

JO VERMEULEN

PERSONAL INFORMATION

email jo.vermeulen@gmail.com
website <http://www.jovermeulen.com/>
address 116 Hawkwood Boulevard NW
Calgary, Alberta, Canada T3G 2S9
phone +1 587 576 8164
date of birth 26 March 1983
nationality Belgian

SUMMARY & RESEARCH INTERESTS

My research lies at the intersection of Human–Computer Interaction, Ubiquitous Computing and Information Visualization. I focus on interaction challenges that arise when dealing with non-traditional interactive technologies, such as context-aware systems and smart spaces. I prototype, build, and design user interfaces that provide novel solutions to address these interaction challenges. I am also interested in developing and applying design theory in my research (e.g. feedforward, slow-motion feedback, dark patterns).

EDUCATION

- 2007–2014 Ph.D. Computer Science, Hasselt University, Belgium
Title: “Designing for Intelligibility and Control in Ubiquitous Computing Environments”
Promoters: Prof. Dr. Karin Coninx, Prof. Dr. Kris Luyten
Committee: Prof. Dr. Hans Gellersen, Em. Prof. Dr. Joëlle Coutaz, Prof. Dr. Nicolai Marquardt, Prof. Dr. Johannes Schöning, and Prof. Dr. Wim Lamotte.
* With special congratulations from the examination committee (top 5%).
** Winner of the IBM Innovation Award 2015 (Belgian Informatics Dissertation Award).
- 2001–2005 M.Sc. Computer Science, Hasselt University, Belgium
Title: “Widget Set Independent Layout Management for UIML”
Promoter: Prof. Dr. Karin Coninx

WORK EXPERIENCE

- 2016–present *Postdoctoral Fellow, InnoVis Group, Interactions Lab, University of Calgary, CA*
Postdoctoral researcher working with Prof. Dr. Sheelagh Carpendale, involved in research in information visualization, interactive surfaces and large wall displays.
- 2015 *Research Fellow in Human–Computer Interaction, University of Birmingham, UK*
Postdoctoral researcher working with Prof. Dr. Russell Beale, involved in research on mobile behaviour change interventions and interaction challenges with context-aware systems.
- 2015–2016 *Affiliated Researcher at Hasselt University, BE*
Ongoing collaborative research with the Expertise centre for Digital Media.
- 2009–2014 *Teaching Assistant, Hasselt University, BE*
PhD student and teaching assistant in computer science at Hasselt University.

- 2010 *Visiting Researcher, Lancaster University, UK*
Research visit to the Mobile and Ubiquitous Computing Group led by Prof. Dr. Hans Gellersen, working with Dr. Gerd Kortuem and Dr. Fahim Kawsar.
- 2005–2009 *Researcher, Hasselt University, BE*
Worked on developing a smart services platform (IBBT CROSLOCIS), developing tools for easy design and deployment of multi-device (mobile) user interfaces that interoperated with web services.

AWARDS & HONOURS

- 2016 *Regulatory Excellence Award for Contribution to Innovation in the Regulatory Field*
Awarded to the National Energy Board of Canada (NEB) by the Community of Federal Regulators, in recognition of the NEB's online visualization "Canada's Energy Futures", for which I was part of the design team.
- 2016 *Special Recognition for Excellent Review of a Full Paper*
UIST 2016 – ACM Conference on User Interface Software and Technology
- 2015 *IBM Innovation Award – FWO (Research Foundation Flanders)*
In recognition of an outstanding PhD thesis that presents an original contribution to informatics or its applications. This award is Belgium's oldest and most prestigious scientific award for research in computer science and its applications.
- 2014 *Best Paper Award (top 1%)*
DIS 2014 – ACM Conference on Designing Interactive Systems
Paper: "Dark Patterns in Proxemic Interactions: A Critical Perspective"
- 2014 *Special Recognition for Excellent Review of a Full Paper*
CHI 2014 – ACM SIGCHI Conference on Human Factors in Computing Systems
- 2013 *Best Paper Honorable Mention Award (top 5%)*
CHI 2013 – ACM SIGCHI Conference on Human Factors in Computing Systems
Paper: "Crossing the Bridge over Norman's Gulf of Execution: Revealing Feedforward's True Identity"
- 2013 *Winner of the Nokia Ubimedia Mindtrek Awards (NUMA)*
Installation: TAP – The Augmented Piano
- 2012 *Best Student Paper Award*
VL/HCC 2012 – IEEE Visual Languages and Human-Centric Computing
Paper: "Informing the Design of Situated Glyphs for a Care Facility"
- 2006 *Best Talk Award*
CADUI 2006 – Computer-Aided Design of User Interfaces
Paper: "A Generic Approach for Multi-Device User Interface Rendering with UIML"

