Jens Grubert

Dr. techn.

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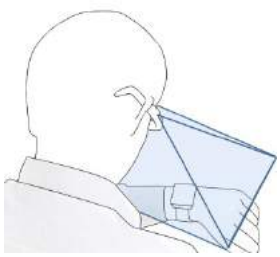


Interaction with displays on and around the body (2015)

Professional Experience

Academic Counselor, University of Passau. June 2015 – today

Research in mobile human-computer interaction (HCI), mixed reality, multi-display interaction. Lecturing graduate and undergraduate courses in the fields of embedded systems, mobile HCI and mixed reality.

University Assistant, Graz University of Technology, Austria. October 2010 – May 2015

Research in mobile HCI and Augmented Reality (AR). Acquisition and management of EU FP7 projects MAGELLAN and EXPERIMEDIA (open call) and national research projects. Lecturing graduate and undergraduate courses in the fields of distributed systems, computer graphics, virtual reality, HCI and information visualization.

Lecturer, Salzburg University of Applied Sciences, Austria. October 2014 – May 2015

Creation of course syllabus and teaching of graduate lecture on mixed reality interaction.

Research Manager, Fraunhofer Institute for Factory Operation and Automation IFF, Germany. April 2008 – August 2010

Head of mobile AR work group in the business unit Virtual Prototyping. Research in the BMBF AVILUS project “User-centered Development and Evaluation of Augmented Reality Based Work Assistant Systems“ and in the AVILUSPlus project “Calibration and Recalibration of Augmented Reality See-Through Head-Mounted Displays“. Consulting for AR in shipbuilding and marketing. Development of calibration methods for optical see-through displays and conduct of user studies on long-term use of AR.

Student Research Assistant, Otto-von-Guericke University Magdeburg, Germany. October 2007 – February 2008

Development of collaborative desktop-based virtual reality environments and medical visualization.

Research Intern, Innovations in Visualization Laboratory at the University of Calgary, Canada. April 2007 – October 2007

Research on interaction techniques for non-photorealistic rendering on large displays.

Co-founder, Comlab MD, Germany. February 2000 – September 2002

Co-founded company for web and database applications target at small businesses.

Research and Development Projects

Christian Doppler Laboratory for Handheld Augmented Reality. Qualcomm Inc., Christian Doppler Society. 2014 – 2015

Research on ad-hoc interaction in mobile multi display environments, wearable multi display interaction, second screen AR and integration of dynamic display content in Simultaneous Localization and Tracking systems.

Multimodal Authoring and Gaming Environment for Location-based coLlaborative AdveNtures (MAGELLAN). European Union Seventh Framework programme (EU FP7 integrated project). 2013 – 2015

Work package manager for a mobile client platform. Integration management of radio-frequency based localization and computer-vision based tracking, context-awareness modules and 3D scenegraphs into mobile platform targeting Android and iOS. Research in ad-hoc augmentation of public displays, transparent-frame AR and context-aware AR.


Ad-hoc public display interaction (2014)

Experiments in live social and networked media experiences (EXPERIMEDIA). European Union Seventh Framework programme (EU FP7 integrated project). 2012–2013
Work package manager for the open call sub-project MediaConnect bringing mobile AR and interactive video to tourism domains. Research on the utility of AR and hybrid interfaces for touristic map exploration.

Augmented Reality for Document Verification (AR4DOC). Bundesdruckerei GmbH. 2013 – 2015
Design and evaluation of AR guidance and alignment interfaces for hologram verification.

SmartReality. Austrian Research Promotion Agency (FFG). 2010-2012
Design, implementation and evaluation of mobile AR interfaces for poster interaction in mobile contexts. Investigation on the integration of Linked Open Data sources as content provider for AR applications. Investigation on usage patterns of AR browsers. Development of web-based AR solutions with natural feature tracking in JavaScript.

SOLight. Austrian Research Promotion Agency (FFG). 2012
Consulting for small business on mobile computer vision methods for occlusion detection, shading and luminance estimation for real-estate agencies.

Wikitude Visual Search. Austrian Research Promotion Agency (FFG). 2011
Consulting for AR Browser company Wikitude on mobile image recognition and visual search.

Applied Virtual Technologies in Product and Production Facility Life Cycles (AVILUS). Federal Ministry of Education and Research (BMBF). 2008-2010
Evaluation of mobile AR based worker assistant systems in long term industrial use. Extension and management of a reference work space for order picking.

