University Academic Curriculum Vitae (02/2026)

Personal information **Name:** Prof. Dr. Michael Haller

Education since leaving school

- **1997** Johannes Kepler University, Linz, Austria, **MSc** in Computer Science, Master thesis: Multidimensional databases and connectivity to the Internet with Java (in German).

- **2001** Johannes Kepler University, Linz, Austria, **PhD**, concluded studies with doctoral degree (Dr. techn.), PhD Thesis: Component oriented design for virtual environments (in German).

- **2004-2005** University of Canterbury, New Zealand, **Post-Doc**, HITLab - Human Interface Technology Laboratory, Christchurch, New Zealand (Schrödinger Fellowship).

- **2005** University of Southern California (USC), USA, **Post-Doc**, Integrated Media Systems Center of the (USC), Los Angeles, USA (Schrödinger Fellowship).

- **2007** Johannes Kepler University, Linz, Austria, **Habilitation** for Applied Computer Science, Habilitation Thesis: Mixed Reality Interfaces.

Present appointment Since Oct. 2021, I am professor at the Free University of Bolzano-Bozen, Italy, head of the Media Interaction Lab at the NOI Techpark.

Professional experience

From / to	Job title	Name of academic Institution	Academic level	responsibilities
2021-present	Professor	Free University of Bozen-Bolzano	Full Professor	Research activities
2000-2021	Professor	University of Applied Sciences Upper Austria, Hagenberg, Austria, leading the Media Interaction Lab, www.mi-lab.org	Professor	Research activities
2014-2016	Co-founder & CEO	we-inspire GmbH, spin-off company of the Media Interaction Lab - acquired by Hoylu	-	CEO
2013	Visiting Professor	Interactive and Digital Media Institute, Mixed Reality Lab, National University of Singapore (NUS), Singapore	Visiting Professor	PhD supervision & joint cooperation with professors at NUS
2011-2014	Vice Dean for R&D	University of Applied Sciences Upper Austria, Hagenberg, Austria	Professor	Strategic activities

2011	Visiting Professor	Interactive and Digital Media Institute, Mixed Reality Lab, National University of Singapore (NUS), Singapore	Visiting Professor	PhD supervision & joint cooperation with professors at NUS
2009-2014	Principal Investigator	Keio-NUS Connective Ubiquitous Technology for Embodiments (CUTE) Center, Singapore	Principal Investigator	Joint cooperation as PI at NUS
2008	Visiting Professor	Interactive and Digital Media Institute, Mixed Reality Lab, National University of Singapore, Singapore	Visiting Professor	PhD supervision & joint cooperation with professors at NUS
2005	Visiting senior-researcher	Integrated Media Systems Center of the University of Southern California (USC), Los Angeles, USA	Post-Doc	Research activities
2004-2005	Visiting senior-researcher	Human Interface Technology Laboratory, University of Canterbury, Christchurch, New Zealand	Post-Doc	Research activities
1997-2000	Research Assistant	Institute of Applied Knowledge Processing, Johannes-Kepler-University, Linz, Austria	PhD student	Research activities

Participation in exhibitions (where applicable)	**Art Installations, Exhibitions, and Demonstrations**

EX.1 NiCE Formula Editor for a smart table

11th RTT Conference, May 6 - 7, 2010, Munich, Germany.

EX.2 IncreTable – tangible tabletop interface

Singapore Science Center, Singapore, December 2009 (for 5 years).

EX.3 CollageTable

Linz 2009, 80+1, June 17 - September 5, 2009, Linz, Austria.

EX.4 CRISTAL – tabletop controller using AR

10th RTT Conference, May 7 - 8, 2009, Munich, Germany.

EX.5 FLUX – an interactive table

Nortel Forum, May 6, 2008, Intercontinental, Vienna, Austria.

EX.6 FLUX – an interactive table

9th RTT Conference, April 10 - 11, 2008, Hofburg, Vienna, Austria.

EX.7 Comino

Laval Virtual 2008, April 9-13, 2008, Laval, France.

EX.8 FLUX – an interactive table

ITnT @ Microsoft Innovation booth, February 5 - 7, 2008, Vienna,

Austria.

EX.9 Shared Design Space

net.culture.space, July 3 - Sept. 5, 2007, Vienna, Austria.

EX.10 Shared Design Space

Laval Virtual, April 18 - 22, 2007, Laval, France.

EX.11 Shared Design Space

Singapore Science Center, iSpace, Singapore, Dec. 2006 (for 5 years).

EX.12 Shared Design Space

Disney's New Technology Forum on Friday, September 8th 2006. Disney featured the "Best of SIGGRAPH", Los Angeles, USA.

EX.13 Shared Design Space

Ars Electronica Festival, Pixelspaces, August 31 -Sept. 5, 2006, Linz, Austria.

EX.14 The Office of Tomorrow

Messezentrum Wien Neu, Vienna, AUSTRIA, February 14-16, 2006, about 15,000 visitors.

EX.15 Neon Racer

Ars Electronica Festival 2005 (PixelSpaces), September 1-6, 2005, Linz, Austria, about 33,000 visitors.

EX.16 Coeno

demo installation at the HIT Lab NZ Open House, May 4, 2005, Christchurch, New Zealand.

EX.17 Play With Vincent

AR-NPR-installation at the Art Gallery in Christchurch, February 10, 2005, Christchurch, New Zealand, about 300 visitors (invited by the HIT Lab NZ).

EX.18 Fai-MR (Furniture Assembly Instructor based on Mixed Reality)

Mission2Tech, April 28 – 30, 2004, Wels, Austria, about 5,000 visitors.

EX.19 Augmented Sound Reality

Ars Electronica Festival 2003 (CODE), September 6-11, 2003, Linz, Austria, about 30,000 visitors.

Scientific Demonstrations

D.1 FlexSense: A Transparent Self Sensing Deformable Surface

ACM UIST 2014, October 6, 2014, Honolulu, USA.

D.2 Tracs: Transparency-control for see-through displays

ACM UIST 2014, October 6, 2014, Honolulu, USA.

D.3 A Collaborative See-Through Display Supporting On-Demand Privacy

ACM SIGGRAPH 2014, Emerging Technologies, Aug. 10-14, 2014,

Vancouver, Canada.

D.4 CRISTAL

ACM SIGGRAPH 2009, Emerging Technologies, Aug. 3 – 7, 2009, New Orleans, USA. [BEST ACM SIGGRAPH EMERGING TECHNOLOGIES AWARD].