PUBLICATIONS

JOURNAL PAPERS

- IMPACT FACTOR: 1.438 [J.01] Boring, S., Greenberg, S., Vermeulen, J., Dostal, J., Marquardt, N. (2014). The Dark Patterns of Proxemic Sensing. IEEE Computer, volume 47, number 8, August 2014. IEEE.

CONFERENCE PAPERS

- 26% ACCEPTANCE RATE [C.19] Vermeulen, J., MacDonald, L., Schöning, J., Beale, R. & Carpendale, S. (2016). Heartifacts: Augmenting Mobile Video Sharing Using Wrist-Worn Heart Rate Sensors. In Proceedings of ACM Conference on Designing Interactive Systems (pp. 712–723). ACM.
- 23% ACCEPTANCE RATE [C.18] Mehrotra, A., Pejovic, V., Vermeulen, J., Hendley, R., and Musolesi, M. (2016). My Phone and Me: Understanding People’s Receptivity to Mobile Notifications. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (pp. 1021–1032). ACM.
- 29% ACCEPTANCE RATE [C.17] Vermeulen, J., Luyten, K., Coninx, K., Marquardt, N, Bird, J. (2015). Proxemic Flow: Dynamic Peripheral Floor Visualizations for Revealing and Mediating Large Surface Interactions. In Proceedings of INTERACT 2015: the 15th IFIP TC.13 International Conference on Human-Computer Interaction (pp. 264-281). Springer.
- 21% ACCEPTANCE RATE [C.16] Mennicken, S., Vermeulen, J., M. Huang, E. (2014). From Today’s Augmented Houses to Tomorrow’s Smart Homes: New Directions for Home Automation Research. In Proceedings of the 2014 ACM International Joint Conference on Pervasive and Ubiquitous Computing (pp. 105-115). ACM.
- 26% ACCEPTANCE RATE [C.15] Vermeulen, J., Luyten, K., Coninx, K & Marquardt, N. (2014). The Design of Slow-Motion Feedback. In Proceedings of the ACM Conference on Designing Interactive Systems (pp. 267-270). ACM.
- 26% ACCEPTANCE RATE
★ **BEST PAPER AWARD**
(TOP 1%) [C.14] Greenberg, S., Boring, S., Vermeulen, J., & Dostal, J. (2014). Dark Patterns in Proxemic Interactions: A Critical Perspective. In Proceedings of the ACM Conference on Designing Interactive Systems (pp. 523-532). ACM.
- 20% ACCEPTANCE RATE
★ **BEST PAPER**
HONOURABLE MENTION
AWARD (TOP 5%) [C.13] Vermeulen, J., Luyten, K., van den Hoven, E., & Coninx, K. (2013, April). Crossing the Bridge over Norman’s Gulf of Execution: Revealing Feedforward’s True Identity. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (pp. 1931-1940). ACM.
- 20% ACCEPTANCE RATE [C.12] Houben, S., Bardram, J. E., Vermeulen, J., Luyten, K., & Coninx, K. (2013, April). Activity-centric support for ad hoc knowledge work: a case study of co-activity manager. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (pp. 2263-2272). ACM.
- [C.11] Vermeulen, J., Luyten, K., & Coninx, K. (2013). Intelligibility Required: How to Make Us Look Smart Again. In Proceedings of RoCHI 2013: the 10th National Romanian Conference on Human-Computer Interaction. (8 pages).
- [C.10] Vermeulen, J., Luyten, K., & Coninx, K. (2012). Understanding Complex Environments with the Feedforward Torch. In Ambient Intelligence (pp. 312-319). Springer Berlin Heidelberg.
- 28% ACCEPTANCE RATE
★ **BEST STUDENT**
PAPER AWARD [C.09] Vermeulen, J., Kawsar, F., Simeone, A. L., Kortuem, G., Luyten, K., & Coninx, K. (2012, September). Informing the design of situated glyphs for a care facility. In Proc. of Visual Languages and Human-Centric Computing (VL/HCC 2012), (pp. 89-96). IEEE.
- [C.08] Houben, S., Vermeulen, J., Luyten, K., & Coninx, K. (2012, May). Co-activity manager: integrating activity-based collaboration into the desktop interface. In Proc. of the International Working Conference on Advanced Visual Interfaces (pp. 398-401). ACM.
- 24% ACCEPTANCE RATE [C.07] Kawsar, F., Vermeulen, J., Smith, K., Luyten, K., & Kortuem, G. (2011). Exploring the design space for situated glyphs to support dynamic work environments. In Pervasive Computing (pp. 70-78). Springer Berlin Heidelberg.

