.huddlelamp.org>.
- 11/2014 Organizer of Workshop “*Ubicomp beyond Devices: People, Objects, Space and Meaning*”, NordiCHI 2014, Helsinki.
- 11/2013 Invited participant of Dagstuhl Seminar 13452, “*Proxemics in Human-Computer Interaction*” (Saul Greenberg, Kasper Hornbaek, Aaron Quigley, Harald Reiterer), Schloss Dagstuhl, Leibniz-Zentrum für Informatik, Germany. <http://www.dagstuhl.de/13452>
- 07/2009 – 10/2013 German delegate in European Union research network COST Action IC0904 “*TwinTide: ToWards INtegration of Trans-sectorial IT Design and Evaluation*”. <http://www.irit.fr/recherches/ICS/projects/twintide>
- 12/2012 – 10/2013 Guest editor of theme issue on “*Designing Collaborative Interactive Spaces*” in the journal “*Personal and Ubiquitous Computing*” (Springer). <http://hci.uni-konstanz.de/dcis/puc-issue>
- 09/2013 Organizer of workshop “*SenCity: Uncovering the Hidden Pulse of a City*” at Ubicomp 2013, Zürich, Switzerland. <http://www.sencity.co.uk>

- 04/2013 Primary organizer of workshop *"Blended Interaction: Envisioning Future Collaborative Interactive Spaces"* at CHI 2013 in Paris with keynotes from Michel Beaudouin-Lafon (Université Paris Sud), Robert Jacob (Tufts University) and Andy Wilson (Microsoft Research).
<http://hci.uni-konstanz.de/blendedinteraction2013>
- 04/2013 Invited participant and presenter at workshop *"Collaborative Human Computer Interaction with Big Wall Displays"* at the European Crisis Management Laboratory of the European Commission Joint Research Centre in Ispra, Italy.
<http://lunar.jrc.it/critech/Events/3ECMLWorkshopHCIwithBigWallDisplays/tabid/105/Default.aspx>
- 08/2007 – 02/2013 Project leader *"permaedia: Personal Nomadic Media for the Coming Decade"*, HCI Group, University of Konstanz:

Design, implementation (C#/WPF/XAML) and evaluation of multi-user and multi-display interactive spaces for collaborative information management (with multi-touch tabletops, tangible user interfaces, wall-sized high-resolution displays, tablets, digital pen & paper).

Development of the open source software framework ZOIL (see <http://hci.uni-konstanz.de/permaedia>, <http://zoil.codeplex.com>).
- 09/2007 – 02/2013 Researcher in the MedioVis follow up projects *"Blended Library"* (funded by MWK Baden-Württemberg) and *"MedioVis 2.0"* (funded by DFG) with the Library of the University of Konstanz. Focus: Natural User Interfaces, Post-WIMP Interaction, and ZOIL in libraries.

<http://hci.uni-konstanz.de/?a=research&b=projects&c=8609071>
<http://hci.uni-konstanz.de/?a=research&b=projects&c=8609052>
- 08/2012 Invited participant of Dagstuhl Seminar 12351, *"Interaction Beyond the Desktop"* (Prof. Alan Dix, Prof. James D. Hollan, Prof. Dr. Albrecht Schmidt, Dr. Jürgen Steimle), Schloss Dagstuhl, Leibniz-Zentrum für Informatik, Germany.
<http://www.dagstuhl.de/12351>
- 05/2012 Primary organizer and program chair of workshop DCIS 2012 *"Designing Collaborative Interactive Spaces for e-Creativity, e-Science and e-Learning"* at AVI 2012 conference, Capri, Italy.
<http://hci.uni-konstanz.de/dcis>

- 07/2011, 07/2010 Invited participant of Microsoft Research Faculty Summit 2010 and 2011, Redmond, WA, USA.
<http://research.microsoft.com/en-us/events/fs2011/>
<http://research.microsoft.com/en-us/events/fs2010/>
- 07/2009 – 07/2010 Researcher in the Microsoft Surface “Going Beneath the Surface” research project on tabletop computing in e-Science (with NanoPhotonics Centre of the University of Cambridge and Computer-Mediated Living Group of Microsoft Research Cambridge, United Kingdom).
 Design and implementation (C#/WPF/XAML) of the DeskPiles and Facet-Streams tabletop systems for collaborative information management and faceted product search.
<http://research.microsoft.com/en-us/projects/desk piles>
 Principal Investigator: Prof. Jeremy Baumberg.
- 03/2009 Invited talk and participant at Dagstuhl Seminar 09101, “Interactive Information Retrieval” (Prof. Nicholas J. Belkin, Prof. Dr. Norbert Fuhr, Prof. Joemon Jose, Prof. C. J. Keith van Rijsbergen), Schloss Dagstuhl, Leibniz-Zentrum für Informatik, <http://www.dagstuhl.de/09101>
- 01/2009 – 11/2009 Project leader “RESPECT” (with Audi AG and Volkswagen AG): Design, implementation and evaluation of user interfaces for automotive web browsing, infotainment, and rear-seat-entertainment (Java).
 Principal Investigator: Prof. Dr. Harald Reiterer.
- 07/2008 – 01/2010 Project leader “DiBa” (with Daimler AG for Mercedes Benz): User-centered integration of interactive manuals and related customer information services as onboard systems into passenger vehicles (C#/WPF).
 Principal Investigator: Prof. Dr. Harald Reiterer.
- 01/2005 - 12/2008 German delegate and member of management committee of European Union research network COST Action 294 “Towards the maturation of IT usability evaluation (MAUSE)” and the MAUSE SIG “User Experience”. <http://cost294.org>
- 07/2008 Participant of MAUSE Training School DEVISE: “Designing and Evaluating Innovative Interactive Systems: Interdisciplinary and Trans-sectorial Training”, Bertinoro, Italy.

- 06/2006 – 03/2007 Member of “EU Network of Excellence on Digital Libraries (DELLOS)”. Integration of content-based image retrieval and 3D visualizations in *MedioVis*. Publication and presentation in EU Review-Meetings. <http://www.delos.info>
- 11/2003 – 08/2007 Technical project leader of German Research Foundation (DFG) project “MedioVis” with Library of the University of Konstanz: Design, implementation and deployment of a visual information seeking system for libraries (Java).
- Co-author of successful DFG grant proposal *MedioVis (1.5 BAT-IIa researcher positions and 2 student researcher positions for 36 months)*.
<http://hci.uni-konstanz.de?a=research&b=projects&c=8609055>
- Principal Investigator: Prof. Dr. Harald Reiterer.

PUBLIC RELATIONS & SCIENTIFIC OUTREACH



Virtual Refugee Camp: Public installation in the city of Linz supported by UNHCR & UNICEF.

- 01/2022 Presenter at *Prof's Profession* scientific outreach event for presenting current research topics to students (Talk “Mensch-Daten-Interaktion: Grenzgänge zwischen Informatik, Design und Psychologie”), Fachschaften ANT und Maln, Universität zu Lübeck.
- 09/2018 *Public virtual reality installation “Virtual Refugee Camp”* supported by United Nations (UNHCR, UNICEF) as part of the “Langer Tag der Flucht” (“Long Day of Flight”) in Volksgarten Linz. <https://www.langertagderflucht.at/ueber-uns>
- 09/2018 *Presenter at IT Summer School*. Summer school for children from Linz public schools (age 10-14 years) to raise awareness for creative use of IT, coding, privacy, and novel technologies such as augmented and virtual reality. <http://www.it-summer-school.at/>

- 09/2017 Interview and article about my research in the national Austrian newspaper DER STANDARD. *“Übersetzer zwischen Mensch und Maschine”* (*“Translator between Human and Machine”*).
<https://derstandard.at/2000063323599/Uebersetzer-zwischen-Mensch-und-Maschine>
- 10/2016 *Creative Space for Linz: Café & workshop for open innovation and digital prototyping*. The project received the NEOS innovation award and is now realized as a combined café and maker space for the public in the Offene Kulturhaus Linz of the state of Upper Austria.
<http://www.oekulturquartier.at/en/about/>
- 11/2014 *Open Source Project „HuddleLamp”* <http://huddlelamp.org>
HuddleLamp has over 50,000 views on YouTube and was covered worldwide in leading technology blogs (e.g. hackaday.com or gizmodo.com). The software was published as open source and the HuddleLamp demo at ACM ITS 2014 was awarded with the “Best Demo Award” by the audience.
- 07/2014 *“Data What?” workshop for the participatory design of interactive visualizations of urban data* for tablets and in public spaces with residents of Brixton in cooperation with the community-led development project Brixton Green. <http://www.brixtongreen.org/>
Other organizers: Lisa Koeman (ICRI Cities), Dr. Clare Melhuish (UCL Urban Laboratory), Han Pham (ICRI Cities/Intel)
- 05/2014 UCL Beacon Bursary for public engagement activities: *“Making sense of digital data: inclusive visualisation workshops as a component of participatory urban regeneration in Brixton”* with Dr. Clare Melhuish (UCL Urban Laboratory), Han Pham & Lisa Koeman (ICRI Cities).
- 03/2011 - 09/2011 *NAVI – A Mobile Navigational Aid for Visually Impaired Based on the Microsoft Kinect”*
<http://www.youtube.com/watch?v=l6QY-eb6NoQ>
NAVI has over 167,000 views on YouTube, blogs (e.g. engadget.com), TV (e.g. Discovery Channel), newspapers (e.g. Frankfurter Allgemeine Zeitung). NAVI became part of the opening keynote of Microsoft’s MIX conference in Las Vegas and received the Best Poster Award at the Interact 2011 conference.
- 2004 - 2012 Permanent installation of the visual information seeking system *“MedioVis”* in the Library of the University of Konstanz. MedioVis was constantly improved and supported over the years and became a frequently used everyday tool of library users (up to 1,200 sessions per week).