D.5 FLUX & Occlusion-Aware Menu Design

ACM SIGCHI 2009, Interactivity, Apr. 6 – 8, 2009, Boston, USA.

D.6 IncreTable

ACM SIGGRAPH 2008, New Tech Demos, Aug. 11-15, 2008, Los Angeles, USA, over 28,000 visitors.

D.7 Voodoosketch: Physical Interface Palettes and Sketched Controls alongside Augmented Work Surfaces

Ubicomp 2007, 9th International Conference on Ubiquitous Computing, Sept. 16-19, 2007, Innsbruck, Austria.

D.8 Neon Racer Machination

Eurographics 2006, Physical Games, Sept. 5-8, 2006, Vienna, Austria.

D.9 Shared Design Space

ACM SIGGRAPH 2006, Emerging Technologies, July 30 – August 3, 2006, Boston, USA, over 21,000 visitors.

D.10 Coeno

4th IEEE and ACM International Symposium on Augmented and Mixed Reality (ISMAR 2005), October 5-8, 2005, Vienna, Austria.

D.11 Neon Racer

4th IEEE and ACM International Symposium on Augmented and Mixed Reality (ISMAR 2005), October 5-8, 2005, Vienna, Austria.

D.12 Coeno

demo installation at the conference "Mensch & Computer", September 4-6, 2005, Linz , Austria , ca. 300 participants.

D.13 Augmented Sound Reality

ACM SIGGRAPH 2002 Emerging Technologies, July 23 – July 25, 2002, San Antonio, USA, over 15,000 visitors (invited by jury).

Experience in academic teaching

Summary of significant personal achievements in academic teaching

Type	Major achievements
Total educational grants as principal investigator	**Exchange program** for 38+26 students from Europe and Canada in the area of multitouch surfaces, 10/2010 – 10/2013

	Funding: 225.000 EUR (EU) + 300.000 CAD (Canada)
	Partners: Ecole Nationale de l'Aviation Civile, Institut Télécom Bretagne, University of Magdeburg, University of Calgary, University of Manitoba, University of Waterloo, Queen's University
	Exchange program for 50 students from Europe and New Zealand in the area of multimedia development and design, 11/2007 – 11/2009
	Funding: 225.000 EUR (EU) + 520.000 NZD (New Zealand)
	Partners: Univ. o. Wanganui, Canterbury, Waikato, Lancaster, Ljubljana, Nottingham
Teaching appointment at national level	Since 2000 at the University of Applied Sciences Upper Austria
Coordination of International educational projects	• Exchange program with Canada (10/2010 – 10/2013) • Exchange program with New Zealand (11/2007 – 11/2009)
Research & Teaching Awards	2
Number of PhD supervisions	14 (9 completed)
Number of MSc supervisions	> 70
Number of new programs established	• Interactive Media (Master) • Mobile Computing (Master) • Digital Media (Master)

My formal teaching career began in 2000, when I joined the University of Applied Sciences Upper Austria in Hagenberg. During this time, I was fortunate to be involved in a complete redesign of the class curriculum. I personally love to teach and the challenge of finding ways to support students to acquire deep technical knowledge and a solid understanding of a subject. I feel very energized after a class that has gone well. In my desire to better understand the world, I have always been eager to learn more. As a teacher, my role is to elicit a similar enthusiasm toward learning among my students and help them understand that knowledge can provide them with powerful tools to solve complex problems.

I always try to **teach using examples from my own research** and work experiences, or work by others that excites me, whenever possible. This helps my passion and enthusiasm for the material come through in the classroom, and I have found that it is often contagious to students. So, for instance, in the Physical Prototyping course, I show the latest research results from the textile interfaces, which we published at UIST in the last

couple of years. Generally, I think that it is very important for students to study theoretical basis, supported with concrete examples. Examples are important to illustrate practical limitations of theories.

Going beyond the classroom, I see the design tradition of "**Learning by Doing**" as a key part of a Human Computer Interaction (HCI) curriculum. I am convinced that 'doing' is the most promising path to learning; therefore, I always assign students practical and realistic tasks that have to be solved independently – alone or in smaller groups. Projects and other hands-on learning opportunities help make assignments more fun and help students engage with the material. I strongly believe that efficient learning only happens once the students are engaged. To achieve this, I often invest extra effort in designing **in-class activities** that allow students to gain new viewpoints and insights into a particular topic.

University of Applied Sciences Upper Austria (Hagenberg, Austria)	
> 2016	**Physical Prototyping**
	4 ECTS, 80% teaching, graduate course, 36 students
> 2010	**Human Computer Interaction**
	4 ECTS, 100% teaching, graduate course, 36 students
> 2006	**Introduction to Scientific Work**
	2 ECTS, 20% teaching, graduate course, 36 students
> 2003	**Computer Graphics 2 (Shader Programming)**
	4 ECTS, 100% teaching, undergraduate course, 78 students
> 2000	**Computer Graphics 1 (basic course in computer graphics)**
	4 ECTS, 100% teaching, undergraduate course, 78 students
2008 - 2010	**Interactive Collaborative Environments**
	4 ECTS, 100% teaching, graduate course, 36 students
2000 – 2002	**Multimedia Programming 1 (graphics/multimedia)**
	4 ECTS, 100% teaching, undergraduate course, 78 students
2000 – 2002	**Multimedia Programming 2 (mixed reality)**
	4 ECTS, 100% teaching, undergraduate course, 78 students
1999 – 2000	**Information Engineering**
	4 ECTS, 100% teaching, undergraduate course, 78 students
Free University of Bolzano	
2007 - 2010	**Technology Assessment & Interaction Design**

	2 ECTS, 100% teaching, undergraduate course, 14 students

Physical Prototyping

With the rise of ubiquitous computing and IoT, the focus of HCI is moving from desktop applications to a wide variety of devices. As a result, the ability to build hardware prototypes has gained importance. At the same time, rapid prototyping tools such laser cutters, 3D printers, and the Arduino hardware platforms have made it possible for students to build their own prototypes. With this in mind, I developed a class on **Physical Prototyping** (IM601) to introduce students to rapid prototyping techniques.

Each student is provided with a Physical Computing kit including an Arduino compatible board as well as everything needed to learn how to use sensors, displays, and actuators. Through hands-on experiences during class periods, students acquire basic skills and learn to build a range of typical circuits. Along with basic skill acquisition, students are involved in a semester-long group assignment in which they develop a complex project from start to finish. Students are encouraged to quickly arrive at a working prototype at which point they can fine-tune their project through testing. At the end of the semester, the projects are presented to the rest of the students.