Applied Virtual Technologies Focused Long-range on the Product and Production Equipment Life Cycle (AVILUSplus). Federal Ministry of Education and Research (BMBF). 2008-2010
Development and evaluation of novel methods for the calibration of optical see-through head mounted displays.

Augmented Reality for Shipbuilding. Private funding. 2009
Consulting on the applicability of mobile AR for variance analysis in shipbuilding for a major German shipbuilder.

Augmented Reality for Advertisement. Private funding. 2009
Development of a natural feature tracking based AR system and consulting on the applicability for advertisement for small and medium businesses.

Teaching Experience

Lectures at University of Passau

Mixed Reality (since 2015)

(graduate course with ca. 25 participants)

Creation of course syllabus. Lectures and projects on advanced topics in tracking, visualization and interaction for mixed reality.


AR for map exploration (2014)

Mobile Embedded Systems Internship (since 2015)

(graduate course with 4 participants)

Lectures and projects on advanced software engineering and project management of mobile and embedded systems development.

Lectures at University of Applied Sciences Salzburg

Mixed Reality Interaction (2014 – 2015)

(graduate course with ca. 15 participants)

AR for hologram verification (2013, 2015)

Creation of course syllabus. Lectures and projects on advanced topics in tracking, visualization and interaction for mixed reality.

Lectures at Graz University of Technology

Software Development in Distributed Environments, 2012 – 2015
(joint graduate and undergraduate course with ca. 200 participants)
Co-renewal of course syllabus. Lectures on peer-to-peer systems, distributed multimedia networks, indirect communication, networking, inter-process communication, middleware, name services and discovery, operating systems and time. Management of exams and assignments.

Selected Topics Computer Graphics, 2013 – 2015
(graduate course with ca. 20 participants)
Co-creation of course syllabus. Lectures on introduction to information visualization, sketching, statistical graphs, interaction techniques, text and map visualization.

Virtual Reality, 2013 – 2015
(graduate course with ca. 20 participants)
Lectures on 3D user interfaces, affordable VR, tracking technologies, scene graphs.

Introduction to Scientific Working, 2013 – 2015
(undergraduate course with ca. 300 participants)
Leading small group seminars on scientific writing and presentation.

Computer Graphics 1+2, 2013 – 2015
(undergraduate course with ca. 250 participants)
Lecture on computer graphics and human-computer interaction: designing, implementing and evaluating graphical user interfaces.

Evaluation Methodology, 2014 – 2015
(graduate course with ca. 20 participants)
Co-creation of syllabus for a graduate course on evaluation methodology in HCI. Lectures on user studies in-the-wild, remote evaluation via mobile app stores.

Information Displays and Visual Analytics, 2014 – 2015
(graduate course with ca. 20 participants)
Organization of interactive remote (telepresence-based) lectures information displays and visual analytics which are held at the Johannes Kepler University Linz.

Supervision and Mentoring

Master and Diploma Theses
AR character modeling (2015), Focus+context for wearable multi-device interaction (2014), Web-based AR (2012), Markerless tracking for AR marketing (2010), AR for marketing (2010), Vision-based see-through re-calibration (2010), See-through re-calibration hardware (2010).

Bachelor Theses
Where to read? Text entry in body-proximate display environments (2015). A Web-based toolbox for calibration of optical see-through head mounted displays (2014), Hybrid AR for hiking maps (2014), Remote interaction logging framework for Android (2014), Acoustic ranging on smartphones (2013).

Master and Bachelor Projects
FlickerCodes: Time-multiplexed markers for situated displays (2014), Panorama capture and replay pipeline (2013), Design of a mobile AR framework (2011).

Mentor for Woman into Technology Styria. 2013 – 2015
Supervision of female students from secondary schools in the field of mobile HCI and AR. The project focuses on inspiring young woman for STEM studies.

AR gaming in public space (2013)

AR browsers

(2013)

Education

PhD studies Computer Science, Graz University of Technology, Austria, September 2010 – May 2015
Postgraduate degree: Dr. techn. (equiv. PhD). Grade 1.0 with highest distinction. Advisors: Prof. Gerhard Reitmayr, Prof. Dieter Schmalstieg, Prof. Matthias Kranz
Thesis topic: Mobile Augmented Reality for Information Surfaces.