[C.06] Vermeulen, J., Vanderhulst, G., Luyten, K., & Coninx, K. (2010, July). PervasiveCrystal: Asking and answering why and why not questions about pervasive computing applications. In Intelligent Environments (IE), 2010 Sixth International Conference on (pp. 271-276). IEEE.

[C.05] Vermeulen, J., Slenders, J., Luyten, K., & Coninx, K. (2009). I Bet You Look Good on the Wall: Making the Invisible Computer Visible. In Ambient Intelligence (pp. 196-205). Springer Berlin Heidelberg.

[C.04] Mahmud, N., Vermeulen, J., Luyten, K., & Coninx, K. (2009). The five commandments of activity-aware ubiquitous computing applications. In Digital Human Modeling (pp. 257-264). Springer Berlin Heidelberg.

27% ACCEPTANCE RATE

[C.03] Meskens, J., Vermeulen, J., Luyten, K., & Coninx, K. (2008, May). Gummy for multi-platform user interface designs: shape me, multiply me, fix me, use me. In Proc. of the working conference on Advanced visual interfaces (pp. 233-240). ACM.

[C.02] Vermeulen, J., Vandriessche, Y., Clerckx, T., Luyten, K., & Coninx, K. (2008). Service-interaction descriptions: Augmenting services with user interface models. In Engineering Interactive Systems (pp. 447-464). Springer Berlin Heidelberg.

★ BEST TALK AWARD

[C.01] Luyten, K., Thys, K., Vermeulen, J., & Coninx, K. (2007). A generic approach for multi-device user interface rendering with UIML. In Computer-Aided Design of User Interfaces V (pp. 175-182). Springer Netherlands.

BOOK CHAPTERS

[B.02] Vermeulen, J., Houben, S. and Marquardt, N. (2016) Fluent Transitions Between Focused and Peripheral Interaction in Proxemic Interactions. In Peripheral Interaction, Saskia Bakker, Doris Hausen and Ted Selker (eds.). Springer HCI Series.

[B.01] Helms, J., Schaefer, R., Luyten, K., Vermeulen, J., Abrams, M., Coyette, A., & Vanderdonckt, J. (2009). Human-Centered Engineering of Interactive Systems with the User Interface Markup Language. In Human-centered software engineering (pp. 139-171). Springer London.

SHORT PAPERS AND POSTERS

[S.15] Stylianidis, A., Vermeulen, J., Houben, S., MacDonald, L., Beale, R. SenseBelt: A Belt-Worn Sensor to Support Cross-Device Interaction. In Proceedings of CHI Extended Abstracts '17. (2017). (9 pages). ACM.

[S.14] Houben, S., Vermeulen, J., Klokmose, C., Schöning, J., Marquardt, N., Reiterer, H.. Cross-Surface: Challenges and Opportunities of Spatial and Proxemic Interaction. In conjunction with ISS '16, (2016). In Proceedings of ISS '16 (pp. 509–512). ACM.

[S.13] Lay, S., Vermeulen, J., Perin, C., Donovan, E., Dachselt, R., Carpendale, S. Slicing the Aurora. In IEEE VIS 2016 Arts Program (VISAP '16 Metamorphoses). (2016). IEEE.

[S.12] Pinder, C., Vermeulen, J., Wicaksono, A., Beale, R., and Hendley, R.J. If This, Then Habit: Exploring Context-Aware Implementation Intentions on Smartphones. (2016). In Adjunct Proceedings of Mobile HCI '16. Posters Track (pp. 690–697).ACM.