Human Computer Interaction

To familiarize students with iterative design techniques, I developed an **Introduction to HCI course** (IM400) around the conceptualization of the design process used by IDEO, a leading industrial design firm.

Their seven steps approach (Accept, Analyze, Define, Ideate, Select, Implement, and Evaluate) provides a natural framework to introduce key elements of the HCI curriculum including: capturing user requirements, brainstorming possible solutions, selecting the best solutions (based on a scientific understanding of human behavior), quickly creating a prototype, and, finally, conducting a sound evaluation. To re-enforce the intrinsically iterative nature of the design process, the main class project is designed to cycle at least twice through the 7 steps. This is admittedly a very demanding course, yet it provides a solid foundation on which students can draw as they approach real-life problems. This class was introduced in 2010, and was a very rewarding experience for both the students and myself.

Bachelor/Master Supervision

Since 2000, I have advised over 70 undergraduate students (BSc), over 60 graduate students (MSc), and 11 PhD students, and worked closely with them on a wide range of topics. Advising students is a key aspect of professorial life and I take my role as an academic advisor very seriously. Both at the graduate and undergraduate level, my focus is on providing a safe scaffolding in which students can learn by doing, challenge themselves to reach their full potential, and understand the consequences of their decisions, yet avoid costly mistakes. Students usually begin by working closely with me on tightly-scoped projects, typically contributing engineering effort to existing work we do in the Media Interaction Lab. This approach allows them to build familiarity, momentum and thus, confidence with the research space while making tangible contributions to existing research projects. Once they feel comfortable tackling deeper challenges, I help them identify a research problem, apply appropriate methods to address it, and

then communicate their findings through posters, presentations, and/or published papers.

Past PhD Supervision (at the Johannes Kepler University of Linz)

Finished date	Student/Title
2019	Patrick Parzer, Design and Implementation of Smart Textile Sensors Enhancing Everyday Objects.
2018	Anita Vogl, Smart textile materials for the eyes-free interaction with wearables in an everyday context.
2018	Kathrin Probst, Designing for Physical Activity in Computerized Office Work
2018	Christian Rendl, Multimodal, Flexible Piezoelectric Sensing for Creating Novel Interactions and Devices
2018	Florian Perteneder, No More Busywork! How to Reduce Unnecessary Workload on Large Interactive Surfaces
2014	Thomas Seifried, Design and Implementation of a GUI Toolkit for Collaborative Wall-Sized Displays
2014	Jakob Leitner, Designing for Interactive Wall Interaction
2008	Peter Brandl, The Design, Implementation and Evaluation of an Interactive Meeting Room
2004	Ary Setijadi Prihatmanto, The development of flexible camera setup for tabletop augmented reality application

Five of my supervised students, are **now professor** at the following universities:

Name	Position/University
Alex Ion	Assistant Professor, Carnegie Mellon University (CMU), USA
David Lindlbauer	Assistant Professor, Carnegie Mellon University (CMU), USA
Daniel Leithinger	Assistant Professor, University of Colorado Boulder, USA
Can Liu	Assistant Professor, City University of Hong Kong
Ary Setijadi Prihatmanto	Associate Professor, Institut Teknologi Bandung

Other academic responsibilities

Tenure Evaluation / PhD Committee Member / Research Proposal Review

2019	*Promotion and Tenure evaluation*

	Johannes Kepler University, Linz, Austria
2019	*Promotion and Tenure evaluation* ETHZ, Switzerland
2019	*Agency for Quality Assurance and Accreditation Evaluation* University of Salzburg & FH Salzburg (HCI)
2019	*Promotion and Tenure evaluation* UBC, Canada
2017	*Promotion and Tenure evaluation* MIT Media Lab, USA
2017	*Promotion and Tenure evaluation* University of Colorado, USA
2017	*Agency for Quality Assurance and Accreditation Evaluation* Hochschule Düsseldorf
2016	*Promotion and Tenure evaluation* Tufts University
2016	*Promotion and Tenure evaluation* University of Chicago, USA
2015	*Promotion and Tenure evaluation* National University of Singapore
2014	*EU Project Review* Horizon 2020- ICT 18
2013	*Promotion and Tenure evaluation* Hasso Plattner Instititute, Germany
2013	*EU Project Review* ICT Call 10, FP7-ICT-2013-1
2013	*Agency for Quality Assurance and Accreditation Evaluation* Fachhochschule Technikum Wien
2013	*PhD committee member* ETHZ, Switzerland
2011 - 2014	*Advisory Board Member* Digital Surface Software Application Network (NSERC, Canada)
2011	*PhD committee member* ETHZ, Switzerland
Since 2011	*Grant Reviewer* Swiss National Science Foundation (SNSF)
2010	*Grant Reviewer* Belgium Government Agency for Innovation by Science and Technology
2010	*Grant Reviewer* Natural Sciences and Engineering Research Council of Canada
2009	*Grant Reviewer* Promotion and Tenure evaluation at the Waterloo University, Canada
2009	*Promotion and Tenure evaluation* University of Delaware, USA
2009	*Research proposal evaluation* University of Kuwait
2009	*Promotion and Tenure evaluation* National University of Singapore
2009	*PhD student evaluation* Canterbury University, New Zealand
2008	*Research proposals* Waterloo University, Canada

Conference/Workshop Committee Member & Research Activities

CC.1   Associate Chair for ACM CHI 2021, Yokohama, Japan, 2021

CC.2   Award Chair for ACM UIST 2020, Minneapolis, USA, 2020

CC.3   Associate Chair for ACM UIST 2019, New Orleans, USA, 2019

CC.4   Associate Chair for ACM CHI 2019, Glasgow, UK, 2019

CC.5   Associate Chair for ACM CHI 2018, Montreal, Canada, 2018

CC.6   Dagstuhl Seminar (On-Body Interaction: Embodied Cognition Meets Sensor/Actuator Engineering to Design New Interfaces, 2018)

CC.7   Associate Chair for ACM UIST 2018, Berlin, Germany, 2018

CC.8   Associate Chair for ACM UIST 2017, Quebec City, Canada, 2017

CC.9   Associate Chair for MUM 2015, Linz, Austria, 2015

CC.10   Associate Chair for ACM CHI 2012, Austin, USA, 2012

CC.11   Program Co-Chair for the Virtual Reality Continuum and its Applications in Industry, VRCAI 2011, Hong Kong, 2011