Diploma Studies in Computational Visualistics, Otto-von-Guericke University Magdeburg, Germany. October 2003 – June 2009
Graduate degree: Diplom-Ingenieur für Computervisualistik (eq. to Master in Computer Science). Grade A (GPA 4.0) with highest distinction. Diploma thesis topic: See-through-Calibration Testing for Optical-See-Through-Displays.

Undergraduate degree: Bakkalaureus der Computervisualistik (eq. to Bachelor of Computer Science). Grade A (GPA 4.0) with highest distinction. Bachelor thesis topic: Interacting with Stroke-Based Non-Photorealistic Rendering on Large Displays.

Training and Skills

Continuing professional development

Leadership and Management Courses

Leading diverse teams (2014), Leadership and management in practice (2014), McKinsey's How managers think (2013), Financial management of funded R&D projects (2013), Leading technical teams (2013), Managing conflict conversations constructively (2012)

Pedagogics and Communication Courses

Teaching in English (2014), Intercultural interaction for professionals (2014), Cross-cultural communication (2014), Didactics (2014), Presentation and rhetoric (2012)

Business and Funding Courses

How to write a competitive proposal in Horizon 2020 (2014), Business planning for researchers (2014), Horizon2020: the impact part in proposals (2014), Research funding: successfully applying to regional, national and international programs (2012), Technology exploitation: from technology to sustainable growth (2010)

Leadership, Management and Communication Skills

In-depth skills through following experiences: work package manager in EU FP7 project MAGELLAN, work package manager of sub project in EU FP7 project EXPERIMEDIA, head of AR work group at Fraunhofer IFF, organizer of scientific workshops, leadership and management of undergraduate and graduate teaching assistants and students, regular presentations on conferences. These skills are constantly reflected upon and improved through continuing professional development courses.

Computer Skills

Programming: C/C++, Java, .NET family, JavaScript, Smalltalk, GLSL, SQL, PHP, *Platforms:* Android, Windows, Unix derivates, iOS

IDEs, APIs and further software applications (excerpt): Microsoft Visual Studio, Eclipse, OpenGL (ES), OpenCV, OpenSceneGraph, Qt,, R, SPSS, Matlab, Adobe Suite, Latex

Language Skills: German (native), English (fluent), Russian (basic), Hebrew (minimal)

Hybrid interfaces for posters

(2012)

Natural Feature Tracking in JavaScript
(2012)

Grants

Virtual Reality Company (anonymous), 2016
15.000 USD unrestricted gift + Virtual Reality head-mounted displays for research in multimodal Virtual and Augmented Reality.

EU FP7 integrated project MAGELLAN ICT-FP7-611526, 2013
Co-writer. 6.7 million € requested total EU contribution, 627.000 € for Graz University of Technology.

Open call to EU FP7 integrated project EXPERIMEDIA ICT-FP7-287966, 2012
Co-writer. 87 thousand € requested total EU contribution, 55.000 € for Graz University of Technology.

Publications

Overview

40 international peer-reviewed research outcomes (1 book, 1 book chapter, 8 journal articles, 23 conference and workshop papers, 7 posters), 12 non-peer-reviewed publications (2 patents, 6 reports, 3 theses, 1 poster).

Books (1)

J. Grubert and R. Grasset. *Augmented Reality for Android Application Development*. Packt Publishing Limited, 2013. ISBN 978-1782168553.

Book chapters (1)

M. Schenk, J. Grubert, S. Sauer, D. Berndt and R. Mecke. *Augmented Reality basierte Werkerassistenz (Augmented Reality Based Worker Assistance)*. In Digital Engineering – Herausforderung für die Arbeits- und Betriebsorganisation (Digital Engineering – Challenges for Work- and Company Management), 2009, GITO. ISBN 978-3940019806 (pp. 341-360).

Journal articles (8)

J. Grubert, T. Langlotz, S. Zollmann and H. Regenbrecht. *Towards Pervasive Augmented Reality: Context-Awareness in Augmented Reality*. In IEEE Transactions on Visualization and Computer Graphics (TVGC) 2016 (to appear).

A. Hartl, J. Grubert, C. Arth, C. Reinbacher and D. Schmalstieg. *Efficient Verification of Holograms Using Mobile Augmented Reality*. In IEEE Transactions on Visualization and Computer Graphics TVCG 2016 (to appear).

J. Grubert, M. Kranz and A. Quigley. Challenges in Mobile Multi-Device Ecosystems. In mUX: The Journal of Mobile User Experience, 2016 (to appear).