ACADEMIC SELF-GOVERNMENT (“Akademische Selbstverwaltung”)

- 10/2022 - 09/2024 Elected member of the Senate Committee MINT (“Senatsausschuss Informatik/Technik und Naturwissenschaften”, SA-MINT)
- Since 03/2022 Deputy Head of the Institute of Interactive and Multimedia Systems (IMIS)
- Since 03/2022 Member of two selection committees for W2 Professorships at the University of Lübeck
- Since 12/2020 HCI & UX advisor and representative of faculty within the working group “University Website Relaunch” at the University of Lübeck (projected relaunch in Winter 2023)
- Since 12/2020 Member of the working group “Antirassismus” at the University of Lübeck

INVITED TALKS (does not include paper presentations at conferences)

- 04/2023 *“Natural” Human-Data Interaction.* Webinar at European Organisation for the Safety of Air Navigation (Eurocontrol), Brussels, Belgium.
- 01/2023 *Human-Data Interaction and Transitional Interfaces.* Institute for Visual and Analytic Computing, University of Rostock, Germany.
- 01/2022 *Cross-Device and Transitional Interfaces for Human-Data Interaction.* SFB-TRR 161 Quantitative Methods for Visual Computing, University of Konstanz, Germany.
- 11/2021 *From Cross-Device to Transitional Interaction.* Keynote at Workshop TI 2021, ACM ISS 2021, Lodz, Poland.
- 06/2019 *Cross-Device Interaction.* Technische Hochschule Ingolstadt, Germany.
- 06/2019 *Ubiquitous Computing for Collaborative Human-Data Interaction.* University of Lübeck, Germany.
- 05/2019 *Ubiquitous Computing for Collaborative Human-Data Interaction.* TU Wien, Vienna, Austria.
- 05/2018 *Human-Data Interaction and its Prospects for Urban Communities.* King’s College, London, United Kingdom.
- 11/2017 *Collaborative Data Experiences: Novel designs for visualizing and exploring data together.* Conference keynote at 10th Forum Media Technology 2017, FH St. Pölten, Austria.
- 11/2017 *Collaborative Data Experiences: Novel designs for visualizing and exploring data together.* Meeting of EU Project GIRDA, Johannes Kepler University Linz, Austria.

- 05/2016 *Big Data, Small Screens: How to tackle the data deluge with better visualisations and careful interaction design.* University of Edinburgh, UK.
- 06/2015 *Tablets in space: How spatially-aware interaction with mobile devices can improve cognition and collaboration.* HCI Group, Vienna University of Technology, Austria.
- 08/2014 *Blended Interaction.* SummerPIT 2014 Seminar, Centre for Participatory Information Technology, Aarhus University, Denmark.
- 10/2013 *Interaction design between Hotel Search, Nanophotonics and Urban Observatories.* University of Bari, Italy.
- 07/2013 *Going Post-WIMP: Interaction design between Hotel Search, Nanophotonics and Urban Observatories.* Keynote at WG Meeting of EU COST Action TwinTide, Tallinn, Estonia.
- 04/2013 *Collaborative interactions in future crisis rooms.* European Crisis Management Laboratory, European Commission Joint Research Centre, Ispra, Italy.
- 11/2011 *Is NUI "Natural" for Scientists?* Invited talk & panelist at Microsoft Research e-Science in Action Workshop 2011, Stockholm, Sweden.
- 07/2011 *Tangible and Distributed Interactions: Past & Future.* Fluid Interfaces Group, MIT Media Lab, Cambridge, MA, USA.
- 06/2011 *Interactive Spaces for Co-Located Search and Sensemaking.* Interaction Design Centre, Middlesex University, London, UK.
- 07/2010 *Beneath the Surface: the Surface as a tool for nanoscientists.* Talk and live demo. Microsoft External Research Workshop "Going Beneath the Surface" at Microsoft Research Faculty Summit 2010, Microsoft, Redmond, WA.
- 12/2009 *The NanoPhotonics Surface Project at the University of Cambridge.* Microsoft Project Meeting, Columbia University, New York, NY, USA.
- 03/2009 *Interaktionsdesign: Theorie + Praxis.* Interbrand Zintzmeyer & Lux AG, Agency for Brand Management, Zurich, Switzerland.
- 03/2009 *User Interfaces for Interactive Information Retrieval.* Dagstuhl Seminar 09101, Schloss Dagstuhl, Leibniz-Zentrum für Informatik, Germany.
- 11/2007 *Neuartige Benutzungsschnittstellen für öffentliche und private Informationsräume.* Conference for Information Architecture, Stuttgart Media University (HdM), Germany.
- 04/2007 *User-Centered Design of Interactive Products.* Portland State University, Maseeh College of Engineering and Computer Science, Portland, OR, USA.

TEACHING

Teaching at University of Lübeck (since Aug 2020)

Course INTERACTION DESIGN AND USER EXPERIENCE ("Interaktionsdesign und UX")
Introduction to theories, processes, and methods of interaction design and human-computer interaction for the human-centered design of interactive products and systems.
BSc Media Informatics (4 th sem), 6h/week (8 ECTS), SS ¹ 2021 (49 students), SS 2022 (43 students), SS 2023 (32 students).
Teaching evaluation score ² : 1.50 (SS 2021), 1.32 (SS 2022), 2.45 (SS 2023)

Course NATURAL USER INTERFACES
Introduction and critical reflection about cognitive models of "natural" interaction. Design and implementation of post-WIMP ("Windows Icons Menu Pointer") technologies and designs, including: pen & multi-touch interfaces, interactive tables, walls, and rooms, gestural / tangible user interfaces.
MSc Media Informatics (1 st sem), 3h/week (5 ECTS), WS 2020 (37 students), WS 2021 (16 students), WS 2022 (21 students)
Teaching evaluation score: 1.80 (WS 2020), 1.75 (WS 2021), 1.67 (WS 2022)

Course MEDIA DESIGN AND MEDIA PRODUCTION ("Mediendesign und Medienproduktion")
Introduction to the theory and practice of media design including fundamentals of graphic design, typography, computer graphics, image manipulation, media technology, and digital video production.
BSc Media Informatics (1 st sem), 3h/week (4 ECTS), WS 2020 (69 students), WS 2021 (56 students), WS 2022 (74 students).
Teaching evaluation score: 2.03 (WS 2020), 1.73 (WS 2021), 1.44 (WS 2022)

Course HUMAN FACTORS IN HCI ("Software-Ergonomie")
Introduction to models and concepts of human-computer interaction and human factors for digital workplaces such as Norman's seven stages of action, affordances, usability definitions and design principles in ISO standards, Fitts' law, different types of human error, flow, perception of time, stress.
BSc Media Informatics (2 nd sem), 3h/week (4 ECTS), SS 2023 (60 students).
Teaching evaluation score: 2.07 (SS 2023).

¹ SS: summer semester, WS: winter semester

² Grading scale for teaching evaluation scores is 1.0 to 6.0 (1.0 = very good, 6.0 = unsatisfactory).