CC.12   Program Co-Chair of the ACM International Conference on Interactive Tabletops and Surfaces, ITS2010, Saarbrücken, Germany, 2010

CC.13   General Co-Chair of ACM International Conference on Advances in Computer Entertainment Technology, ACE2009, Athens, Greece, 2009

CC.14   Program Co-Chair of the ACM International Conference on Interactive Tabletops and Surfaces 2009, ITS2009, Benff, Canada, 2009

CC.15   Workshop Co-Organizer and Co-Chair of 2nd Multi-Touch and Pen-Based Interface Workshop, Hagenberg, 2008

CC.16   Area Co-Chair of International Symposium on Mixed and Augmented Reality – ISMAR, 2008

CC.17   Organizing Co-Chair of ISMAR Workshop in Mixed Reality Entertainment and Art, 2007

CC.18   Program Co-Chair of International Conference on Artificial Reality and Telexistence – ICAT, 2007

CC.19   Program Co-Chair of International Conference on Artificial Reality and Telexistence – ICAT, 2006

CC.20   Publicity Co-Chair of International Symposium on Mixed and Augmented Reality – ISMAR, 2006

CC.21   Workshop & Tutorials Co-Chair of Annual Conference of the Australian Computer-Human Interaction Special Interest Group – OZCHI, 2005

CC.22   Workshop Co-Organizer and Co-Chair of IEEE Augmented Reality Conference – ART, 2004

CC.23 Workshop Co-Organizer and Co-Chair of IEEE Augmented Reality Conference – ART, 2003

CC.24 Co-Organizer and Co-Chair of the ACM SIGGRAPH and Eurographics Campfire, 2002

CC.25 Workshop Organizer and Co-Chair of GI/OCG Workshop "Synergien zwischen Virtueller Realität und Computerspielen, 2002

Editorial Board Member for Journals

ED.1 2009-2012: ACM Computers in Entertainment

ED.2 2006-2010: International Journal of Virtual Reality

Conference/Workshop Reviewer

CR.1 UIST 2020: ACM Symposium on User Interface Software and Technology

CR.2 CHI 2020: Conference on Human Factors in Computing Systems

CR.3 SIGGRAPH 2019: Conference and Exhibition on Computer Graphics and Interactive Techniques

CR.4 CHI 2019: Conference on Human Factors in Computing Systems

CR.5 UIST 2018: ACM Symposium on User Interface Software and Technology

CR.6 SIGGRAPH 2018: Conference and Exhibition on Computer Graphics and Interactive Techniques

CR.7 CHI 2018: Conference on Human Factors in Computing Systems

CR.8 ISMAR 2018: Symposium on Mixed and Augmented Reality

CR.9 ISS 2018: ACM International Conference on Interactive Surfaces and Spaces

CR.10 UIST 2017: ACM Symposium on User Interface Software and Technology

CR.11 CHI 2017: Conference on Human Factors in Computing Systems

CR.12 SIGGRAPH 2017: Conference and Exhibition on Computer Graphics and Interactive Techniques

CR.13 ISS 2017: ACM International Conference on Interactive Surfaces and Spaces

CR.14 UIST 2016: ACM Symposium on User Interface Software and Technology

CR.15 CHI 2016: Conference on Human Factors in Computing Systems

CR.16 UIST 2015: ACM Symposium on User Interface Software and Technology

CR.17 CHI 2015: Conference on Human Factors in Computing Systems

CR.18 CHI 2014: Conference on Human Factors in Computing Systems

CR.102 ISWC 2003: IEEE International Symposium on Wearable Computers

CR.103 ART 2003: IEEE International Workshop on ARToolKit

CR.104 CAMPFIRE 2002: ACM SIGGRAPH and Eurographics Campfire

CR.105 ART 2002: IEEE International Workshop on ARToolKit

CR.106 INFORMATIK 2001: GI/OCG, Informatik

Journals

JR.1   2019 IEEE Transactions on Visualization and Computer Graphics

JR.2   2018 IEEE Transactions on Visualization and Computer Graphics

JR.3   2018 IEEE Multimedia

JR.4   2016 IEEE Transactions on Visualization and Computer Graphics

JR.5   2011 IEEE Multimedia

JR.6   2010 IEEE Multimedia

JR.7   2010 Journal Advances in Human-Computer Interaction

JR.8   2010 International Journal of Human-Computer Studies

JR.9   2010 International Journal of Arts and Technology

JR.10   2010 Journal of Virtual Reality and Broadcasting

JR.11   2009 Journal Advances in Human-Computer Interaction

JR.12   2009 LNCS Transactions on Edutainment

JR.13   2008 International Journal of Computer Games Technology

JR.14   2007 Journal Advances in Human-Computer Interaction

JR.15   2007 IEEE Transaction on Visualization and Computer Graphics

JR.16   2006 IEEE Transaction on Visualization and Computer Graphics

JR.17   2006 Springer Virtual Reality Journal

JR.18   2005 IEEE Transaction on Visualization and Computer Graphics

JR.19   2005 Communications of the ACM

Memberships
- ACM (Association for Computing Machinery) http://www.acm.org
- IEEE Computer Society, http://www.ieee.org
- MRS (Material Research Society) https://www.mrs.org
- OCG (Österreichische Computergesellschaft) http://www.ocg.at

Research and scholarships

Since 2001, I was co-ordinating several EU projects (including IdeaGarden, FLASHED) as well as national projects (all listed projects) with an overall funding of approx. € 8.46M for my lab.