[S.11] Houben, S., Vermeulen, J., Klokmose, C., Korsgaard, H., Marquardt, N., Schöning, J., Reiterer, H., and Schreiner, M. Cross-Surface 2016: Challenges and Opportunities for 'Bring Your Own Device' in the Wild. In conjunction with CHI '16. (2016). In Proceedings of CHI Extended Abstracts '16 (pp. 3366–3372).ACM.

[S.10] Houben, S., Vermeulen, J., Klokmose, C., Marquardt, N., Schöning, J., Reiterer, H. Cross-Surface: Workshop on Interacting with Multi-Device Ecologies in the Wild. (2015). In Proceedings of ITS '15 (pp. 485–489). ACM.

[S.09] Pinder, C., Vermeulen, J., Hendley, R.J., Beale, R. Subliminal Priming of Nonconscious Goals on Smartphones. (2015). In Adjunct Proceedings of MobileHCI '15, Posters track (pp. 825–830). ACM.

- [S.08] Van Vlaenderen, W., Brulmans, J., Vermeulen, J., and Schöning, J. WatchMe: A Novel Input Method Combining a Smartwatch and Bimanual Interaction. (2015). In CHI '15 Extended Abstracts (pp. 2091-2095). ACM.
- [S.07] Cheung, V., Watson, D., Vermeulen, J., Scott, S.D. and Hancock, M. Overcoming Interaction Barriers in Large Public Displays Using Personal Devices. (2014). In ITS '14 Adjunct Proceedings (pp. 375-380). ACM.
- [S.06] Bernaerts, Y., Druwé, M., Steensels, S., Vermeulen, J., and Schöning, J. The Office Smartwatch – Development and Design of a Smartwatch App to Digitally Augment Interactions in an Office Environment. (2014). In DIS '14 Provocations and Works-in-Progress (pp. 41-44). ACM.
- [S.05] Raymaekers, L., Vermeulen, J., Luyten, K., and Coninx, K. Game of Tones: Learning to Play Songs on a Piano Using Projected Instructions and Games (2014). In CHI'14 Extended Abstracts (pp. 411-414). ACM.
- [S.04] Vermeulen, J., Lim, B. Y. , and Kawsar, F. Pervasive Intelligibility: Workshop on Intelligibility and Control in Pervasive Computing. (2011). In Adjunct Proc. of Pervasive '11, 2 pages.
- [S.03] Vermeulen, J. Improving intelligibility and control in Ubicomp. (2010). In Adjunct Proc. of Ubicomp '10 (pp. 485-488). ACM.
- [S.02] Vermeulen, J., Vanderhulst, G., Luyten, K., and Coninx, K. Answering Why and Why Not Questions in Ubiquitous Computing (2009). In Adjunct Proc. of Ubicomp '09 (pp. 210-213).
- [S.01] Luyten, K., Meskens, J., Vermeulen, J., & Coninx, K. Meta-gui-builders: generating domain-specific interface builders for multi-device user interface creation. (2008). In CHI'08 Extended Abstracts (pp. 3189-3194). ACM.

WORKSHOP PAPERS

- [W.14] Lay, S., Vermeulen, J., Perin, C., Donovan, E., Dachsel, R., Carpendale, S. Slicing the Aurora: An Immersive Proxemics-Aware Visualization. (2016). In Companion Proceedings of ISS '16, Immersive Analytics '16 workshop (pp. 91–97). ACM.
- [W.13] Mehrota, A., Vermeulen, J., Hendley R.J., Musolesi, M. Challenges in Managing Multi-Device Notifications. (2015). In Cross-Surface '15, ITS '15 workshop.
- [W.12] Mehrota, A., Vermeulen, J., Pejovic, V., Musolesi, M. Ask, But Don't Interrupt: The Case for Interruptibility-Aware Mobile Experience Sampling. (2015). In Adjunct Proc. of Ubicomp/ISWC '15, M CCS '15 workshop. ACM.
- [W.11] Pinder, C., Vermeulen, J., Hendley R.J., Beale, R. Exploring Nonconscious Behaviour Change Interventions on Mobile Devices. (2015). In Proc. of Workshop on Mobile Cognition: Using Mobile Devices to Enhance Human Cognition, MobileHCI '15 workshop.
- [W.10] Pinder, C., Vermeulen, J., Hendley R.J., Beale, R. Persuading The Non-conscious. (2015). In Proc. of Understanding Persuasion 2015, British HCI '15 workshop.
- [W.09] Vermeulen, J. and Beale, R. Challenges and Opportunities for Intelligibility and Control in Smart Homes. (2015). In Proc. of the Smart For Life: Designing Smart Home Technologies that Evolve with Users Workshop, CHI '15 workshop.
- [W.08] Gijsbrechts, D., Smeets, S., Galeazzi, J., Miralles, J., Vermeulen, J., and Schöning, J. ShareABeat: Augmenting Media Shared Through Social Platforms with Empathic Annotations. (2015). In Proc. of the Workshop on Mobile Col-located Interactions: From Smartphones to Wearables, CHI '15 workshop.

