HANS-CHRISTIAN JETTER

Professor of Interaction Design and User Experience

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ACADEMIC CV

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SUMMARY

I am a computer scientist and *Full 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 100 cited articles (Google h-Index 32) 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 (Human Interfaces and Virtual Environments)*, *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

since 05/2024 *W3 Universitätsprofessor* (Univ.-Prof. / Full Professor), University of Lübeck.
Promoted to Full Professor after declining an offer to join the Faculty of Mathematics and Computer Science at the University of Bremen as W3 Professor of Human-Technology Interaction ("Mensch-Technik-Interaktion").

08/2020 – 04/2024 *W2 Universitätsprofessor* (Univ.-Prof. / Associate Professor), University of Lübeck.

05/2017 – 07/2020 *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.

SCIENTIFIC PROFILE

- Computer scientist working at the intersection of human-data interaction (HDI), human-computer interaction (HCI), ubiquitous computing (UbiComp), augmented and virtual reality (AR/VR), 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 & 2025), research organizations (ACM, Gesellschaft für Informatik GI) and research networks (e.g. EU COST Actions); over 100 cited publications; 2 Best Paper, 2 Honorable Mention, 1 Best Demo, 1 Best Poster Awards; 24 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.

RESEARCH GRANTS *(in total € 5,722,000 or approx. US$ 6,256,000)*

10/2023 – 09/2026 3-year BMBF Project *TheaDiPOLIS: THEAter-Partizipation für eine DIgital erfahrbare Gestaltung der zukünftigen POLIS* funded by the Federal Ministry of Education and Research, *€ 494,000 or approx. US$ 528,000*.

01/2023 – 12/2025 3-year BMFSFJ Project *Wegweiser.UX-für-KI: Online-Kompetenzaufbau: UX für gemeinwohlorientierte KI* 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 *MariData: Umfassende Technologien für das Energiemanagement von Schiffen* 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 *X-PRO: Research and development of user-centered methods for Cross-Virtuality Analytics* 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 – 05/2019	Industry project *User-centered UI & HMI design for visualizing and editing medical 3D scans of body parts. € 22,500 or approx. US$ 26,000 from WLM OG.*
10/2018 – 05/2019	Industry project *User-centered UI design and data visualization for a B2B IoT data store. € 22,500 or approx. US$ 26,000 from Tributech GmbH.*
07/2018 – 11/2019	Industry project *User-centered UI & HMI design for a next generation mechanical powder press. € 30,000 or approx. US$ 35,000 from MIBA Sinter Austria GmbH.*
06/2018 – 10/2019	Industry project *Usability study of visualization and interaction concepts in the Rosenbauer CFT (Concept Fire Truck) using mobile eyetracking glasses. € 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.*
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.*
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 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% Microsoft Research, 50% UCL CS Impact Award.*

AWARDS

11/2023 10-year Impact Award at ACM ISS 2024 for paper *HuddleLamp: Spatially-Aware Mobile Displays for Ad-hoc Around-the-Table Collaboration.*

04/2023 Best Paper Award at ACM CHI 2023 for paper *Collaborating Across Realities: Analytical Lenses for Understanding Dyadic Collaboration in Transitional Interfaces.*

10/2018 Best Paper Award at ACM CSCW 2018 for paper *Domino: A Descriptive Framework for Hybrid Collaboration and Coupling Styles in Partially Distributed Teams*.

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.*

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*.

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: *NAVI - A navigational aid for visually impaired based on Microsoft Kinect*.

05/2011 Honorable Mention Award at CHI 2011 for full paper *Materializing the Query with Facet-Streams – A Hybrid Surface for Collaborative Search on Tabletops*.

07/2008 Recipient of Leonardo Melandri Scholarship of the Bertinoro International Center for Informatics (BiCi) for DEVISE summer school.

11/2007 3rd Place in IEEE InfoVis Contest 2007: *Blockbuster - A Visual Explorer for Motion Picture Data*.

10/2007 Prize of the Alumni Organization of the University of Konstanz (VEUK) for Outstanding Master Thesis.

SCIENTIFIC ACTIVITIES & SERVICE

07/2024	Co-Organizer & Speaker at *Summer School on Cross-Reality* at School of Informatics, Communications and Media in Hagenberg, Jul 1st to 7th, University of Applied Sciences Upper Austria. https://fh-ooe.at/campus-hagenberg/events/summer-school-on-cross-reality
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 the 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.
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 *"Colloborative 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/deskpiles 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 (DELOS)"*. 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 libaries (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.