Date granted	Award Holder(s)	Funding Body	Title	Amount received
2020 – 2023	AIT, Salzburg Research, MIL,	FFG	Electric Mobility in L-Category	*€ 362K* (MiL)

	TU Graz, KTM Kobleder, Numerica, WIVW, Kiska		Vehicles for all generations	*€ 2.9M (overall)*
2018 – 2022	MiL, JKU, TU Dresden, F&T	FFG COMET, Co-financed by BMW, Volkswagen, KTM, HEXCEL, SEFAR, Kobleder.	TextileUX, Imperceptile Textile Interfaces	*€ 1.6M (MiL)* *€ 4M (overall)*
2018 - 2019	MiL	Volkswagen Future Group, Germany.	Smart Knitting Sensing, a knitted textile sensor for the interior.	*€ 100k*
2017 - 2021	MiL, Bene, Stanford University	FFG Beyond Europe	Innovation Playground	*€ 510k (MiL)* *€ 700k (overall)*
2016 – 2018	MiL	BMW Group, Germany.	Smart Textile Sensing (integrated in the concept car iNext, presented in 2018.	*€ 400k*
2016 – 2018	MiL	*Google Research Award, Mountain View, USA.*	Enhancing the interaction space for wearables such as head-worn computers.	*€ 88k*
2014 – 2016	MiL	BMW Group, Germany.	Smart Input Sensing (several projects in the field of automotive).	*€ 350k*
2014 – 2015	MiL, Gdansk University Hochschule Luzern University of Lorraine University of Luxembourg	*EU CHIST-ERA programme*	eGlasses, The interactive eyeglasses for mobile, perceptual computing..	*€ 203k*
2013 – 2016	MiL, Microsoft Research, Joanneum Research, Fraunhofer, Flexenable	EU FP7	FLASHED, Flexible Large Area Sensors for Highly Enhanced Displays.	*€ 1,01M (MiL)* *€ 2,8M (overall)*
2012 – 2014	MiL	FFG KIRAS	ERiC, Emergency Response and Information Center.	*€ 384k (MiL)*

2012 – 2015	MiL	FFG Bridge	ActiveOffice, The interactive working space.	€ 499k (MiL)
2012 – 2015	MiL, KEBA Joanneum Research	FFG Neue Energien	EcoTouch, Energy self sufficient touch-interfaces.	€ 313k (MiL)
2013 – 2016	MiL together with LEGO, EOOS, ETHZ, etc.	EU FP7	IdeaGarden, An Interactive Learning Environment Fostering Creativity.	€ 913k (MiL) € 2,4M (overall)
2010 – 2013	FHOOE	EU Leonardo	LEIF (Exchange programme for 38+26 students from Europe and Canada in the area of multitouch surfaces.	€ 225k (EU) & CAD 300k (Canada)
2008 – 2011	MiL	FFG Research Studio	NiCE (Natural user interfaces for Collaborative Environments).	€ 790k (FFG) € 280k (industry)
2008 – 2010	MiL	FFG FIT-IT	AHUMARI (Augmented based Human Robot Interaction	€ 110k
2008 – 2009	MiL	STIWA, Austria	Smart Interactive Environments	*€ 125k*
2008 – 2009	MiL	Nortel, Canada	Large Interactive Surfaces	*€ 100k*
2005 – 2008	MiL	FFG	OOT, Office of Tomorrow	€ 490k
2007 – 2009	FHOOE	EU Leonardo	Exchange programme for 50 students from Europe and New Zealand in the area of the area of multimedia development and design.	Funding: € 225k (EU) + NZD 520 (NZ),
2001 – 2004	MiL	EU FP7	AMIRE (Authoring Mixed Reality)	€ 913k (MiL) € 2,4M (overall)

Publications

In the area of HCI, peer-reviewed conference publications are the primary outlet for current research. ACM SIGCHI and ACM UIST are the premiere venues for Human Computer Interaction research with an average acceptance rate of approx. 20%.

Reviewed and Invited Publications (19 CHI papers, 9 UIST papers since 2010)

P.1   *S. Mlakar, M. A. Haberfellner, H. Jetter*, and *M. Haller*. 2021.

Exploring Affordances of Surface Gestures on Textile User Interfaces, in Proceedings of the 2021 ACM Designing Interactive Systems Conference, New York, NY, USA, 2021. DOI: 10.1145/3461778.3462139

P.2   *(*) R. Aigner, A. Pointner, T. Preindl, R. Danner*, and *M. Haller.* 2021

TexYZ: Embroidering Enameled Wires for Three Degree-of-Freedom Mutual Capacitive Sensing, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, New York, NY, USA, 2021. DOI: 10.1145/3411764.3445479

P.3   *T. Preindl, C. Honnet, A. Pointner, R. Aigner, J. A. Paradiso,* and *M. Haller* 2020.

Sonoflex: Embroidered Speakers Without Permanent Magnets. In UIST'20: 33rdth ACM User Interface Software and Technology Symposium, Minneapolis, Minnesota, USA, 2020. DOI: https://doi.org/10.1145/3379337.3415888

P.4   *A. Pointner, T. Preindl, S. Mlakar, R. Aigner,* and *M. Haller.* 2020.

Knitted RESi: A Highly Flexible, Force-Sensitive Knitted Textile Based on Resistive Yarns, in ACM SIGGRAPH 2020 Emerging Technologies, Washington D.C., USA, 2020. DOI: https://doi.org/10.1145/3388534.3407292

P.5   (*) *R. Aigner*, *A. Pointner*, *T, Preindl*, P. Parzer, and *M. Haller*. 2020.

Embroidered Resistive Pressure Sensors: A Novel Approach for Textile Interfaces. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20). Association for Computing Machinery, New York, NY, USA, 1–13. DOI:https://doi.org/10.1145/3313831.3376305

P.6   *S. Mlakar* and *M. Haller*. 2020.

Design Investigation of Embroidered Interactive Elements on Non-Wearable Textile Interfaces. In Proceedings of the 2020 CHI

Conference on Human Factors in Computing Systems (CHI '20). Association for Computing Machinery, New York, NY, USA, 1–10. DOI:https://doi.org/10.1145/3313831.3376692

P.7 *T. Babic*, F. Perteneder, H. Reiterer, and *M. Haller*. 2020.

Simo: Interactions with Distant Displays by Smartphones with Simultaneous Face and World Tracking. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20). Association for Computing Machinery, New York, NY, USA, 1–12. DOI:https://doi.org/10.1145/3334480.3382962

P.8 (*) *P. Parzer*, F. Perteneder, K. Probst, C. Rendl, J. Leong, S. Schütz, A. Vogl, R. Schwödiauer, M. Kaltenbrunner, S. Bauer, and *M. Haller*, 2018.

"RESi: A Highly Flexible, Pressure-Sensitive, Imperceptible Textile Interface Based on Resistive Yarns," in *UIST2018: Proceedings of the 31th Annual Symposium on User Interface Software and Technology*, Berlin, Germany, 2018, pp. 745-756. DOI: https://doi.org/10.1145/3242587.3242664.

P.9 *T. Babic*, H. Reiterer, and *M. Haller*, 2018.

