

EDUCATION

- 2012–2015 Doctor of Philosophy (Ph.D), Information Processing Science, Human-Computer Interaction, University of Oulu
- 2005–2011 Master of Arts (MA), Art and Design, Industrial Design, University of Lapland

WORK EXPERIENCE

- 12/2022- Lector, Department of Digital Design and Information Studies, Aarhus Universitet, Danmark
- 2021–2022 Adjunct, Department of Digital Design and Information Studies, Aarhus University, Denmark
- 2018– 2021 Assistant Professor, Socio-Technical Design Group, Department of Engineering, Aarhus University, Denmark
- 2018–2018 Postdoctoral Researcher & Lecturer, Center for Ubiquitous Computing & INTERACT Research unit, University of Oulu, Finland
- 2016–2017 Postdoctoral Researcher, Center for Ubiquitous Computing, University of Oulu, Finland
- 2014–2015 Doctoral Candidate, Department of Information Processing Science, University of Oulu, Finland
- 2013–2013 Industrial and Interaction Designer/ User researcher, Soul4Design, Oulu, Finland
- 2010–2013 Interaction Designer/ User Experience Researcher, Center for Internet Excellence, University of Oulu, Finland

RESEARCH SUPERVISION

Ph.D thesis supervision (2nd supervisor)

Paula Alavesä, The Role of Layers and Transitions in Designing Location-Based Pervasive Games for Urban Hybrid Environments, University of Oulu, Department of Computer Science and Engineering, Finland.

MSc & BSc thesis supervision and examination

MSc: Rasmus Hvilshøj. 2022. Designing and evaluating a discreet wearable for shared office spaces. Aarhus University, Department of Computer Science, IT product development program, Denmark

MSc, Louise Mathiasen and Trine Eg Fredslund. 2022. Nuphar: An Exploration of How a Shared, Family-Based Artefact can Utilise Shared Management of Children with Kidney Stone's Adherence to Compliance Aarhus University, Department of Computer Science, IT product development program, Denmark.

BSc: René Mojabi and Frederik Thor Wind Norup. 2022. MindStone - Designing a Tangible Multimodal Mindfulness Device for guided breathing meditation. Aarhus University, Department of Computer Science, IT product development program, Denmark.

BSc, Trine Eg Fredslund and Louise Mathiasen. 2020. Creating an Intimate Co-Experience through Interactive Furniture, Aarhus university, Department of Computer Science, IT product development program, Denmark. Co-Supervisors: Postdoc Sofie Kinch & Assoc Prof. Marianne Graves Petersen

BSc, Rebecca Rauff Mouritsen and Christoffer Vorgaard Ashorn. 2020. Recovering from Violence by Sharing Through Technology: A case study in collaboration with Aarhus Crisis Center, Aarhus University, Department of Computer Science, IT product development program, Denmark. Co-Supervisors: Postdoc Sofie Kinch and Assoc Prof. Marianne Graves Petersen, Aarhus University

MSc, Mikael Martinviita, Time-series database in Industrial IoT and its testing tool, University of Oulu, <http://urn.fi/URN:NBN:fi:oulu-201811093007>, Department of Computer Science and Engineering

MSc, Alexander Voroshilov, An experience sampling method for location-based mobile games, <http://urn.fi/URN:NBN:fi:oulu-201710112983>, University of Oulu, Department of Computer Science and Engineering, Finland

BSc, Mikael Martinviita, Mobiilisovellusten kategorisointi ja käyttö, <http://urn.fi/URN:NBN:fi:oulu-201702231250>, University of Oulu, Department of Computer Science and Engineering, Finland

Reviewing

ACM CHI, ACM CHI Play, ACM C & C, ACM DIS, ACM IDC, ACM ISS, ACM TEI, AH & AHs, Behaviour & Information Technology (journal), CUMULUS, ECIS, Entertainment Computing (journal), Human Technology (journal), IDC, IJHCI (journal), ISWC, Journal of Computers in Education, MindTrek, MobileHCI, Nordes, NordiCHI, Multimodal Technologies and Interaction (journal), MUM, Ubicomp

TEACHING

- Aarhus
Universitet Instructor, Designing Wearables (520182U005), Masters level, 5 ECTS, spring 2020–; Urban Interventions (220172U002), Master level, 5 ECTS, Spring 2019; Social and Aesthetic Interaction Design (520182U001), Master's level, 10 ECTS, Autumn 2022; IT-Product Development Project (220171U027), Bachelor level, 20 ECTS, Spring 2019– ; Design as Products, Services, Systems and Experiences (220171U022), Bachelor level, 10 ECTS, Autumn 2019–
Guest Instructor, Foundations in IT Product Design (520181U002), Bachelor level, 10 ECTS, Autumn 2019–
- University of Oulu Lecturer, Interaction design (812331A), advanced studies, 5 ECTS, Autumn 2018; Business Process Modeling (813316S), advanced studies, 5 ECTS, Spring 2018; Project Seminar (817609S), advanced studies, 3 ECTS, Spring 2018
Guest Lecturer, Virtual Environments and Applications 521149S, advanced studies, 5 ECTS, Fall 2017; Introduction to Human-computer Interaction (811379A), intermediate studies, 5 ECTS, Spring 2015
Teaching Assistant, Ubiquitous Computing Fundamentals (521148S), advanced studies, 5 ECTS, Fall 2016; Applied Computing Project I (521151A), intermediate studies, 10 ECTS, Fall-Spring 2016–2017; Interaction Design (812331A), intermediate studies, 4 ECTS, Fall 2014
- University of
Lapland Guest lecturer, Art, Design, and Research (UMUO1212), Spring 2017; Interaction Design (MTEO0613) advanced studies, 10 ECTS, Fall 2015; Master's thesis seminar (MTEO0630) advanced studies, 40 ECTS, Fall 2015