[W.07] Vermeulen, J., Luyten, K., Coninx, K & Marquardt, N. Addressing Challenges in Crowded Proxemics-Aware Installations. (2014). In Proc. of the Workshop on Social NUI: Social Perspectives in Natural User Interfaces, DIS '14 workshop.

[W.06] Vermeulen, J., Luyten, K. and Coninx, K. The Feedforward Torch (2012). In Proc. of the Second Workshop on Intelligibility and Control in Pervasive Computing, Pervasive '12 workshop.

[W.05] Octavia, J.R., Luyten, K., Vermeulen, J., Mommen, B. and Coninx, K. Exploring Psycho-physiological Measures for the Design and Behavior of Intelligent, Socially-Aware Avatars in Ubicomp Environments. (2010). In Proc. of Brain, Body and Bytes: Psychophysiological User Interaction, CHI '10 workshop.

[W.04] Vermeulen, J., Thys, R., Luyten, K., & Coninx, K. Making bits and atoms talk today: A practical architecture for smart object interaction. (2007). In Proc. of DIPSO '07, Ubicomp '07 workshop (pp. 331-336).

[W.03] Vermeulen, J., Luyten, K., & Coninx, K. Tangible mashups: exploiting links between the physical and virtual world. (2007). In Proc. of WoSSIoT'07, EuroSys '07 workshop (pp. 1-5).

[W.02] Luyten, K., Vermeulen, J., & Coninx, K. Constraint Adaptability of Multi-Device User Interfaces. (2006). In Proc. of MAFOC '06, CHI '06 workshop, pp. 40-45.

[W.01] Luyten, K., Coninx, K., Vermeulen, J., Haesen, M., & Vloemans, L. ImogI: Take Control over a Context-Aware Electronic Mobile Guide for Museums. (2004). In Proc. of HCI in Mobile Guides, MobileHCI '04 workshop.

ACADEMIC SERVICE

CONFERENCE PROGRAM COMMITTEES

- DIS: 2016, 2017
- EICS: 2017
- ISS: 2016
- MobileHCI Posters Committee: 2013-2014
- AmI: 2009, 2012
- ISAmI: 2010-2012
- IE: 2011-2012

ORGANIZING COMMITTEES

- Posters Chair for ISS 2016
- Proceedings Chair for ITS 2015
- Social Media Chair for Urb-IoT 2014
- Student Volunteer Chair for INSS 2012

WORKSHOP PROGRAM COMMITTEES

- Ubicomp Beyond Devices workshop at NordiCHI 2014
- EIPS workshop at CHI 2013;
- GeoHCI 2013 workshop at CHI 2013;
- Recognize2Interact workshop at Ubicomp 2013;
- IUI 2013 workshop on Interacting with Smart Objects

CONFERENCE REVIEWER

- CHI: 2010-2017 (CHI 2014 Special Recognition for Reviewing)
- DIS: 2010, 2012, 2014, 2016
- MobileHCI: 2013-2014, 2016
- TEI: 2012, 2016
- UIST: 2015, 2016 (UIST 2016 Special Recognition for Reviewing)
- Ubicomp: 2009-2013, 2015
- IUI: 2013-2015
- EICS: 2009-2015

- INTERACT: 2011, 2013, 2015
- MUM: 2010, 2015
- ITS/ISS: 2014, 2016
- NordiCHI 2014, 2016
- Mobiquitous: 2014
- PervasiveHealth: 2015
- AH: 2014, 2017
- SUI: 2013
- Pervasive: 2012
- AmI: 2009, 2012
- CSCW: 2010
- OZCHI: 2009
- IE: 2011, 2012
- ISAmI: 2010-2012