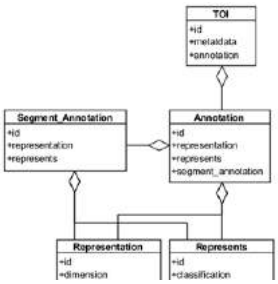
J. Grubert, M. Pahud, R. Grasset, D. Schmalstieg and H. Seichter. *The Utility of Magic Lens Interfaces on Handheld Devices for Touristic Map Navigation*. In Pervasive and Mobile Computing, Vol. 18, April 2015. Elsevier (pp. 88-103).

T. Langlotz, J. Grubert, and R. Grasset. *Augmented Reality Browsers: Essential Products or Only Gadgets?*. In CACM 56, 11, 2013 (pp. 34-36).

Lutz Schega, D. Hamacher, I. Böckelmann, A. Huckauf, R. Mecke, J. Grubert, and J. Tümler. *Vergleich von Messverfahren zur Analyse der Herzfrequenzvariabilität (HRV) (Analysis of Heart-Rate Variability)*. In Deutsche Zeitschrift für Sportmedizin DZSM (German Journal for Sports Medicine) 61, 12, 2010 (pp. 17-21).

M. Schenk, J. Grubert, S. Sauer, D. Berndt and R. Mecke. *Augmented Reality. Ein neuer Ansatz für Assistenzsysteme in der Produktion (Augmented Reality. A Novel Approach for Assistance Systems in Production)*. In Zeitschrift Industrie Management (Journal of Industrial Management) 26, 2, 2010. Gito press Berlin (pp. 33-36).

T. Isenberg, M. Everts, J. Grubert and S. Carpendale. *Interactive Exploratory Visualization of 2D Vector Fields*. In Computer Graphics Forum, 27(3), 2008 (pp. 983-990).



Thing-of-Interest model for semantic AR

(2012)

AR for long term industrial use (2010)

Papers at conferences and workshops (23)

J. Grubert, M. Heinisch, A. Quigley and D. Schmalstieg. *MultiFi: Multi Fidelity Interaction with Displays On and Around the Body*. In Proc. ACM CHI 2015 (pp. 3933-3942).

J. Grubert, M. Kranz and A. Quigley. *Design and Technology Challenges for Body Proximate Display Ecosystems*. In Proc. ACM MobileHCI 2015 Adjunct (pp. 951-954).

A. Quigley and J. Grubert. *Perceptual and Social Challenges in Body Proximate Display Ecosystems*. In Proc. ACM MobileHCI 2015 Adjunct (pp. 1168-1174).

A. Hartl, J. Grubert, C. Arth, C. Reinbacher and D. Schmalstieg. *Mobile User Interfaces for Efficient Verification of Holograms*. In Proc. IEEE VR 2015 (pp. 119-126).

J.Häkkilä, T. Olsson, A.Colley, T.Pederson and J.Grubert. *Interactions and Applications for See-Through Technologies*. In Proc. NordiCHI '14 (pp. 793-796).

A. Hartl, J. Grubert, G. Reitmayr and D. Schmalstieg. Mobile Interactive Hologram Verification. In Proc. IEEE ISMAR 2013 (pp. 75-82).

H. Seichter, J. Grubert, and T. Langlotz. *Designing Mobile Augmented Reality*. In Proc. ACM MobileHCI 2013 (pp. 616-621).

J. Grubert and D. Schmalstieg. *Playing it Real Again: A Repeated Evaluation of Magic Lens and Static Peephole Interfaces in Public Space*. In Proc. ACM MobileHCI 2013 (pp. 99-103).

J. Grubert, R. Grasset, and G. Reitmayr. *Exploring the Design of Hybrid Interfaces for Augmented Posters in Public Spaces*. In Proc. NordiCHI 2012 (pp. 28-36).

J. Grubert, A. Morrison, H. Munz, and G. Reitmayr. *Playing it Real: Magic Lens and Static Peephole Interfaces for Games in a Public Space*. In Proc. ACM MobileHCI 2012 (pp. 231-240).

A. Mulloni, J. Grubert, H. Seichter, T. Langlotz, R. Grasset, G. Reitmayr and D. Schmalstieg. *Experiences with the Impact of Tracking Technology in Mobile Augmented Reality Evaluations*. In ACM MobileHCI 2012 workshop on Mobile Vision and HCI (MOBIVIS).