11/2025 Press interview and article about differences in UX across different user populations and operating systems by Ippen.Media in z.B. Frankfurter Rundschau, tz München, etc . https://www.fr.de/panorama/hilfloser-als-die-aelteren-whatsapp-menue-loest-bei-einer-nutzerin-wut-aus-zr-94055248.html

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 MaIn, 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 Press interview and article about my research in 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.ooekulturquartier.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. Frankurter 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")

Since 10/2025 Deputy Coordinator of degree programs "Medieninformatik", B.Sc. & M.Sc.

Since 10/2022 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 12/2020 HCI & UX advisor within the working group "University Website Relaunch"

Since 12/2020 Member of the working group "Antirassismus" at the University of Lübeck

INVITED TALKS (does not include paper presentations at conferences)

07/2024 *Collaborating across realities: What can designers of collaborative cross reality learn from 40 years of "real-world" CSCW and ubicomp research?* Talk and Workshop at *Summer School on Cross-Reality*, University of Applied Sciences Upper Austria.

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.

10/2022 *Transitional Interfaces for Human-Data Interaction.* University of Bremen, 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.

05/2019 *Ubiquitous Computing for Collaborative Human-Data Interaction*. TU Wien, Vienna.

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 (4th sem), 6h/week (8 ECTS), SS[1] 2021 (49 students), SS 2022 (43 students), SS 2023 (32 students), SS 2024 (33 students), SS (35 students). Teaching evaluation score[2]: 1.50 (SS 2021), 1.32 (SS 2022), 2.45 (SS 2023), 1.93 (SS 2024), 1.12 (SS 2025)

Course **NATURAL USER INTERFACES**
Introduction and critical reflection about cognitive models of "natural" interaction. Design and implementation of post-WIMP ("Windows Icons Menus Pointer") technologies and designs, including: pen & multi-touch interfaces, interactive tables, walls, and rooms, gestural / tangible user interfaces.
MSc Media Informatics (1st sem), 3h/week (5 ECTS), WS 2020 (37 students), WS 2021 (16 students), WS 2022 (21 students), WS 2023 (21 students), WS 2024 (20 students) Teaching evaluation score: 1.80 (WS 2020), 1.75 (WS 2021), 1.67 (WS 2022), 2.0 (WS 2023),1.67 (WS 2024)

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 (1st sem), 3h/week (4 ECTS), WS 2020 (69 students), WS 2021 (56 students), WS 2022 (74 students), WS 2023 (60 students), WS 2024 (51 students) Teaching evaluation score: 2.03 (WS 2020), 1.73 (WS 2021), 1.44 (WS 2022), 1.53 (WS 2023), 1.8 (WS 2024)

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 (2nd sem), 3h/week (4 ECTS), SS 2023 (60 students), SS 2024 (49 students), SS 2025 (51 students) Teaching evaluation score: 2.07 (SS 2023), 1.2 (SS 2024), 1.57 (SS 2025).

[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 (1st sem), 3h/week (5 ECTS), WS2020 (43 students), WS 2021 (20 students), WS 2022 (26 students), WS 2023 (22 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. Topic 2024: Uncertainty Visualization for Virtual Reconstructions of Historic Art Exhibitions. Topic 2025: Design and Prototyping of Smart City Applications (with Stadtwerke Lübeck).
MSc Media Informatics, 6h/week (10 ECTS), SS 2021 (15 students), SS 2022 (5 students), SS 2023 (11 students), SS 2024 (10 students), SS 2025 (18 students)

Teaching at FH Upper Austria (2015-2020)

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

Course **INTERACTION DESIGN**, Course **USABILITY ENGINEERING**, Course **MODERN USER INTERFACE DESIGN**
Introduction to human-computer interaction, user-centered design, and interaction design *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.*
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)

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)

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 **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. *MSc 2018*: Augmented-reality support with HoloLens for troubleshooting in automated storage systems for logistics for *TGW GmbH, Wels*. *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*. *MSc 2016:* Panda – Augmented reality support of maintenance tasks with Microsoft HoloLens for *TGW GmbH, Wels*. *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*. *MSc 2015:* Future Com – Virtual reality and remote presence for command and control in crisis rooms for *Red Cross Upper Austria*. *BSc 2015:* Design & development of an Android app for in-situ registration of electronic and automation components in bottling plants for *SOFTWerk GmbH, Wels*.
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)