Course INCLUSIVE DESIGN
Creating awareness for sources of exclusion and marginalization of users in digital system design and interactive technologies, e.g. non-accessible interfaces or algorithmic bias. Introduction to Inclusive Design methodologies that go beyond traditional accessibility approaches to proactively prevent exclusion by ability, language, culture, gender, age, or other forms of human difference.
MSc Media Informatics, 3h/week (5 ECTS), SS 2021 (37 students), SS 2022 (19 students) Teaching evaluation score: 2.00 (SS 2021), 1.57 (SS 2022)

Course CROSS REALITY (Lecture series/Ringvorlesung with N. Jochems and M. Heine)
Technological and perceptual foundations of augmented and virtual reality. Defining and measuring immersion and presence. Real-world applications from different application domains (e.g., virtual prototyping, participation in urban development, immersive analytics). Transitional interfaces.
MSc Media Informatics (1 st sem), 3h/week (5 ECTS), WS2020 (43 students), WS 2021 (20 students), WS 2022 (26 students)

Seminar & Project SPECIALIZATION PROFILE ("Vertiefungsprofil 2")
Research-oriented seminar and practical design-oriented projects. Topic 2021: Transitional cross-reality interfaces with collaborative AR/VR. Topic 2022: Together with DFS (Deutsche Flugsicherung) new interaction designs for air traffic control, example: Remote Control Tower. Topic 2023: Together with DFS (Deutsche Flugsicherung) visualizing airspaces.
MSc Media Informatics, 6h/week (10 ECTS), SS 2021 (15 students), SS 2022 (5 students)

Teaching at FH Upper Austria (2015-2020)

Course INTERACTION DESIGN , Course USABILITY ENGINEERING , Course MODERN USER INTERFACE DESIGN
Introduction to human-computer interaction, user-centered design, and interaction design <i>Student projects from this course won the first prize in the Usability Challenge of the German Informatics Society at the Mensch & Computer conference in 2017, 2018, and 2019.</i>
MSc Human-Centered Computing, 3h/week (5 ECTS), WS 15-18 (20 students) BA Communication and Knowledge Media, 4h/week (5 ECTS), WS 15-18 (30 students) BSc Software Engineering, 2h/week (2 ECTS), SS 15-20 (90 students) MSc Robotic Systems Engineering, 4h/week (4 ECTS), SS 19,20 (20 students)

Course INFORMATION VISUALIZATION
Introduction to the human-centered design of interactive information visualization for visual data analysis and exploration
MSc Human-Centered Computing, 2 h/week (3.5 ECTS), SS 18,19,20 (20 students) MSc Inform. Engineering & Management, 2 h/week (3.5 ECTS), WS 17,18 (20 students)

Seminar MULTIMODAL INTERACTION
Introduction to multimodal, post-desktop, and post-WIMP interaction including interactive tables, walls, rooms, gestural and tangible user interfaces
MSc Human-Centered Computing, 1 h/week (1 ECTS), WS 18 (20 students)

Course EYETRACKING AND USABILITY STUDIES
Introduction to the design of quantitative usability studies and user experiments
BA Communication and Knowledge Media, 2h/week (3 ECTS), SS15,16,18 (20 students)

Course RESEARCH METHODS FOR COMPUTER SCIENTISTS
Introduction to scientific research and writing
MSc Human-Centered Computing, 1 h/week (1 ECTS), WS 15,16,17,18,20 (20 students) MSc Software Engineering, 1 h/week (1 ECTS), WS 15 & 16 & 17 & 18 (30 students)

Project CAPSTONE PROJECTS
Capstone projects give teams of 6 to 10 students the chance to work on a one-year project for an external client.
<i>MSc 2018: Augmented-reality support with HoloLens for troubleshooting in automated storage systems for logistics for TGW GmbH, Wels.</i>
<i>BSc 2017: Design & development of a new 3D user interface for the Freedyn multibody dynamics simulation software for School of Engineering, FH Upper Austria, Wels.</i>
<i>MSc 2016: Panda – Augmented reality support of maintenance tasks with Microsoft HoloLens for TGW GmbH, Wels.</i>
<i>BSc 2016: Netter – Design & development of a responsive web application for collecting patient reported outcomes with tablets and smartphones for Radiation Oncology, Krankenhaus der Barmherzigen Schwestern Linz.</i>
<i>MSc 2015: Future Com – Virtual reality and remote presence for command and control in crisis rooms for Red Cross Upper Austria.</i>
<i>BSc 2015: Design & development of an Android app for in-situ registration of electronic and automation components in bottling plants for SOFTWerk GmbH, Wels.</i>
BSc Software Engineering, 4h/week (6 ECTS), SS&WS 15,16,17 (6-10 students) MSc Software Engineering, 4h/week (5 ECTS), WS&SS 15,16, WS 18 (6-10 students) MA Communication & Knowledge Media (5 ECTS), WS&SS 15,16, WS 18 (6-10 students)



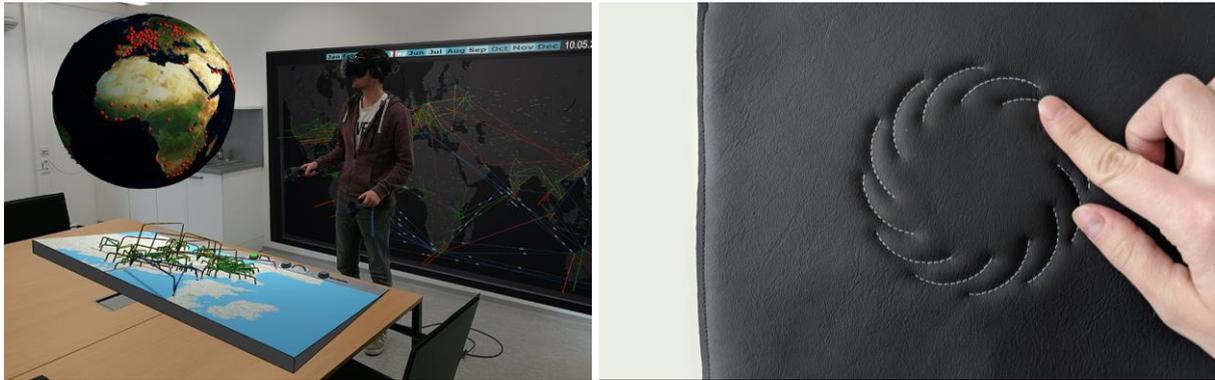
Student projects from the course “Interaction Design & Usability Engineering” (left).
Award ceremony and student project presentation at Usability Challenge 2017 & 2018 (right).

Other Teaching and Supervision

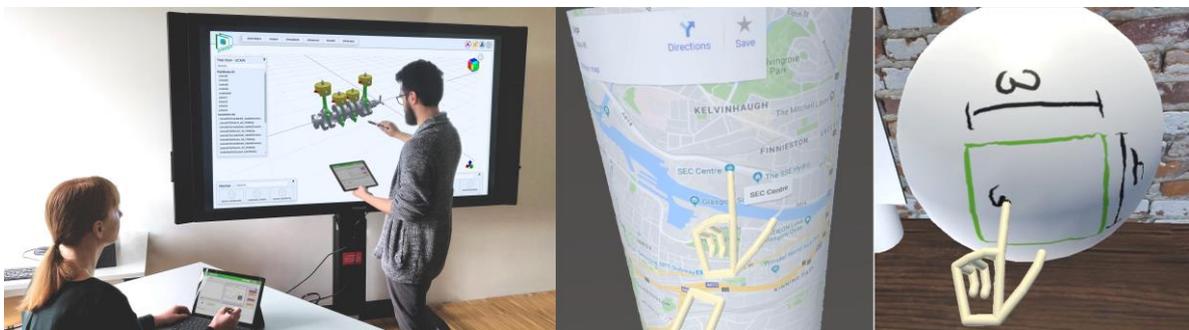
- PhD Theses: Since Mar '23: Supervisor for the doctoral dissertation “Mobile Transitional Interfaces” of Daniel Schacht, *Dr. rer. nat.* at University of Lübeck, Germany.
- Since Feb '21: Supervisor for the doctoral dissertation “Collaboration in Transitional Interfaces” of Jan-Henrik Schröder, *Dr. rer. nat.* at University of Lübeck, Germany.
- Since Jan '19: 2nd Supervisor for the doctoral dissertation “Mixed Reality as partial substitution for physical flight simulators” of Stefan Auer, *Dr. rer. nat.* at University of Konstanz, Germany.
- Until Apr '16: Member of the evaluation commission for PhD thesis and defense of Giuseppe Desolda, *Doctor Europaeus*, University of Bari, Italy.
- Other Theses: 6 BSc, 10 MSc (University of Lübeck); 16 BSc, 10 BA, 21 MSc, 3 MA (FH Upper Austria); 1 MSc (University College London); 6 BSc, 5 MSc (University of Konstanz).
- SS 2017-2015 Course *Design Thinking for Innovation* (FH Upper Austria, Master “Human-Centered Computing”). 3 h/week (5 ECTS).
- WS 2016 & 2015 Practical courses *Web Architectures and Frameworks* (FH Upper Austria, Bachelor “Software Engineering”). 1h/week (2 ECTS).