"Pocket6: A 6DoF Controller Based On A Simple Smartphone Application," in *SUI18: The 6th ACM Symposium on Spatial User Interaction*, Berlin, Germany, 2018. DOI: https://doi.org/10.1145/3267782.3267785

P.10 *J. Leong, F. Perteneder*, H. Jetter, and *M. Haller*, 2017.

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J.14   Haller, M., Hanl, C., Diephuis, J. 2004.

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J.15   Zhou, Z., Cheok, A. D., Liu, W., Chen, X., Farbiz, F., Yang, X., and Haller, M., 2004.

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J.17   Dörner, R., Geiger, C., Grimm, P., Haller, M., 2002.

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Edited Books & Volumes

B.1   Brooks, T., Ikei, Y., Petersson, E., Haller, M., Kim, G., Noma, H., 2007.

17th International **Conference on Artificial Reality and Telexistence**, ICAT 2007, Esbjerg, Denmark, November 2007.

B.2   Haller, M., Shen, C., 2007.

Interaction Tomorrow**, ACM SIGGRAPH 2007 Course Notes** #32, San Diego CA, USA, August 2007, ACM Press. With contributions from Gerald Morrison, Bruce H. Thomas, and Andy Wilson.

B.3   Pan, Z., Cheok, A., Haller, M., Lau, R., Saito, H., Liang, R., 2006.

Advances in Artificial Reality and Tele-Existence, 16th International Conference on Artificial Reality and Telexistence, ICAT 2006, Hangzhou, China, November 29 - December 1, 2006, Proceedings Springer 2006.

B.4   (*) *Haller, M.*, Billinghurst, M., Thomas, H B.

Emerging Technologies of Augmented Reality: Interfaces and Design, in Idea Group Publishing, 399 pages, USA, [ISBN: 1-59904-066-2].

B.5   Dörner, R., Geiger, C., Grimm, P., Haller, M. (eds.).

Production Process of 3D Computer Graphics Applications - Structures, Roles and Tools, ACM SIGGRAPH and Eurographics Campfire, June 1-4, 2002, Utah, USA, [ISBN 3-8322-0241-2].

Publications about the applicant

Most relevant international publications about the application

Date	Publication
2020-02-02	*Multi-Touch Interfaces* *In PM Wissen (Servus TV)* *https://www.pm-wissen.com*
2019-10-02	*Future in a Nutshell: Smart Textiles* *In lecture series "Future in a Nutshell of Ars Electronica* *https://ars.electronica.art/aeblog/en/2019/10/02/future-in-a-nutshell-michael-haller/*
2019-04-02	*Smart Textiles* *In ORF Newton (TV documentary)* *https://tv.orf.at/newton/*
2016-04-17	*Biegbarer Secondscreen: Microsoft zeigt flexibles Smartphone-Case* in WinFuture https://winfuture.de/videos/Hardware/Biegbarer-Secondscreen-Microsoft-zeigt-flexibles-Smartphone-Case-16070.html
2016-04-17	*Microsoft Research Collaborates On 'FlexCase,' A Prototype Smartphone Case With A Secondary E-Ink Display* in TechTimes https://www.techtimes.com/articles/150878/20160417/microsoft-research-collaborates-on-flexcase-a-prototype-smartphone-case-with-a-secondary-e-ink-display-video.htm

2016-04-17	*Microsoft's Prototype Smartphone Case Doubles Up as an E-Ink Display* In Gadgets https://gadgets.ndtv.com/mobiles/news/microsofts-prototype-smartphone-case-doubles-up-as-an-e-ink-display-827675
2016-04-17	*Microsoft shows a flexible phonecase prototype with a secondary E Ink display* In eInk Info https://www.e-ink-info.com/tags/mobile-phones
2016-04-17	*Microsoft's protoype FlexCase functions as secondary touchscreen* In FirstPost https://www.firstpost.com/tech/news-analysis/microsofts-prototype-flexcase-functions-as-secondary-touchscreen-3680405.html
2014-10-08	*Tomorrow Daily 065: FlexSense, a pizza vending machine and Toshiba's sign language android* in CNET.com https://www.cnet.com/news/tomorrow-daily-065-flexsense-film-pizzabox-pizza-vending-machine-toshiba-sign-language-android/
2014-10-06	*Microsoft imagines an incredible transparent smart cover for Surface tablets* in TheVerge.com https://www.theverge.com/2014/10/6/6918753/microsoft-flexsense-transparent-smart-cover-research-project
2014-10-06	*7 Experimental Interfaces That Show the Future of UI Design* in Gizmodo.com https://gizmodo.com/7-experimental-interfaces-that-show-the-future-of-ui-de-1642890943

Further data   **Awards**

2018	🏆	**Best Paper Award ACM UIST 2018** P. Parzer, F. Perteneder, K. Probst, C. Rendl, J. Leong, S. Schütz, A. Vogl, R. Schwödiauer, M. Kaltenbrunner, S. Bauer, and M. Haller, RESi: A Highly Flexible, Pressure-Sensitive, Imperceptible Textile Interface Based on Resistive Yarns.
2018	🏆	**ACM Europe Council Best Paper Award 2018** P. Parzer, F. Perteneder, K. Probst, C. Rendl, J. Leong, S. Schütz, A. Vogl, R. Schwödiauer, M. Kaltenbrunner, S. Bauer, and M. Haller, RESi: A Highly Flexible, Pressure-Sensitive, Imperceptible Textile Interface Based on Resistive Yarns
2018	🎖	**ACM SUI Honorable Mention Award 2018** Babic, H. Reiterer, and M. Haller, 2018: "Pocket6: A 6DoF Controller Based On A Simple Smartphone Application.
2017	🏆	**Best Paper Award ACM TEI 2017**