Other Teaching and Supervision

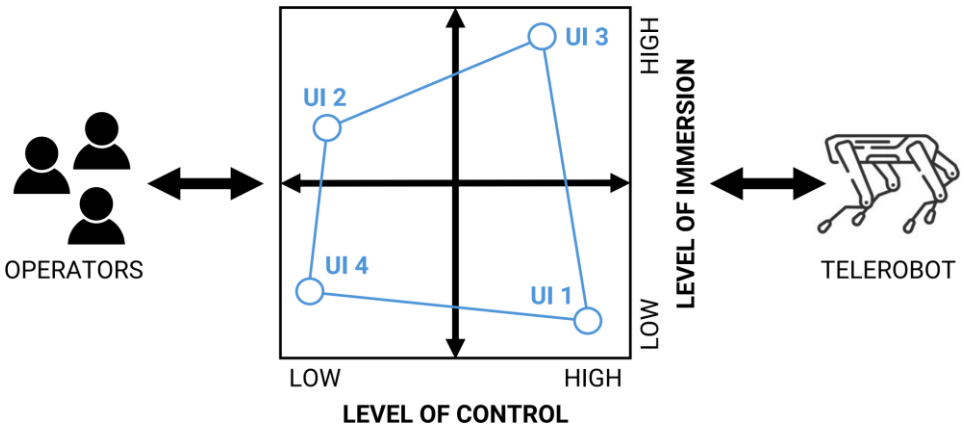
PhD Theses: Since Dec '23: Supervisor for the doctoral dissertation "Uncertainty Visualization for Virtual Reconstructions of Historic Exhibitions" of Deborah Ehlers, *Dr. phil.* at University of Lübeck, Germany.

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.

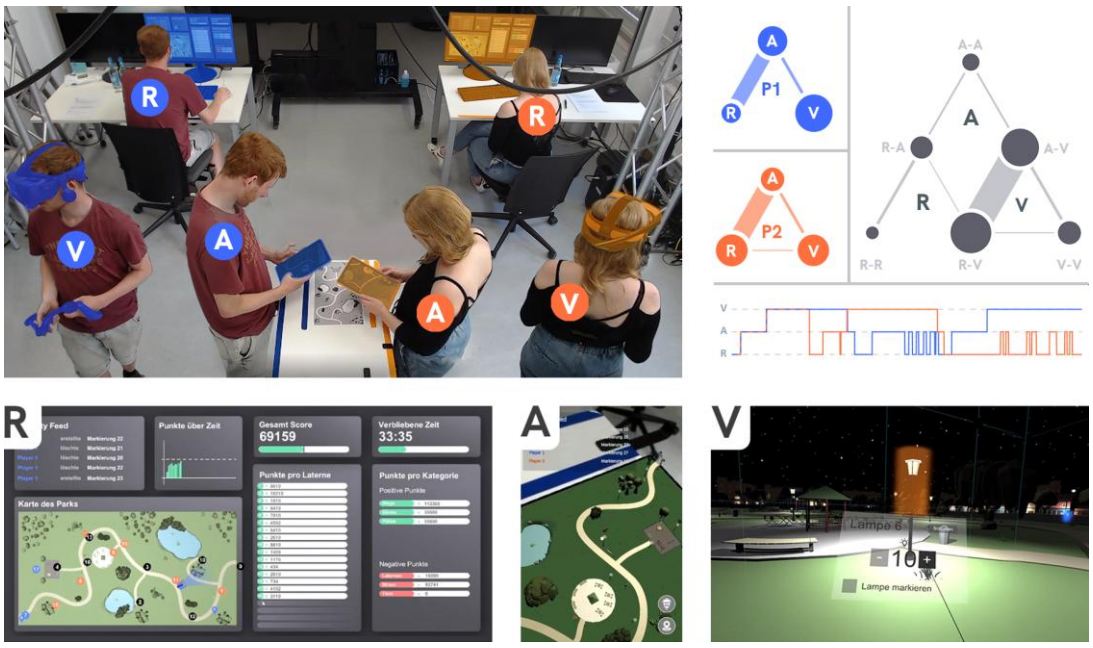
	Since Jan '19: 2nd Supervisor for the doctoral dissertation "Mixed Reality as partial substitution for physical flight simulators" of Stefan Auer, *Dr. rer. nat.* at University of Konstanz, Germany.
	Until Apr '16: Member of the evaluation commission for PhD thesis and defense of Giuseppe Desolda, *Doctor Europaeus,* University of Bari, Italy.
Other Theses:	21 BSc, 15 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