- 2013 (Term 1) Teaching Assistant. *Systems Engineering, Module COMP2013* (University College London, Bachelor "Computer Science"). 3 h/week.
- WS 2012 Seminar *Theories and Models in Human-Computer Interaction* (University of Konstanz, Master "Information Engineering"). 2 h/week (4 ECTS).
- WS 2011 & 2010 Assistant lecturer in *Blended Interaction – New Forms of Human-Computer Interaction* (University of Konstanz, Bachelor and Master "Information Engineering"). 4 h/week (9 ECTS).
- 2012 - 2005 Assistant lecturer in *Visual Information Seeking Systems* (University of Konstanz, Bachelor and Master "Information Engineering", 5 semesters between 2005 and 2012). 4 h/week (6 ECTS).
- 2009 Full-day Tutorial *Designing User Interfaces for Interactive Information Retrieval Systems and Digital Libraries* at ECDL 2009 Conference in Corfu, Greece (with Prof. Dr. Harald Reiterer). 1-day tutorial.
- 2008-2006 Assistant lecturer in *Usability Engineering I – Designing Interactive Products* (University of Konstanz, Bachelor and Master "Information Engineering", SS06, SS07, WS07, WS08). 4 h/week (6 ECTS).
- 2006 *Data Visualization for Communication Designers* (HTWG Konstanz, Master "Communication Design", SS06). Giving full-day block seminar for designers at HTWG Konstanz (with Prof. Dr. Harald Reiterer).

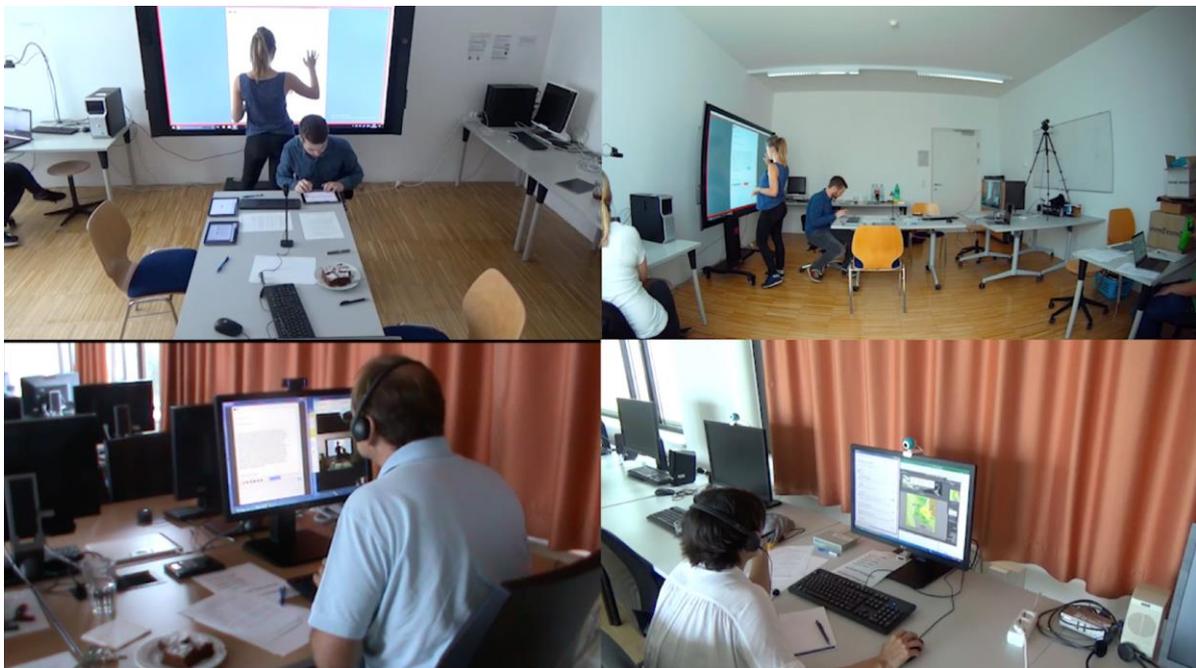
SELECTED PROJECTS AND PROTOTYPES



Left: Mixed-Reality visualization of global supply chains (Workshop at CHI 2020) [W26].
Right: Smart textile user interfaces for sensing touch gestures (Paper at DIS 2021) [27].



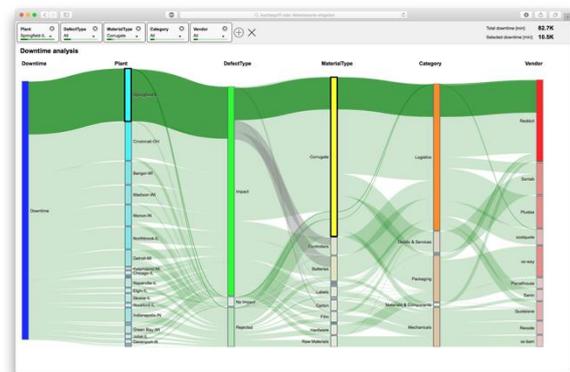
Left: Collaborative modeling and simulation of cyberphysical systems (ISM 2020) [J12].
Right: Paper at CHI 2020 – VR simulation of interactive spaces and non-planar touch screens [25].



Project SCOLA (2018) – User study of hybrid collaboration involving partially-distributed teams using tablets and large interactive whiteboards (Best Paper Award at CSCW 2018) [J9].



Student Project Panda (2017) – Augmented Reality support for maintenance tasks based on Microsoft HoloLens (with TGW Logistics Group GmbH).



Project USIVIS (2017) – *Top*: User study of cross-device visualization (Honorable Mention at CHI '17) [21]. *Bottom left*: Cross-device visualization with Microsoft Surface Hub 84", tablets, and laptops. *Bottom right*: Interactive Sankey diagram for visual supplier quality analysis.



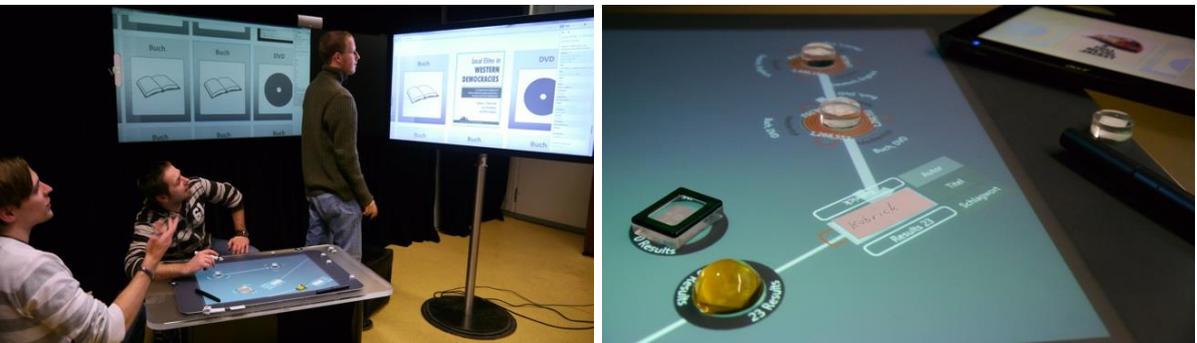
Project HuddleLamp (2014) – Desk lamp with integrated depth camera for tracking multiple mobile devices, their positions, and user hand gestures [16]. This enables the use of multiple devices as a multi-user cross-device user interface (Best Demo Award ACM ITS 2014) [P9].



Project TwisterSearch (2012) – Collaborative Web search with Samsung SUR 40 and Apple iPads [P8,B5].



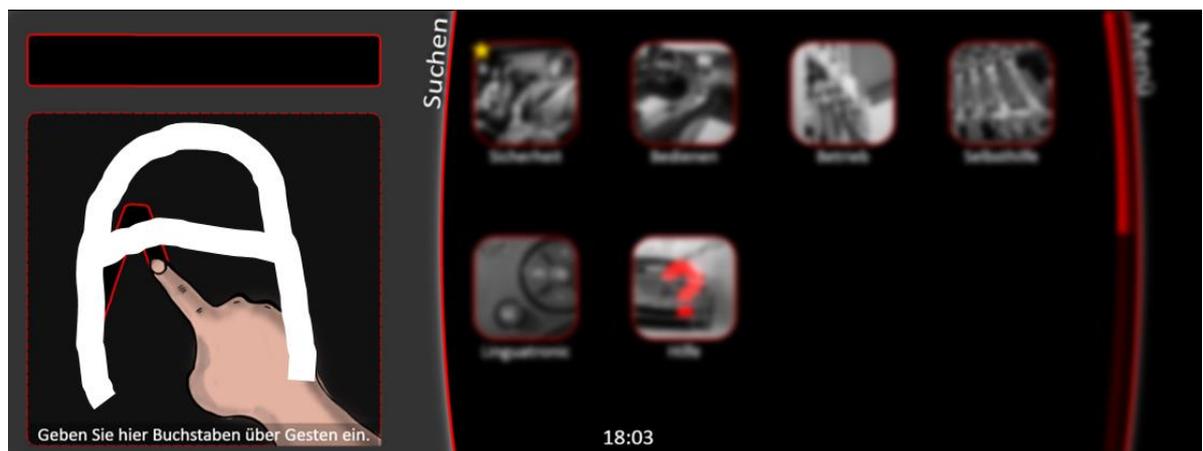
Project permaedia/ZOIL (2012) – Design, implementation and evaluation of multi-user/multi-display environments for collaborative information management with multi-touch tabletops, wall-sized displays, tablet PCs, digital pen & paper and tangible user interfaces [J3,B2,B1].