JOURNAL REVIEWER

- International Journal of Human-Computer Studies (IJHCS)
- IEEE Transactions on Human-Machine Systems
- IEEE Pervasive Computing
- International Journal of Design
- ACM TiiS, the ACM Transactions on Interactive Intelligent Systems
- JAISE, Journal of Ambient Intelligence and Smart Environments

WORKSHOP / TUTORIAL ORGANIZER

- Considering Qualitative Evaluation, tutorial in conjunction with IEEE VIS 2016
- Cross-Surface: Challenges and Opportunities for Spatial and Proxemic Interaction, workshop in conjunction with ISS 2016
- Cross-Surface: Challenges and Opportunities for 'Bring Your Own Device' in the Wild, workshop in conjunction with CHI 2016
- Cross-Surface: Workshop on Interacting with Multi-Device Ecologies in the Wild, workshop in conjunction with ITS 2015
- Pervasive Intelligibility: Second Workshop on Intelligibility and Control in Pervasive Computing, workshop in conjunction with Pervasive 2012
- Pervasive Intelligibility: Workshop on Intelligibility and Control in Pervasive Computing, workshop in conjunction with Pervasive 2011

VOLUNTEERING AT CONFERENCES

- Student Volunteer at Ubicomp 2009 and Ubicomp 2010

TEACHING EXPERIENCE

COURSES AT UNIVERSITY OF BIRMINGHAM

- 2015 Mobile and Ubiquitous Computing (Graduate level)
- Co-lecturer (50%) with Prof. Dr. Mirco Musolesi

COURSES AT HASSELT UNIVERSITY

- 2005-2014 User Interface Software and Technology (Graduate level)
- Teaching assistant for: Prof. Dr. Kris Luyten, Prof. Dr. Karin Coninx, Prof. Dr. Johannes Schöning
- 2007-2014 Current Trends in HCI (Graduate level)
- Teaching assistant for: Prof. Dr. Johannes Schöning, Prof. Dr. Karin Coninx, Prof. Dr. Kris Luyten
- 2007-2014 Human Aspects of Computing (Undergraduate level)
- Teaching assistant for: Prof. Dr. Karin Coninx

- 2009–2014 Object-Oriented Programming I (Undergraduate level)
 - Teaching assistant for: Prof. Dr. Karin Coninx, Prof. Dr. Kris Luyten
- 2012–2014 Object-Oriented Programming II
 - Teaching assistant for Prof. Dr. Kris Luyten
- 2012–2014 Software Development Project (20-week Undergraduate Project)
 - Teaching assistant/Co-supervisor with: Prof. Dr. Frank Van Reeth, Prof. Dr. Wim Lamotte
- 2009–2013 Advanced Programming Techniques (Undergraduate level)
 - Teaching assistant for Prof. Dr. Kris Luyten
- 2011–2013 Advanced Web Technology (Undergraduate level)
 - Teaching assistant for Prof. Dr. Kris Luyten

STUDENT MENTORSHIP AND SUPERVISION AT UNIVERSITY OF CALGARY

- PHD PROJECT MENTORSHIP*
 - Tanja Blaschek: Using Eye-Tracking to Evaluate Interactive Visualizations of Publicly Available Data (2016)
 - Fateme Rajabiyazdi: Challenges in Doctor–Patient Communication (2016)
 - Paul Lapides: Monadic Visualization for Facebook (2016)
 - Bon Adriel Aceniero: Personal Visualizations in the Home (2016)

- RESEARCH INTERNSHIP SUPERVISION*
 - Tamara Flemisch: Visualizations on Wall-Sized Displays (2016)
 - Philipp Koytek: Meta-Visualizations on Interactive Surfaces (2016)
 - Sebastian Lay: Interactive Visualization of Aurora Boralis Data on Large Displays (2016)
 - Kevin Ta: Interactive Mobile Visualizations for Comparison Shopping (2016)