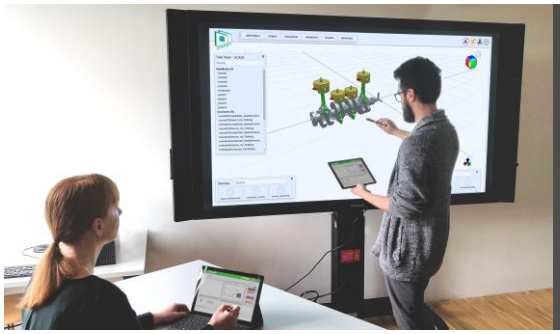
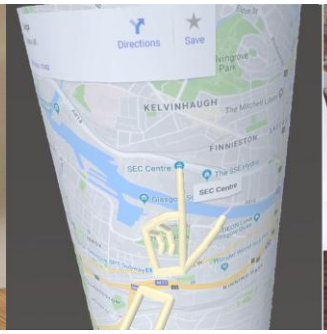
MIDA-VIC: Variable levels of control and immersion for robotic teleoperation in space exploration (SpaceCHI 2025) [36]

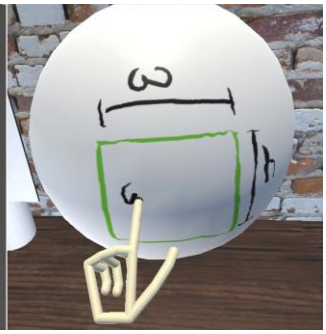
MariData.HEI: Decision Support System for Energy Efficient Maritime Route Planning [30, 31, 34, J21-J23]



Collaboration in Transitional Interfaces (Best Paper Award at CHI 2023) [32]

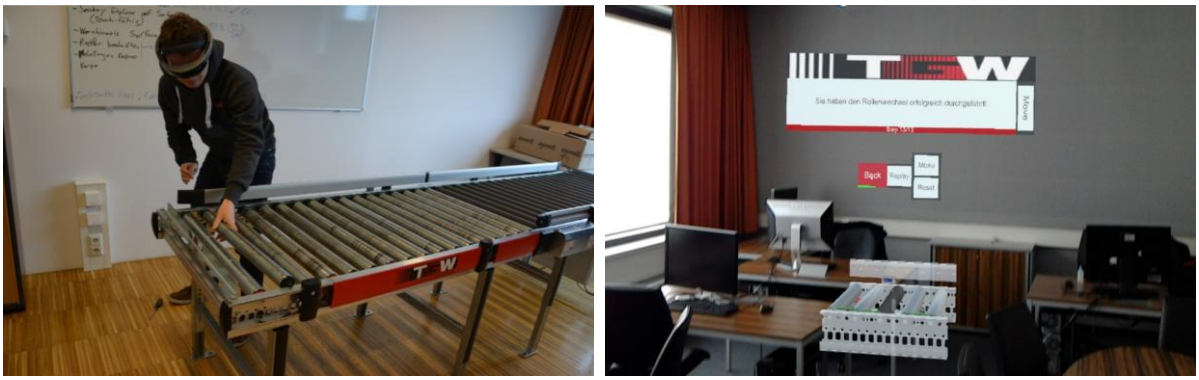
Left: Mixed-Reality visualization of global supply chains (Workshop at CHI 2020) [W26].
Right: Smart textile user interfaces for sensing touch gestures (Paper at DIS 2021) [27].



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].