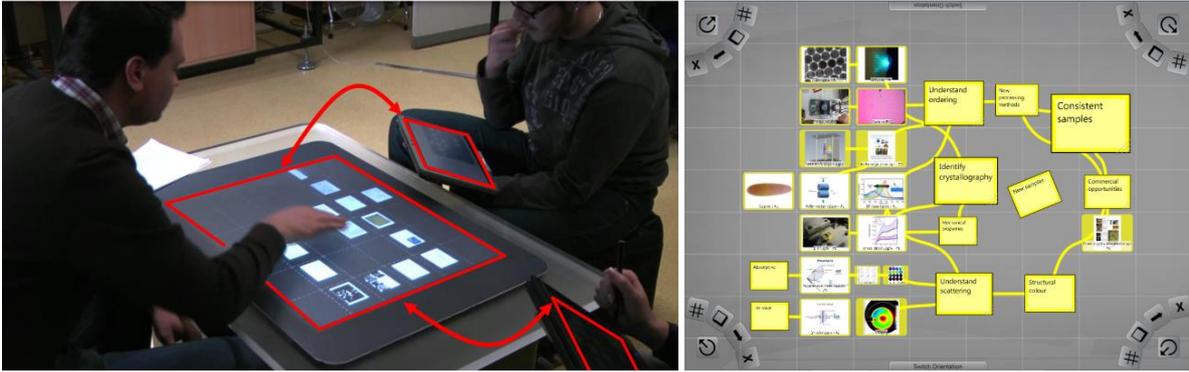
Project Facet-Streams (2014, 2011) – *Top*: Collaborative faceted search in the catalog of the Library of the University of Konstanz (approx. 2 Mio entries) with tangibles.
Bottom: Faceted product search (CHI 2011 Honorable Mention Paper Award) [10].



Student Project NAVI (2011) – A navigational aid for the visually impaired based on a vibro-tactile belt and the Microsoft Kinect (Best Poster Award at INTERACT 2011) [P7].
Photos from keynote at Microsoft MIX conference 2011. Las Vegas.



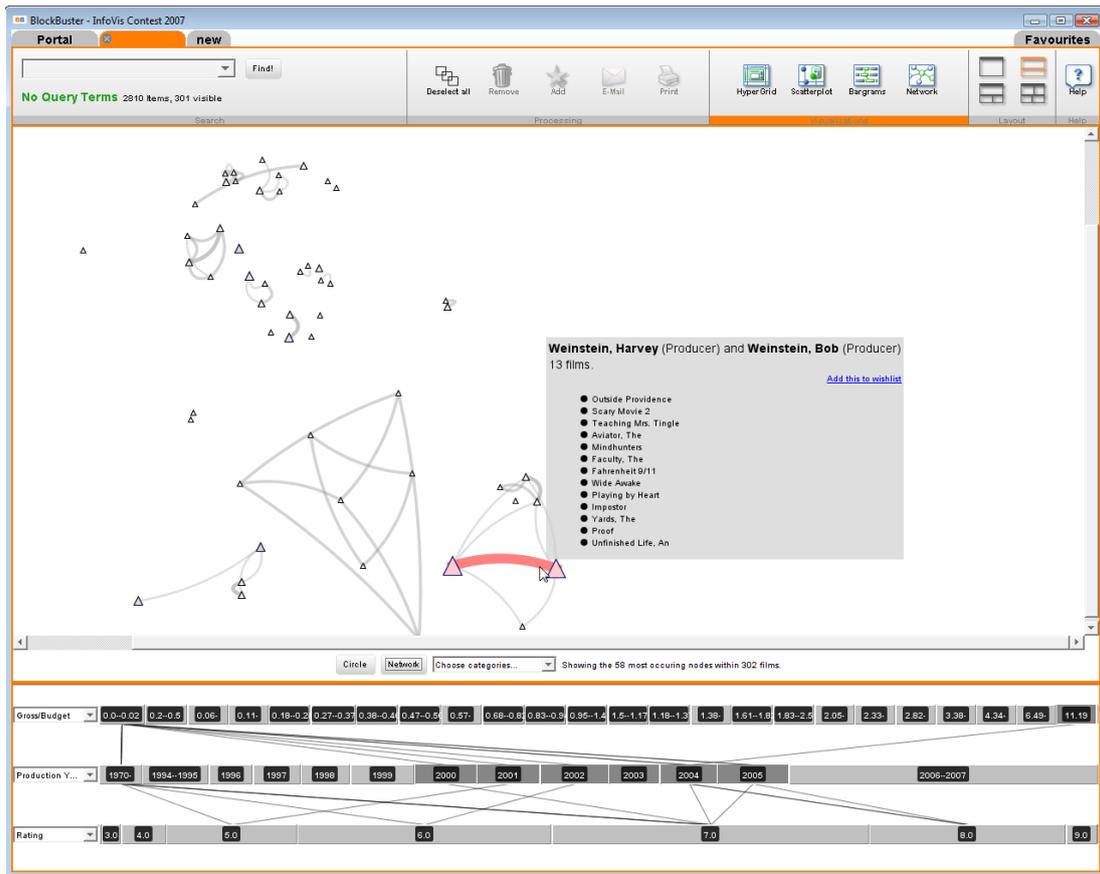
Project DiBa (2009) – Proof-of-concept for an interactive onboard vehicle manual for passenger vehicles based on a touch-screen HMI and a smart phone (cooperation with Mercedes Benz, Daimler Chrysler AG).



Project permaedia/ZOIL (2009) – DeskPiles: Multi-user and multi-display presentation, discussion and annotation of project maps with an interactive tabletop and tablets (cooperation with Microsoft Research Cambridge and University of Cambridge) [13].



Project RESPECT (2009) – Web browser for rear-seat-entertainment (cooperation with Audi/Volkswagen AG) [6].



Project MedioVis/Blockbuster (2007) – Visual information seeking and analysis in library and motion picture data (in use at the Library of the University of Konstanz from 2004 to 2014) [4,3,2,U3,U2,U1,P1,P2].

COMMERCIAL PROJECTS AS FREELANCER

- 2006 Contextual requirements analysis for location based services and mobile applications in German urban environments. Client: *Nokia, Finland/Japan*.
- 2005 UI & process visualization for industrial touchscreen HMIs (laser cleaning machinery for Asian tire manufacturer, tire identification and laser marking system for Continental AG, Germany). Client: *Jet Lasersysteme GmbH, Hückelhoven, Germany*.
- 2003 Machine control software in Java/C for laser paint-stripping of aviation parts for *Raytheon Systems, Tucson, USA*. Client: *Jet Lasersysteme GmbH, Hückelhoven, Germany*.
- 2003 Development of Java UI and database caching module for MySQL-based database for long-term stockmarket analysis. Client: *ActiveCreate GmbH, Neuhausen, Germany*.
- 2002 Development of backup and encryption modules in C/C++ for secure communication software suite of SecureAgent Software, Tulsa, USA. Client: *ActiveCreate GmbH, Neuhausen, Germany*.