J. Grubert, L. Nixon and G. Reitmayr. *Augmenting the World using Semantic Web Technologies*. In IEEE ISMAR 2012 workshop on Authoring Solutions for Augmented Reality.

L. Nixon, J. Grubert, G. Reitmayr, and J.Scicluna. *Semantics Enhancing Augmented Reality*. In Springer OTM 2012 (pp. 863-870).

J. Grubert, R. Gründler, L. Nixon and G. Reitmayr. *Annotate That: Preparing Event Posters for Augmentation*. In IEEE ISMAR 2012 workshop on Authoring Solutions for Augmented Reality.

I. Böckelmann, D. Schenk, T. Rößler, S. Adler, B. Senft, J. Grubert, R. Mecke, A. Huckauf, M. Urbina, J. Tümler and S. Darius. *Physiologische Beanspruchungsreaktionen bei der Anwendung von kopfgetragenen AR-Displays (Physiological Strainreactions through application of Head Mounted AR-Displays)*. In 51th Annual Meeting of the German Association for Occupational Medicine and Environment Medicine 2011.

J. Grubert, D. Hamacher, R. Mecke, I. Böckelmann, L. Schega, A. Huckauf, M. Urbina, M. Schenk, F. Doil and J. Tümler. *Extended Investigations of User-Related Issues in Mobile Industrial Augmented Reality*. In Proc. IEEE ISMAR 2010 (pp. 229-230).

One step see-through calibration (2010)

A. Huckauf, M. Urbina, I. Böckelmann, L. Schega, R. Mecke, J. Grubert, F. Doil and J. Tümler. *Perceptual Issues in Optical-See-Through Displays*. In ACM APGV 2010 (pp. 41-48).

J. Tümler, F. Doil, I. Böckelmann, L. Schega, D. Hamacher, A. Huckauf, M. Urbina, R. Mecke and J. Grubert. *Nutzerstudie zum Einsatz mobiler Augmented Reality als Assistenzsystem in einem Referenzarbeitsbereich (User Study of mobile Augmented Reality as Assistance System at a Reference Work Site)*. In Proc. 13th IFF Science Days (pp. 164-170).

L.Schega, D. Hamacher, J. Peters, I. Böckelmann, M. Urbina, A. Huckauf, R. Mecke, J. Grubert, J. Tümler and F. Doil. *Psychische Beanspruchung beim Einsatz unterschiedlicher Optical See-Through Head Mounted Displays (Mental Strain of Using Various Optical See-Through Head Mounted Displays)*. In 50th Annual

Interaction with non-photorealistic renderings

(2008)

Meeting of the German Association for Occupational Medicine and Environment Medicine 2010.

J. Grubert, J. Tümler and R. Mecke. *Optimierung der See-Through-Kalibrierung für mobile Augmented-Reality-Assistenzsysteme (Optimisation of the See-Through-Calibration for Mobile Augmented Reality Assistance Systems)*. In Proc. 12th IFF Science Days.

J. Grubert, S. Carpendale and T. Isenberg. *Interactive Stroke-Based NPR using Hand Postures on Large Displays*. In Proc. EuroGraphics 2008 (pp. 279-282).

T. Isenberg, J. Grubert, M. Everts and S. Carpendale. *Hands-On Analysis and Illustration: Interactive Exploratory Visualization of Vector Fields*. In Proc. ASCI 2008 (pp. 222-229).

J. Grubert, J. Tümler and R. Mecke. *Untersuchungen zur Optimierung der See-Through-Kalibrierung für mobile Augmented Reality Assistenzsysteme (Investigating the Optimisation of See-Through-Calibration for Mobile Augmented Reality Assistance Systems)*. In Proc. 5th IFF Colloquium.

Posters at conferences (7)

K. Pucihar, J. Grubert and M. Kljun. *Dual Camera Magic Lens for Handheld AR Sketching*. In Proc. INTERACT 2015. Springer (pp. 523-527).

O. Balet, B. Koleva, J. Grubert, K.M. Yi, M. Gunia, A. Katsis and J. Castet. *Authoring and Living Next-Generation Location-Based Experiences.* In Proc. IEEE VR 2015.

J.Grubert, H.Seichter and D. Schmalstieg. *Towards User Perspective Augmented Reality for Public Displays.* In Proc. IEEE ISMAR 2014 (pp. 267-268).