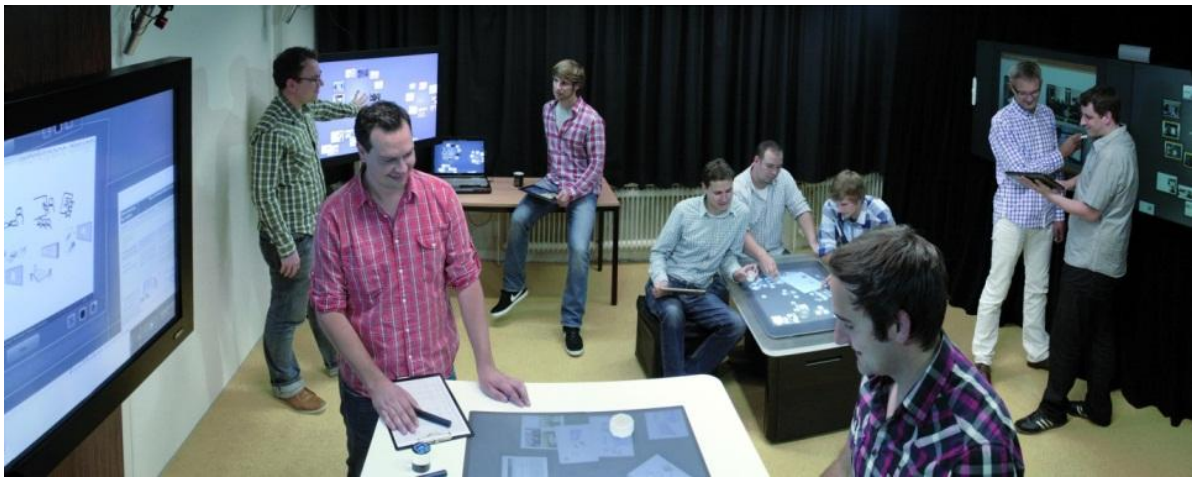


Student Project Panda (2017) – Augmented Reality support for maintenance tasks based on Microsoft HoloLens (with TGW Logistics Group GmbH).

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].

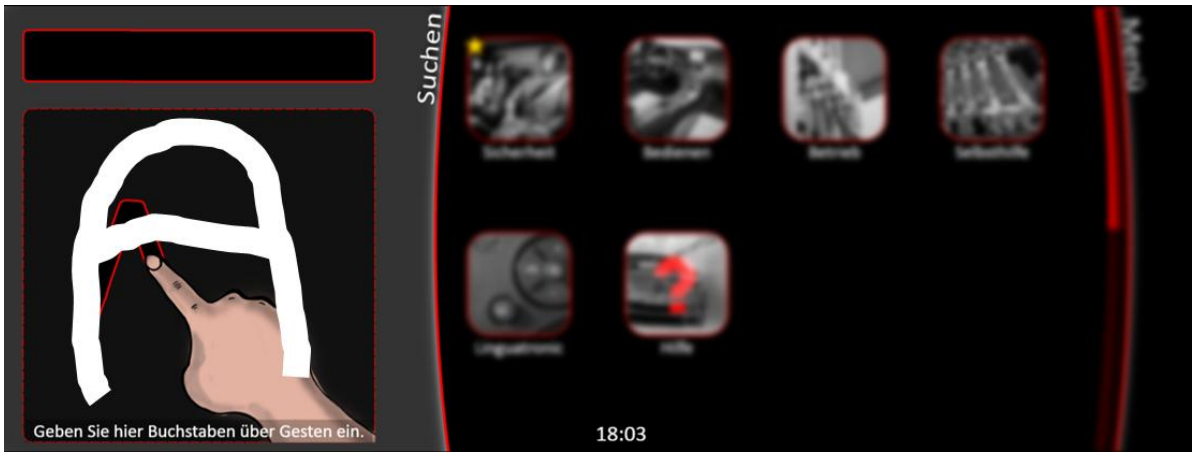
Project TwisterSearch (2012) – Collaborative Web search with Samsung SUR 40 and Apple iPads [P8,B5].



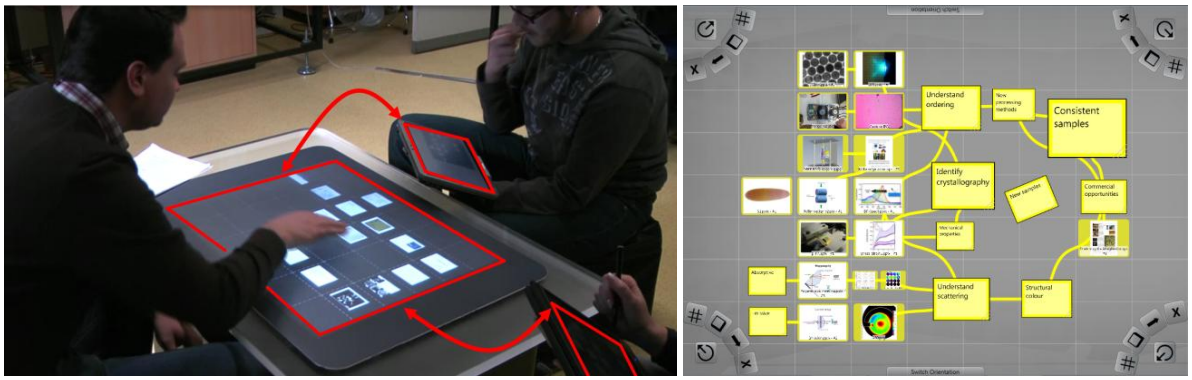
Project permaedia/ZOIL (2012) – Design, implementation and evaluation of multi-user/multi-display environments for collaborative information management with multi-touch tabletops, wall-sized displays, tablet PCs, digital pen & paper and tangible user interfaces [J3,B2,B1].