PUBLICATIONS (Google Scholar h-index: 28)

Conference Papers (peer reviewed)

- [30] Schröder, J.; Schacht, D.; Peper, N.; Hamurculu, A. M.; **Jetter, H.-C.**: *Collaborating Across Realities: Analytical Lenses for Understanding Dyadic Collaboration in Transitional Interfaces*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2023), ACM Press, 2023. Article No.: 97, p. 1–16. <https://doi.org/10.1145/35444548.3580879>. Received Best Paper Award at CHI 2023.
- [29] Pointecker, F.; Friedl, J.; Schwajda, D.; **Jetter, H. C.**; Anthes, C.: *Bridging the Gap Across Realities: Visual Transitions Between Virtual and Augmented Reality*. Proceedings of the 21th IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2022), Singapore, Singapore, October, 17-21. p. 827-836. <https://doi.org/10.1109/ISMAR55827.2022.00101>
- [28] Auer, S.; Gerken, J.; Reiterer, H.; **Jetter, H.-C.**: *Comparison Between Virtual Reality and Physical Flight Simulators for Cockpit Familiarization*. Mensch und Computer 2021 (MuC '21), ACM, 2021. p. 378-392. <https://doi.org/10.1145/3473856.3473860>
- [27] Mlakar, S.; Haberfellner, M.A.; **Jetter, H.-C.**; Haller, M.: *Exploring Affordances of Surface Gestures on Textile User Interfaces*. ACM DIS '21: Designing Interactive Systems Conference, ACM, 2021. p. 1159-1170. <https://doi.org/10.1145/3461778.3462139>
- [26] Hofer, P.; Karrer, S.; Ebner, K.; **Jetter, H.-C.**: *Geografische Big Data Visualisierungen – Neue Design- und Interaktionskonzepte im Usability Vergleich*. Proceedings of CARF 2020: Controlling, Accounting, Risk and Finance. Verlag IFZ – Hochschule Luzern (Aug 2020). p. 165-187.
- [25] **Jetter, H.-C.**; Rädle, R.; Feuchtner, T.; Anthes, C.; Friedl, J.; Klokmoose, C.: *"In VR, everything is possible!": Sketching and Simulating Spatially-Aware Interactive Spaces in Virtual Reality*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2020), ACM Press, 2020. Paper No. 523, p. 1-16.
- [24] Rädle, R.; **Jetter, H.-C.**; Fischer, J.; Gabriel, I.; Klokmoose, C.; Reiterer, H.; Holz, C.: *PolarTrack: Optical Outside-In Device Tracking that Exploits Display Polarization*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2018), ACM Press, 2018. Paper No. 497, p. 1-9.
- [23] Neumayr, T.; Augstein, M.; **Jetter, H.-C.**: *Phases and Success Criteria of Collaboration in the Ubiquity Era*. Proceedings of the 15th International Conference on Advances in Mobile Computing & Multimedia (MoMM '18), ACM Press, 2017. p. 201-205.

- [22] Plank, T.; Hofer, P.; **Jetter, H.-C.**; Walchshofer, C.: *The Interactive Visualization of Big Data: A Survey of Current Practice and Potential Barriers for Adoption*. Proceedings of the 16th FRAP – Finance, Risk and Accounting Perspectives Conference (FRAP '17), ACRN Oxford Centre for Interdisciplinary Research, 2017.
- [21] Plank, T.; **Jetter, H.-C.**; Rädle, R.; Luger, T.; Klokmose, C.; Reiterer, H.: *Is Two Enough?! Studying Benefits, Barriers, and Biases of Multi-Tablet Use for Collaborative Visualization*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2017), ACM Press, 2017. p. 4548-4560. *Received Honorable Mention Award at CHI 2017*.
- [20] Leong, J.; Perteneder, F.; **Jetter, H.-C.**; Haller, M.: *What a Life! Building a Framework for Constructive Assemblies*. TEI17: Proceedings of the 11th International Conference on Tangible, Embedded and Embodied Interaction, ACM Press, 2017. p. 57-66. *Received Best Paper Award at TEI 2017*.
- [19] Zagermann, J.; Pfeil, U.; Rädle, R.; **Jetter, H.-C.**; Klokmose, C.; Reiterer, H.: *When Tablets meet Tabletops: The Effect of Tabletop Size on Around-the-Table Collaboration with Personal Tablets*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2016), ACM Press, 2016. p. 5470-5481.
- [18] **Jetter, H.-C.***; Rädle, R.*; Schreiner, M.; Lu, Z.; Reiterer, H.; Rogers, Y.: *Spatially-aware or spatially-agnostic? Elicitation and Evaluation of User-Defined Cross-Device Interaction*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015), ACM Press, 2015. p. 3913-3922. **The first two authors contributed equally to this work*.
- [17] Müller, J.; Rädle, R.; **Jetter, H.-C.**; Reiterer, H.: *An Experimental Comparison of Vertical and Horizontal Dynamic Peephole Navigation*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2015), ACM Press, 2015, p. 1523-1526.
- [16] Rädle, R.; **Jetter, H.-C.**; Marquardt, N.; Reiterer, H.; Rogers, Y.: *HuddleLamp: Spatially-Aware Mobile Displays for Ad-hoc Around-the-Table Collaboration*. Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces (ITS '14), ACM Press, 2014, p. 45-54.
- [15] **Jetter, H.-C.**; Gallacher, S.; Kalnikaite, V.; Rogers, Y.: *Suspicious Boxes and Friendly Aliens: Exploring the Physical Design of Urban Sensing Technology*. Proceedings of the First International Conference on IoT in Urban Space (Urb-IoT '14), ACM Press, 2014, p.68-73.
- [14] **Jetter, H.-C.***; Rädle, R.*; Müller, J.; Reiterer, H.: *Bigger is not always better: Display Size, Performance, and Task Load during Peephole Map Navigation*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2014), ACM Press, 2014, p. 4127-4136. **The first two authors contributed equally to this work*.

- [13] Oleksik, G.; **Jetter, H.-C.**; Gerken, J.; Milic-Frayling, N.; Jones, R.: *Towards an Information Architecture for Flexible Reuse of Digital Media*. Proceedings of 12th International Conference on Mobile and Ubiquitous Media (MUM '13), ACM Press, 2013, Article No. 12.
- [12] Rädle, R.; **Jetter, H.-C.**; Butscher, S.; Reiterer, H.: *The Effect of Egocentric Body Movements on Users' Navigation Performance and Spatial Memory in Zoomable User Interfaces*. Proceedings of ACM Interactive Tabletops and Surfaces (ITS '13), ACM Press, 2013, p.23-32.
- [11] **Jetter, H.-C.**; Leifert, S.; Gerken, J.; Schubert, S.; Reiterer, H.: *Does (Multi-)Touch Aid Users' Spatial Memory and Navigation in 'Panning' and in 'Zooming & Panning' UIs?* AVI '12: Advanced Visual Interfaces International Working Conference, ACM Press, May 2012, p. 83-90.
- [10] **Jetter, H.-C.**; Gerken, J.; Zöllner, M.; Reiterer, H.; Milic-Frayling, N.: *Materializing the Query with Facet-Streams – A Hybrid Surface for Collaborative Search on Tabletops*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2011), ACM Press, 2011, p. 3013-3022. *Received Honorable Mention Award at CHI 2011*.
- [9] Gerken, J.; **Jetter, H.-C.**; Zöllner, M.; Mader, M.; Reiterer, H.: *The Concept Maps Method as a Tool to Evaluate the Usability of APIs*. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2011), ACM Press, 2011, p. 3373-3382.
- [8] Weibel, N.; Signer, B.; Norrie, M. C.; Hofstetter, H.; **Jetter, H.-C.**; Reiterer, H.: *PaperSketch – A Paper-Digital Collaborative Remote Sketching Tool*. In: Proceedings of the 2011 International Conference on Intelligent User Interfaces (IUI 2011), ACM Press, 2011, p. 155-164.
- [7] **Jetter, H.-C.**; Gerken, J.; Zöllner, M.; Reiterer, H.: *Model-based Design and Prototyping of Interactive Spaces for Information Interaction*. In: Proceedings of 3rd Conference on Human-Centred Software Engineering (HCSE 2010), Springer, 2010, p. 22-37.
- [6] Specht, M.; Söter, A.; Gerken, J.; **Jetter, H.-C.**; Bohrer, L.; Reiterer, H.: *Dynamic Force Fields zur Präzisionserhöhung von Zeigegeräten*. In: Mensch und Computer 2010 - Interaktive Kulturen, Oldenbourg, 2010, p. 27-36.
- [5] **Jetter, H.-C.**: *Die MCI im Wandel: User Experience als zentrale Herausforderung?* In: Mensch und Computer 2006 - Mensch und Computer im StrukturWandel, Oldenbourg, 2006, p. 65-72.
- [4] **Jetter, H.-C.**; Gerken, J.; König, W.; Grün, C.; Reiterer, H.: *HyperGrid - Accessing Complex Information Spaces*. In: People and Computers XIX - The Bigger Picture, Proceedings of the 19th Annual Conference of the British HCI Group (HCI 2005), Springer, 2005, p. 349-364.
- [3] Reiterer, H.; **Jetter, H.-C.**; König, W.; Gerken, J.; Grün, C.: *Zoomtechniken zur Exploration komplexer Informationsräume am Beispiel "HyperGrid"*. In: Mensch und Computer 2005 - Kunst und Wissenschaft - Grenzüberschreitungen der interaktiven ART, Oldenbourg, 2005, p. 143-153.