		J. Leong, F. Perteneder, H. Jetter, and M. Haller, 2017."What a Life! Building a Framework for Constructive Assemblies.
2016	🏆	**Best Paper Award ACM UIST 2016** J. Leong, P. Parzer, F. Perteneder, T. Babic, C. Rendl, A. Vogl, H. Egger, A. Olwal, and M. Haller, proCover: Sensory Augmentation of Prosthetic Limbs Using Smart Textile Covers.
2016	🏆	**Best Paper Award ACM CHI 2016** C. Rendl, D. Kim, P. Parzer, S. Fanello, M. Zirkl, G. Scheipl, M. Haller, and S. Izadi, FlexCase: Enhancing Mobile Interaction with a Flexible Sensing and Display Cover.
2015		**Google Research Award 2015** A. Vogl, M. Haller, Smart materials for fast & easy interaction with wearable computers
2013	🏅	**Honorable Mention Award ACM CHI 2013** Alexandra Ion, Yu-Ling Chang, Michael Haller, Mark Hancock, Stacey Scott. Canyon: Providing location awareness of multiple moving objects in a detail view on large displays
2009		**Europrix Top Talent Award 2009** (1st price) in the category Interactive Installations.
2009		**Europrix Top Talent Award 2009** (1st price) in the category Mobile Applications.
2009		**Staatspreis Multimedia** in the category IKT Innovation.
2009	🏅	**Best ACM SIGGRAPH Emerging Technologies Award 2009.**
2009		Winner at the RTT Emerging Technologies Contest in "Interfacing & Interaction" category.
2009		Best senior researcher of the University of Applied Sciences Upper Austria (1st price).
2008		Best Paper Award at the International Conference on Advances in Computer Entertainment Technology (ACE 2008).
2007		Winner for the Deutsche Telekom Digital Entertainment Award (FMX) in "Young Talents" category.
2007		Winner at the RTT Emerging Technologies Contest in "Interfacing & Interaction" category.
2007		Winner for the Laval Virtual Award in category "Video Games and Entertainment".

2006		Winner at the Microsoft Imagine Cup in "Interface Design" category (INTOI).
2005		Best senior researcher of the Upper Austria University of Applied Sciences (2nd price).
2005	🏆	Best Paper Award at OZCHI, the annual conference for the Computer-Human Interaction Special Interest Group (CHISIG) of the Ergonomics Society of Australia for the paper "Tangible Tiles: Design and Evaluation of a Tangible User Interface in a Collaborative Tabletop Setup".
2005		Winner for the Top Talent Award in "Content Tools and Interface Design" category.
2005		Winner for the Top Talent Award in "Games" category.
2004		Erwin-Schrödinger Fellowship of the Austrian Science Fund (FWF) for "New Interfaces for Mixed Reality".
2004		Learntec - Multimedia Transfer 2004 Award.
2004		Rotary – Innovation Award.
1998		Richard Büche-Award.

Talks & Research Network

The diversity of my professional experiences and contexts of research – both geographically as well as in terms of organizations and disciplines – have exposed me to a variety of people who in different ways have influenced and/or inspired my research path and career. Similarly, the many workshops I organized or participated in together with my engagement in research networks as part of my role at University of Applied Sciences Upper Austria, facilitated the encounter of insightful individuals with whom I was lucky to establish relationships such as: project collaboration, co-authorship of papers or project proposals, co-organization of events, and visits for invited lectures. So, I also give often invited talks at many internationally renowned institutions, including Google, Apple, Microsoft Research, Stanford University, MIT, LMU, University of Tokyo, Tokyo Institute of Technology etc.

Keynotes, Invited talks, contributed talks, and invitation to prestigious meetings

T.1   25.02.20 Textile User Interfaces, *invited talk* at **Tokyo University** (Masahiko Inami), Tokyo, Japan.

T.2   03.12.19 Textile User Interfaces, *invited talk* at **MIT Media Lab** (Hiroshi Ishii), Cambridge, USA.

T.3   02.12.19 Textile User Interfaces, ***invited keynote*** at **Material Research Society**, Boston, USA.

T.4   10.10.19 Textile User Interfaces, *invited talk* at Grand Garage, Linz, Austria

T.5 18.06.19 Textile User Interfaces, *invited talk* at **Google** (Ivan Poupyrev, Alex Olwal), Mountain View, USA.

T.6 04.12.18 Textile User Interfaces, *invited talk* at the Tokyo Institute of Technology, Tokyo, Japan.

T.7 21.07.18 Imperceptible textile interfaces, *invited talk* at SEFAR, Switzerland.

T.8 13.08.18 Imperceptible textile interfaces, *invited talk* at **Stanford University** (Prof. Sean Follmer), Palo Alto, USA.

T.9 09.08.18 Imperceptible textile interfaces, *invited talk* at **Google** (Alex Olwal, Thad Starner), Mountain View, USA.

T.10 08.08.18 Imperceptible textile interfaces, *invited talk* at **Apple** (Martin Bresler), Cupertino, USA.

T.11 16.05.18 Textile Interfaces, Dagstuhl Seminar, Germany

T.12 15.03.18 Imperceptible Textile Interfaces, *invited talk* at KTM, Mattighofen, Austria.

T.13 08.03.18 Imperceptible Textile Interfaces for Cars, *invited talk* at Volkswagen Future Center Europe, Potsdam, Germany.

T.14 04.07.17 Imperceptible Textile Interfaces for Cars, *invited talk* at BMW, CSCS, Munich, Germany.

T.15 09.06.17 Imperceptible Textile Interfaces, *invited talk* at Volkswagen Future Center Europe, Potsdam, Germany.

T.16 22.03.17 Innovation Playground, *invited talk* at **Moleskine**, Milano, Italy.

T.17 16.11.16 Smart Surfaces, *invited talk* at **DELL**, Singapore.

T.18 20.10.16 Innovation Playground, *invited talk* at **Sharp**, Tokyo, Japan.

T.19 16.10.16 Innovation Playground, *invited talk* at **Adidas**, Herzogenaurach, Germany.

T.20 26.06.16 Smart Surfaces, *invited talk* at the Technical University of Prague (Prof. V. Hlavác), Prague, Czech Republic.

T.21 06.05.16 FlexTiles, a flexible, stretchable, formable, pressure-sensitive tactile input sensor, *invited talk* at **Google** (Alex Olwal), Mountain View, USA.

T.22 14.12.15 Smart Surfaces, *invited talk* at **Google**, Mountain View (Ivan Poupyrev), USA.

T.23 15.10.15 ERiC (Emergency Response and Information Center) invited talk at the bmvit, Vienna, Austria.

T.24 25.06.15 Understanding the everyday use of head-worn computers, Invited talk at the University of Gdansk, Poland.

T.25 28.02.15 Creativity Spaces for the Future, *Invited talk* at **LEGO**, Billund, Denmark.

T.26 13.01.15 Remote-COP, Remote Common Operational Picture, Invited talk at the Ministry of Interior, Vienna, Austria.