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.

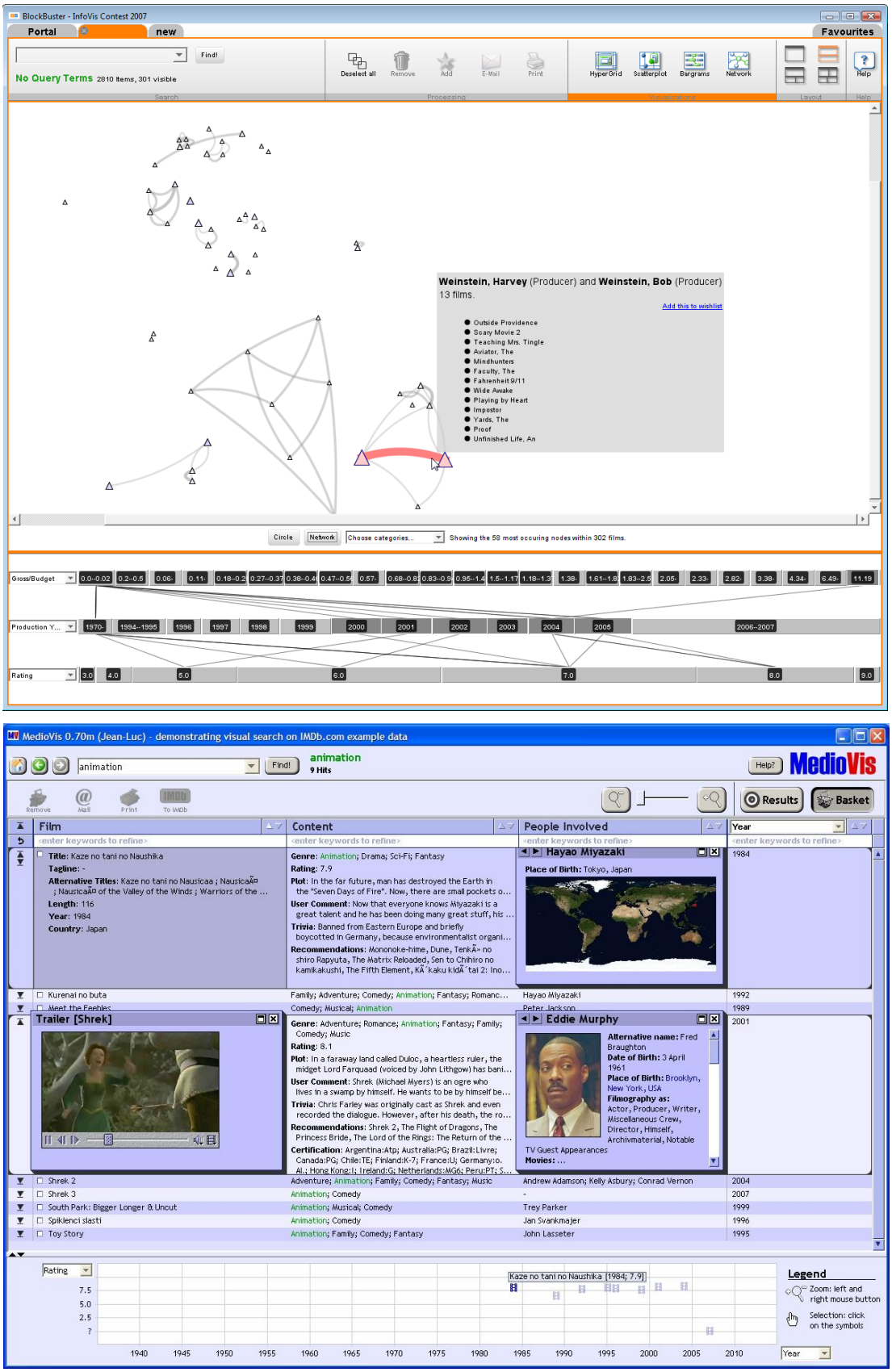


Project DiBa (2009) – Proof-of-concept for an interactive onboard vehicle manual for passenger vehicles based on a touch-screen HMI and a smart phone
(cooperation with Mercedes Benz, Daimler Chrysler AG).