- [2] Grün, C.; Gerken, J.; **Jetter, H.-C.**; König, W.; Reiterer, H.: *MedioVis - a User-Centred Library Metadata Browser*. In: Proceedings of the 9th European Conference on Research and Advanced Technology for Digital Libraries 2005 (ECDL 2005), Springer, 2005, p. 174-185.
- [1] Reiterer, H.; Limbach, T.; Klein, P.; Müller, F.; **Jetter, C.**: *Ein visueller Metadaten Browser für die explorative Erkundung großer Datenmengen*. In: Mensch und Computer 2003 – Interaktion in Bewegung, Stuttgart, B.G. Teubner, 2003, p. 165-176.

Journal Articles

- [J19] Auer, S.; Anthes, C.; Reiterer, H.; **Jetter, H.-C.**: *Aircraft Cockpit Interaction in Virtual Reality with Visual, Auditive, and Vibrotactile Feedback*. Proceedings of the ACM on Human-Computer Interaction (PACM HCI), Volume 7, Issue ISS, November 2023. p.420-443. <https://doi.org/10.1145/3626481>
- [J18] Schwajda, D.; Friedl, J.; Pointecker, F.; **Jetter, H.-C.**; Anthes, C.: *Transforming graph data visualisations from 2D displays into augmented reality 3D space: A quantitative study*. Frontiers in Virtual Reality, Volume 4, March 2023. <https://doi.org/10.3389/frvir.2023.1155628>
- [J17] Fink, D.; Zagermann, J.; Reiterer, H.; **Jetter, H.-C.**: *Re-locations: Augmenting Personal and Shared Workspaces to Support Remote Collaboration in Incongruent Spaces*. Proceedings of the ACM on Human-Computer Interaction (PACM HCI), Volume 6, Issue ISS, December 2022, p.556:1-556:30. <https://doi.org/10.1145/3567709>
- [J16] Wallace, J.; Lucero, A.; **Jetter, H.-C.**; Hancock, M.: *PACMHCI V6, ISS, December 2022 Editorial Message*. Proceedings of the ACM on Human-Computer Interaction (PACM HCI), Volume 6, Issue ISS, December 2022, p. 1-1. <https://dl.acm.org/action/showFmPdf?doi=10.1145%2F3554337>
- [J15] Fröhler, B.; Anthes, C.; Pointecker, F.; Friedl, J.; Schwajda, D.; Riegler, A.; Tripathi, S.; Holzmann, C.; Brunner, M.; Jodlbauer, H.; **Jetter, H.-C.**; Heinzl, Christoph. *A Survey on Cross-Virtuality Analytics*. Computer Graphics Forum, Volume 41 (2022), Issue 1, The Eurographics Association and John Wiley & Sons Ltd., Feb 2022. p. 465–494. <https://doi.org/10.1111/cgf.14447>
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- [D6] **Jetter, H.-C.**; Schröder, J.-H.; Gugenheimer, J.; Billingham, M.; Anthes, C.; Khamis, M.; Feuchtner, T.: *Transitional Interfaces in Mixed and Cross-Reality: A new frontier?* In: Interactive Surfaces and Spaces (ISS '21), p. 46-49. <https://doi.org/10.1145/3447932.3487940>
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- [D4] Hurtienne, J.; **Jetter, H.-C.**; Marquardt, N.; Pederson, T.: *Ubicomp Beyond Devices: People, Objects, Space and Meaning*. In: Proceedings of the 8th Nordic Conference on Human-Computer Interaction (NordiCHI '14), ACM Press, 2014, p. 837-840.
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Book Chapters

- [B7] **Jetter, H.-C.:** *Mensch-Computer-Interaktion, Usability und User Experience*. Kuhlen, R.; Lewandowski, D.; Semar, W.; Wormser-Hacker, C. (ed.), Grundlagen der Informationswissenschaft (7. Auflage), Walter de Gruyter, 2022, p. 523-534.
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- [W30] Schacht, D.; **Jetter, H.-C.:** *Promises and Design-Challenges of Mobile Transitional Interfaces*. 1st Joint Workshop on Cross Reality @ IEEE ISMAR 2023. [To appear in Oct 2023](#) (peer reviewed)
- [W29] Schrills, T.; Schmid, L.; **Jetter, H.-C.;** Franke, T.: *An Explainability Approach for Conversational User Interfaces in Walk-Up-And-Use Contexts*. UCAI '21: Workshop on User-Centered Artificial Intelligence. In Mensch und Computer 2021 - Workshopband. Gesellschaft für Informatik, Sep 2021. <https://doi.org/10.18420/muc2021-mci-ws02-377> (peer reviewed)

- [W28] Riegler, A.; Anthes, C.; **Jetter, H.-C.**; Heinzl, C.; Holzmann, C.; Jodlbauer, H.; Brunner, M.; Auer, S.; Friedl, J.; Fröhler, B.; Leitner, C.; Pointecker, F.; Schwajda, D.; Tripathi, S.: *Cross-Virtuality Visualization, Interaction and Collaboration*. International Workshop on Cross-Reality (XR) Interaction @ ACM ISS 2020. **(peer reviewed)**
- [W27] Pointecker, F.; **Jetter, H.-C.**; Anthes, C.: *Exploration of Visual Transitions Between Virtual and Augmented Reality*. Online proceedings of the 4th Workshop on Immersive Analytics: Envisioning Future Productivity for Immersive Analytics @ CHI 2020. **(peer reviewed)**
- [W26] Pointecker, F.; **Jetter, H.-C.**; Anthes, C.: *Visualising Geospatial Network Data using Virtual Reality Technology*. Online proceedings of the 4th Workshop on Immersive Analytics: Envisioning Future Productivity for Immersive Analytics @ CHI 2020. **(peer reviewed)**
- [W25] Neumayr, T.; **Jetter, H.-C.**; Schönböck, J.: *DisMoSim: Hybrid Collaboration in Mechanical Engineering*. Workshop "Hybrid Collaboration – Moving Beyond Purely Co-Located or Remote Collaboration" (an eCSCW 2019 Workshop). **(not peer reviewed)**
- [W24] **Jetter, H.-C.**: *Human-Data Interaction: Bridging HCI, InfoVis, and Data Science for Novel Sensemaking Experiences*. Workshop "Sensemaking in a Senseless World" (a CHI 2018 Workshop). **(not peer reviewed)**
- [W23] **Jetter, H.-C.**; Hofer, P.; Altmann, J.; Schönböck, J.; Kurschl, W.: *Beyond the Tabletop: Improving the Spatial Awareness of Multi-Tablet Visualization*. The Disappearing Tabletop (a ISS'17 Workshop). **(not peer reviewed)**
- [W22] Rädle, R.; Klokmose, C. N.; **Jetter, H.-C.**: *A Proposal for a Taxonomy to Survey the State-of-the-Art of Multi-Device Technologies*. Cross-Surface 2016 @ ISS2016 (a ISS '16 Workshop). **(not peer reviewed)**
- [W21] **Jetter, H.-C.**: *"Bring-your-own-app?!" – Why apps hinder us from achieving true cross-device BYOD interaction*. Cross-Surface 2016. Second International Workshop on Interacting with Multi-Device ecologies "in the wild" (a CHI 2016 Workshop). **(not peer reviewed)**
- [W20] Zagermann, J.; Pfeil, U.; Schreiner, M.; Rädle, R.; **Jetter, H.-C.**; Reiterer, H.: *Reporting Experiences on Group Activities in Cross-Device Settings*. Workshop on Interacting with Multi-Device Ecologies in the Wild (ITS 2015). **(not peer reviewed)**
- [W19] Brudy, F.; Marquardt, N.; **Jetter, H.-C.**; Houben, S.; Sellen, A.; Rogers, Y.: *Supporting Collaborative Curation of Historic Documents with Mobile Ad Hoc Cross-Device Interactions*. Workshop "Mobile Collocated Interactions – From Smartphones to Wearables" (CHI 2015). **(not peer reviewed)**
- [W18] **Jetter, H.-C.**: *HuddleLamp: Exploring Community Data with Co-located Mobile Screens*. Workshop "Designing Alternative Systems for Local Communities" (CHI 2015). **(not peer reviewed)**