J. Grubert. *Practical Augmented Reality for Mobile Users*. In ACSD 2014.

C. Oberhofer, J. Grubert and G. Reitmayr. *Natural Feature Tracking in JavaScript*. In Proc. IEEE VR 2012 (pp. 111-112).

L. Nixon, J. Grubert, G. Reitmayr, and J. Scicluna. SmartReality: *Integrating the Web into Augmented Reality*. In Proc. I-SEMANTICS 2012 (pp. 48-54).

J. Grubert, J. Tümler, R. Mecke and M. Schenk. *Comparative User Study of two See-through Calibration Methods*. In Proc. IEEE VR 2010 (pp. 269-270).

Patents (2)

A.Hartl, J.Grubert, G. Reitmayr. *SVBRDF Capture of view-dependent elements with mobile devices* (issued, in publication).

A.Hartl, J.Grubert, G. Reitmayr. *Procedure for view-alignment to an arbitrary six degrees of freedom for Augmented Reality applications* (issued, in publication).

Talks, Demos, Tutorials

Talk about *ARe we there, yet? The Reality of Augmented Reality*. EISLab, 2014, Passau.

Demo on *User Perspective Augmented Reality for Public Displays*. IEEE ISMAR 2014, Munich .

Tutorial about *Google Glass, The META and Co. How to calibrate your Optical See-Through Head Mounted Displays.* IEEE ISMAR 2014, Munich.

Talk about *Towards Magic Lenses for Ad hoc Public Display Interaction.* Joint EPFL, TU Graz workshop on Augmented Reality 2014, Castle St. Martin, Graz.

Talk on *Mobile Augmented Reality and Information Visualization at the ICG.* Wintergraph 2014, Kaprun.

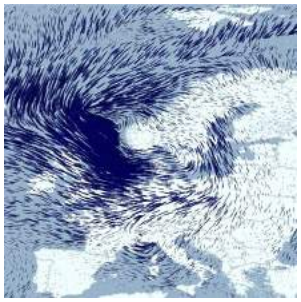
Talk on *Experiences with Mobile Augmented Reality Evaluations in-the-wild*. Winter Augmented Reality Meeting (WARM) 2013, Graz.

Demo on *AR Gaming at public posters.* Winter Augmented Reality Meeting (WARM) 2012, Graz.

Demo on SmartReality at I-Semantics 2012, Graz.

Talk on *Computer Graphics & Interactive Systems at the ICG.* Wintergraph 2013, Gosau.

Talk on *SmartReality: Making Posters Smart with Augmented Reality and Semantic Web Technologies*. Knowledge Management Institute, 2012, Graz.



Stroke-based vector field visualization

(2008)

Demo on *JavaScript based Natural Feature Tracking*. IEEE ISMAR 2011, Orange County.

Demo on *SmartReality*. IEEE ISMAR 2011, Basel.

Talk on *Augmented Reality Interfaces for Consumer Apps*. Department for Architecture, Design & Media Technology, Aalborg University, 2011, Aalborg.

Academic Service

Reviewing

ACM CHI since 2011, ACM MobileHCI since 2011, ACM UIST since 2014, IEEE ISMAR since 2010, IEEE VR since 2011, IEEE 3DUI 2011, 2013, ACM VRST 2013, ACM DIS since 2013, EuroVis since 2013, AVI since 2012, MUM since 2012, TEI 2013, NordiCHI since 2012, Springer LNCS 2014, ICAT-EVGE 2014, GeoInformatica 2015, Augmented Human 2015, Journal of Urban Technology, IEEE TVCG 2015

Organizer and PC Member

Demo co-chair for the IEEE International Symposium on Mixed and Augmented Reality (ISMAR) 2016.

Program committee member for ISMAR 2015.

Program committee member for the International Conference on Mobile and Ubiquitous Multimedia (MUM) 2015.

Workshop and Tutorial chair for IEEE ISMAR 2015.

Conference chair of the *Winter Augmented Reality Meeting (WARM) 2015.*

Program committee member of the *Siggraph Asia Symposium in Mobile Graphics and Interactive Applications*, 2014 and 2015.

Organizer of NordiCHI 2014 workshop on *Interactions and Applications for See-Through Technologies*, 2014.

Conference chair of the *Winter Augmented Reality Meeting (WARM) 2014.*

Organizer of *MobileHCI 2013 Workshop on Designing Mobile Augmented Reality*, 2013.

References

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