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: 32)

Conference Papers (peer reviewed)

[36] H.-C. Jetter, L. Raule, J. Gerken, und S. Pirk, *Mixed-Initiative Dynamic Autonomy Through Variable Levels of Immersion and Control (MIDA-VIC): A New Paradigm for Collaborative Robotic Teleoperation in Space Exploration.* Advancing Human-Computer Interaction for Space Exploration (SpaceCHI 2025), Open Access Series in Informatics (OASIcs), vol. 130. Dagstuhl, Germany: Schloss Dagstuhl – Leibniz-Zentrum für Informatik, 2025, p. 22:1-22:10. https://doi.org/10.4230/OASIcs.SpaceCHI.2025.22

[35] M. Gabrecht, C. Huang, D. J. C. Matthies, **H.-C. Jetter**, *PAVES: Pneumatic And Vibrotactile Enhanced Shoes for terrain simulation in virtual environments on a treadmill*, Proceedings of the 18th ACM International Conference on PErvasive Technologies Related to Assistive Environments(PETRA '25). New York, NY, USA: Association for Computing Machinery, Juli 2025, S. 101–109. https://doi.org/10.1145/3733155.3733202

[34] B. Schwarz, S. von Elbwart, M. Zoubir, J. Heidinger, T. Franke, **H.-C. Jetter**, *Design and Evaluation of a Visual Query Interface for Maritime Route Planning*. Adjunct Proceedings of the 2024 Nordic Conference on Human-Computer Interaction. New York, NY, USA: Association for Computing Machinery, 2024, p. 1–5. https://doi.org/10.1145/3677045.3685420

[33] Pointecker, F.; Friedl-Knirsch, J.; **Jetter, H.-C.**; Anthes, C.: *From Real to Virtual: Exploring Replica-Enhanced Environment Transitions along the Reality-Virtuality Continuum.* Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2024), ACM Press, 2024. Article No.: 799, p. 1–13. https://doi.org/10.1145/3613904.3642844

[32] 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/10.1145/3544548.3580879. *Received Best Paper Award at CHI 2023.*

[31] Schwarz, B., Zoubir, M., Heidinger, J., Gruner, M., **Jetter, H.-C.**, Franke, T.: *Investigating Challenges in Decision Support Systems for Energy-Efficient Ship Operation: A Transdisciplinary Design Research Approach*. Human-Centered Design and User Experience. AHFE (2023) International Conference. AHFE Open Access, vol 114. AHFE International, USA. http://doi.org/10.54941/ahfe1004281

[30] Zoubir, M., Gruner, M., Schwarz, B., Heidinger, J., **Jetter, H.-C.**, Franke, T.: *Charting the Course: Human Factors Research for Shipping Energy-Efficient Operations*. Application of Emerging Technologies. AHFE (2023) International Conference. AHFE Open Access, vol 115. AHFE International, USA. http://doi.org/10.54941/ahfe1004338

[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.; Klokmose, 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.; Klokmose, 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.

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[D5] Neumayr, T.; Saatçi, B.; Augstein, M.; **Jetter, H.-C.**; Klokmose, C.; Anderst-Kotsis, G.; Rintel, S.: *Hybrid Collaboration – Moving Beyond Purely Co-Located or Remote Collaboration*. In: Proceedings of 17th European Conference on Computer-Supported Cooperative Work – Workshops (eCSCW '19), European Society for Socially Embedded Technologies (EUSSET), 2019, 8 pages.

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[W30] Schacht, D.; **Jetter, H.-C.**: *Promises and Design-Challenges of Mobile Transitional Interfaces.* in 2023 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct), Sydney, Australia, 2023, pp. 25-28. https://doi.org/10.1109/ISMAR-Adjunct60411.2023.00013 **(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)**

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[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)**

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[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)**

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[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)**

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