- [W17] Koeman, L.; **Jetter, H.-C.**: *Who Should Lead the Development of Community Technology*. Workshop "Designing Alternative Systems for Local Communities" (CHI 2015). **(not peer reviewed)**
- [W16] Gallacher, S.; **Jetter, H.-C.**, Kalnikaite, V.; McCann, J.; Prendergast, D.; Bird, J.: *Investigating the Challenges for Crowd Sensing: Lessons from Zurich*. Workshop "Structures of Knowledge Co-creation Between Organisations and the Public" (A Workshop at ACM CSCW 2014), Baltimore, USA, Mar 2014. **(not peer reviewed)**
- [W15] **Jetter, H.-C.**: *A Cognitive Perspective on Gestures, Manipulations, and Space in Future Multi-Device Interaction*. Workshop "Gesture-based Interaction Design" (In conjunction with CHI 2014 Conference), Toronto, Canada, Apr 2014. **(peer reviewed)**
- [W14] **Jetter, H.-C.**; Rädle, R.: *Visual and Functional Adaptation in Ad-hoc Communities of Devices*. Workshop on Visual Adaptation of Interfaces (In conjunction with ITS '13 conference), St. Andrews, Scotland, Oct 2013. **(invited)**
- [W13] **Jetter, H.-C.**, Schöning, J., Rädle, R., Reiterer, H., Rogers, Y. *Collaborative Interactions in Future Crisis Rooms*. Markus Rester, et al. (eds.): Collaborative Human-Computer Interaction with Big Wall Displays – BigWallHCI 2013. p 35-39. Luxembourg: Publications Office of the European Union, 2013, p. 35-39. **(invited)**
- [W12] **Jetter, H.-C.**; Reiterer, H.: *Self-Organizing User Interfaces: Envisioning the Future of Ubicomp UIs*. Workshop "Blended Interaction: Envisioning Future Collaborative Interactive Spaces" (In conjunction with CHI 2013 Conference), Paris, France, Apr 2013. **(peer reviewed)**
- [W11] Rädle, R.; Weiler, A.; Huber, S.; **Jetter, H.-C.**; Mansmann, S.; Reiterer, H.; Scholl, M. H.: *eBook meets Tabletop: Using Collaborative Visualization for Search and Serendipity in On-line Book Repositories*. In: Proceedings of the fifth ACM workshop on Research advances in large digital book repositories and complementary media (BooksOnline '12), ACM Press, Oct 2012, p. 3-6. **(peer reviewed)**
- [W10] **Jetter, H.-C.**; Geyer, F.; Schwarz, T.; Reiterer, H.: *Blended Interaction – Toward a Framework for the Design of Interactive Spaces*. Workshop Designing Collaborative Interactive Spaces (DCIS 2012) at International Working Conference on Advanced Visual Interfaces (AVI '12), May 2012. **(peer reviewed)**
- [W9] Rädle, R.; **Jetter, H.-C.**; Reiterer, H.: *TwisterSearch: A distributed user interface for collaborative Web search*. In: Proceedings of the 2nd Workshop on Distributed User Interfaces: Collaboration and Usability (In conjunction with CHI 2012 Conference, Austin, USA), University of Castilla-La Mancha, Spain, May 2012. **(peer reviewed)**
- [W8] Seifried, T.; **Jetter, H.-C.**; Haller, M.; Reiterer, H.: *Lessons Learned from the Design and Implementation of Distributed Post-WIMP User Interfaces*. In: Accepted Papers of Distributed User Interfaces 2011 (a CHI 2011 Workshop), Vancouver BC, Canada, May 2011. **(peer reviewed)**

- [W7] Zöllner, M.; **Jetter, H.-C.**; Reiterer, H.: *ZOIL: A Design Paradigm and Software Framework for Post-WIMP Distributed User Interfaces*. In: Accepted Papers of Distributed User Interfaces 2011 (a CHI 2011 Workshop), Vancouver BC, Canada, May 2011. **(peer reviewed)**
- [W6] **Jetter, H.-C.**; Gerken, J.; Zöllner, M.; Reiterer, H.: *Be-Greifbare Interaktion für die kollaborative Suche*. In: Mensch & Computer 2010 - Workshopband, Logos Verlag, 2010, p. 145-150. **(peer reviewed)**
- [W5] **Jetter, H.-C.**; Gerken, J.; Reiterer, H.: *Natural User Interfaces: Why We Need Better Model-Worlds, Not Better Gestures*. Workshop "Natural User Interfaces: The Prospect and Challenge of Touch and Gestural Computing" (CHI 2010 Workshop), Atlanta, USA, Apr 2010. **(not peer reviewed)**
- [W4] **Jetter, H.-C.**; König, W. A.; Reiterer, H.: *Understanding and Designing Surface Computing with ZOIL and Squidy*. Workshop "Multitouch and Surface Computing" (CHI 2009 Workshop), Boston, USA, Apr 2009. **(not peer reviewed)**
- [W3] Gerken, J.; Bak, P.; **Jetter, H.-C.**; Klinkhammer, D.; Reiterer, H.: *How to use interaction logs effectively for usability evaluation*. Workshop "BELIV'08: Beyond time and errors - novel evaluation methods for Information Visualization" (CHI 2008 Workshop), Florence, Italy, Apr 2008. **(peer reviewed)**
- [W2] **Jetter, H.-C.**; König, W. A.; Gerken, J.; Reiterer, H.: *ZOIL - A Cross-Platform User Interface Paradigm for Personal Information Management*. Workshop "Personal Information Management: PIM 2008" (CHI 2008 Workshop), Florence, Italy, Apr 2008. **(peer reviewed)**
- [W1] **Jetter, H.-C.**; Gerken, J.: *A Simplified Model of User Experience for Practical Application*. In: The 2nd COST294-MAUSE International Open Workshop "User eXperience - Towards a unified view" (NordiCHI 2006 Workshop), Oslo, Norway, Oct 2006, p. 106-111. **(peer reviewed)**

Invited Papers (not peer reviewed)

- [U4] Binding, C.; Brettlecker, G.; Catarci, T.; Christodoulakis, S.; Crecelius, T.; Gioldasis, N.; **Jetter, H.-C.**; [et al.]: *DelosDLMS: infrastructure and services for future digital library system*. In: Proceedings of 2nd DELOS Conference on Digital Libraries, DELOS Network of Excellence on Digital Libraries, 2007.
- [U3] Reiterer, H.; Gerken, J.; **Jetter, H.-C.**: *Benutzergerechte und effiziente Navigation & Interaktion in digitalen Bibliotheken und Katalogen*. In: Proceedings des 3. Leipziger Kongresses für Information und Bibliothek: Information und Ethik, Dinges & Frick, 2007, p. 162-169.
- [U2] Reiterer, H.; **Jetter, H.-C.**: *Das Projekt MedioVis - Visuelle Exploration Digitaler Bibliotheken*. In: Wa(h)re Information: 29. Österreichischer Bibliothekartag Bregenz, Neugebauer, 2007, p. 224-232.

- [U1] **Jetter, H.-C.**; König, W.; Gerken J.; Reiterer H.: *MedioVis: Neue Formen der Navigation in Webdatenbanken*. In: Zusammenfassung der Beiträge zum Usability Day IV – Information nutzbar machen 09. Juni 2006, Pabst Science Publishers, 2006, p. 126-129.

Edited Proceedings and Journal Issues

- [E5] Wallace, J.; Lucero, A.; **Jetter, H.-C.**; Hancock, M.: *Proceedings of the ACM on Human-Computer Interaction*, Volume 6, Issue ISS, December 2022.
- [E4] Wozniak, P.; Romanowski, A.; Isenberg, P.; Fjeld, M.; **Jetter, H.-C.**: *ISS '21: Interactive Surfaces and Spaces, Łódź, Poland, November 14 - 17, 2021, Companion Volume*. ACM 2021, ISBN 978-1-4503-8340-0
- [E3] Fjeld, M.; **Jetter, H.-C.**; Isenberg, P.; Hancock, M. *Proceedings of the ACM on Human-Computer Interaction*, Volume 5, Issue ISS, November 2021.
- [E2] Heine, M.; **Jetter, H.-C.** *Special Issue "E-Government and Smart Cities"*. i-com 20 (2), p. 121-123.
- [E1] **Jetter, H.-C.**; Dachsel, R., Reiterer, H.: *Theme Issue on Designing Collaborative Interactive Spaces*. Personal and Ubiquitous Computing Vol. 18, Issue 5, Springer, Oct 2013.

Theses

- [T3] **Jetter, H.-C.**: *Design and Implementation of Post-WIMP Interactive Spaces with the ZOIL Paradigm*. PhD-Thesis, University of Konstanz, 2013. *Awarded with the Prize of the Alumni Organization of the University of Konstanz for Outstanding Doctoral Dissertations*.
- [T2] **Jetter, H.-C.**: *Informationsarchitektur und Informationsvisualisierung für die Post-WIMP Ära*. Master-Thesis, University of Konstanz, 2007. *Awarded with the Prize of the Alumni Organization of the University of Konstanz for Outstanding Final Theses*.
- [T1] **Jetter, H.-C.**: *Usability-Evaluation im Rahmen von INVISIP*. Bachelor-Thesis, University of Konstanz, 2003.