STUDENT MENTORSHIP AND SUPERVISION AT UNIVERSITY OF BIRMINGHAM

- PHD PROJECT MENTORSHIP MASTER’S THESES*
 - Charlie Pinder: Technology for Non-Conscious Behaviour Change (2015)
 - Alexandros Stylianidis: Improving Learnability and Discoverability of Cross-Device Interactions (2015)
 - Yan Yan: Using Peripheral Floor Visualizations to Improve the Learnability of Cross-Device Interactions (2015)
 - Yunhao Wei: Investigating the Feasibility of Detecting Mobile Video Highlights using Wrist-Worn Heart Rate Sensors (2015)
 - Adhi Wicaksono: Developing a Mobile Application to Promote Implementation Intentions as Triggers for Building Habits (2015)

- MINI PROJECTS*
 - Yunhao Wei: Investigating Experiences with Wearable Activity Trackers to Promote a Healthier Lifestyle (2015)

STUDENT MENTORSHIP AND SUPERVISION AT HASSELT UNIVERSITY

- MASTER’S THESES*
 - Matthias Druwé: Intelligibility of Multi-Device Interaction with Public Displays (2015)
 - Pieter De Decker: In-Situ Learning & Multimodal Collaboration (2014)
 - Marnic Neven: Using Sensors to Improve Safety in Medical Labs (2013)
 - Gert Vos: Exploring the Concept of Feedforward in Ubicomp (2012).
 - Marijke Vandermaesen: Providing Guidance for Laboratory Activities in Medical Research Labs (2012)
 - Steven Houben: Activity Theory Applied to the Desktop Metaphor (2011)
 - Jens Penny: Configuration of Ubicomp Environments through Demonstration (2011)
 - Tijl Lathouwers: A User Interface Metadata Layer to Support Intelligent Adaptation (2008)
 - Neal Robben: Composable and Splittable User Interfaces for Distributed Device Federations (2008)
 - Jan Meskens: A Graphical Design tool for Multi-Device User Interfaces based on

UIML (2007)

- Ruben Thys: Augmented Physical Objects Driven by Semantic Web Technology to Bridge the Gap Between the Digital and Physical World (2007).
- Rob Van Roey: Multimodal interfaces on mobile devices: mangling speech and graphical interaction (2007)

BACHELOR'S THESES

- Linsey Raymaekers: The Augmented Piano (2013)
- Wim Vastmans: The Flashlight Metaphor: Combining Mobile Phones and Pico Projectors (2012)
- Kristof Bamps: Detecting the User's Presence using Sensors (2008)
- Bram Bonné: A Multi-Device Presence Agent (2008)
- Marnic Neven: Multi-Player Mobile Phone Games on Big Screens (2008)
- Ingo Berben: Flexible User Interface Behavior in Uiml.net (2007)
- Peter Bollen: A Location-Based Instant Messenger using Voice Chat (2007)
- Geert Olaerts: Real-World Interaction using Camera-Equipped Devices (2007)
- Jan Meskens: Towards a generic template mechanism for UIML (2006)

RESEARCH INTERNSHIPS

- Steven Houben: Co-Activity Manager: Integrating Activity-Based Collaboration into the Desktop Interface (2011)
- Jonathan Slenders: Making the Invisible Computer Visible (2009)

INVITED TALKS

- 2016 Beakerhead Art-Science Festival, University of Calgary: Talk with Lindsay MacDonald about our interdisciplinary collaborative process for developing interactive visualizations on floor displays.
- 2015 UCLIC, University College of London & Mixed Reality Lab, University of Nottingham, UK: Talk with Lindsay MacDonald about our interdisciplinary collaborative process for developing interactive visualizations on floor displays.
- 2014 University of Waterloo & University of Calgary, Canada: Talk about my research on feedforward and slow-motion feedback.
- 2010 Lancaster University, UK: Talk about my research on intelligibility at the Mobile and Ubiquitous Computing Group.
- 2009 DSP Valley, Ghent, Belgium: Talk about the User Interface Markup Language and our multi-device GUI builder Gummy at the DSP Valley seminar on Exploring GUI design for embedded systems.
- 2008 INRIA, Lille, France: Talk about my research on service-interaction descriptions at Laboratoire d'Informatique Fondamentale de Lille (LIFL).

REFERENCES References available upon request.

LANGUAGES

- Dutch · Mother tongue
- English · Bilingual
- French · Intermediate
- German · Basic (good understanding)