T.27	08.10.14 Tracs: Transparency-control for see-through displays, conference talk at UIST 14, Honolulu, Hawaii, USA.
T.28	07.10.14 3D-Board, a whole-body remote collaborative whiteboard, conference talk at UIST 14, Honolulu, Hawaii, USA.
T.29	06.10.14 FlexSense, a transparent self-sensing deformable surface, conference talk at UIST 14, Honolulu, Hawaii, USA.
T.30	10.07.14 FlexSense, a transparent self-sensing deformable surface, invited talk at **Microsoft Research**, Cambridge, UK.
T.31	17.07.13 Designing natural user interfaces: from large interactive surfaces to flexible input sensors, *invited talk* at SUTD, Singapore.
T.32	17.07.13 Designing natural user interfaces: from large interactive surfaces to flexible input sensors, *invited talk* at National University of Singapore (NUS), Singapore.
T.33	14.05.13 Fluid Interface Design, *Invited lecture* at BMW (FIZ), Munich, Germany.
T.34	13.03.13 Designing natural user interfaces: from large interactive surfaces to flexible input sensors, *invited talk* at Johannes Kepler University (Prof. Oliver Bimber), Linz, Austria.
T.35	12.02.13 Interaction Techniques 2020, *Invited talk* for Rosenbauer (R&D) Forum, Pasching, Austria.
T.36	05.12.12 Supernatural UI, *Invited talk* at Anoto Forum, Lund, Sweden
T.37	19.02.12 Natural User Interfaces, *Invited lecture* at BMW (R&D), Munich, Germany.
T.38	25.01.12, Natural User Interfaces, *Invited lecture* at KEBA (Innovation Center), Linz, Austria.
T.39	24.11.11, Natural User Interfaces, *Invited lecture* at LMU (Prof. Andreas Butz, Dieter Kranzlmüller), Munich, Germany
T.40	16.10.11, Harpoon Selection: Efficient Selections for Ungrouped Content on Large Pen-based Surfaces, conference talk at UIST 2011, Santa Barbara, USA.
T.41	26.09.11, Exploring Smart Interfaces, *Invited talk* at the CUTE Center of the Mixed Reality Lab, National University of Singapore, Singapore.
T.42	30.06.11, Designing Natural User Interfaces for having more fun in a learning environment, *Invited lecture* at the Summer School for Game Based Learning, Autrans, France.
T.43	28.02.11, Working with large and small interfaces, *Invited talk* at Keio Media Design (KMD), Keio University (Prof. Masahiko Inami), Tokyo, Japan.
T.44	08.12.10, NiCE Discussion Board and Postural Care Chair, *Invited talk* at University of Konstanz (Prof. Harald Reiterer), Konstanz, Germany.
T.45	15.10.10, NiCE Discussion Board and Postural Care Chair, *Invited talk* at iLab (Prof. Sheelagh Carpendale and Saul Greenberg), Canada.

T.46   27.08.10 Designing Natural User Interfaces (from the whiteboard to the virtual plant), *Invited talk* at Keio Media Design (KMD), Keio University (Prof. Masahiko Inami), Tokyo, Japan.

T.47   27.08.10 The NiCE Discussion Room: Integrating Paper and Digital Media to Support Co-Located Group Meetings, *Invited talk* at DNP Dai Nippon Printing, Tokyo, Japan.

T.48   23.08.10 XPLORE-Tex – Exploring Flexible Ambient Displays, *Invited talk* at the CUTE Center of the Mixed Reality Lab (Prof. Adrian Cheok), National University of Singapore, Singapore.

T.49   29.07.10 NiCE Formula Editor, conference talk at SIGGRAPH 2010, Los Angeles, USA.

T.50   10.07.10 Developing Large Interactive Surface Applications, at Microsoft Research Cambridge, Computer-Mediated Living.

T.51   12.04.10 The NiCE Discussion Room: Integrating Paper and Digital Media to Support Co-Located Group Meetings, conference talk at CHI 2010, Atlanta, USA

T.52   12.04.10 NiCEBook – Supporting Natural Note Taking, conference talk at CHI 2010, Atlanta, USA

T.53   24.02.10 Designing Natural User Interfaces, *Invited talk* at the Mixed Reality Lab (Prof. Adrian Cheok), National University of Singapore, Singapore.

T.54   13.12.09 Designing Natural User Interfaces, *Invited talk* at University of Würzburg (Prof. Frank Puppe), Germany.

T.55   26.11.09 Designing Natural User Interfaces, *Invited talk* at iLab (Prof. Sheelagh Carpendale and Saul Greenberg), Canada

T.56   06.05.09 Designing Natural User Interfaces, *Invited talk* at Fernuniversität Hagen, Germany

T.57   07.04.09 Flux: A tilting multi-touch and pen based surface, conference talk at CHI 2009, Boston, USA

T.58   07.04.09 Occlusion-aware menu design for digital tabletops, conference talk at CHI 2009, Boston, USA

T.59   04.12.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at ITOKI, Tokyo, Japan.

T.60   04.12.08 IncreTable, a mixed reality tabletop game experience, conference talk at the international conference on Advances in Computer Entertainment Technology, ACE 2008, Yokohama, Japan.

T.61   02.12.08 Designing Natural User Interfaces for Collaborative Environments, *Keynote talk* at 18th International Conference on Artificial Reality and Telexistence (ICAT) 2008, Yokohama, Japan.

T.62   26.11.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at vodafone Group R&D (Dr. Lucia Terrenghi), Munich, Germany.

T.63   05.11.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at the Center for Excellence in work-

based learning for educational professionals (Prof. Norbert Pachler), University of London, UK.

T.64   25.09.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at the Institute of Design and Assessment of Technology (Prof. Ina Wagner), Technical University of Vienna, Austria.

T.65   12.09.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at the Institute for Media Innovation (Prof. Martin Reiser), Nanyang Technological University, Singapore.

T.66   10.09.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at School of Computing (Prof. Ashraf Golam), National University of Singapore, Singapore.

T.67   03.09.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at Communications and New Media Programme of the Faculty of Arts & Social Sciences (Prof. Milagros Rivera), National University of Singapore, Singapore.

T.68   03.09.08 Designing Natural User Interfaces for Collaborative Environments, *Invited talk* at the Wee Kim Wee School of Communication and Information (Prof. Marko M. Skoric), Nanyang Technological University, Singapore.

T.69   04.08.08 Designing Natural User Interfaces, *Invited talk* at Singapore Science Center, Singapore.

T.70   28.05.08 Natural User Interfaces, *Invited talk* at Sony DADC, Anif, Austria.

T.71   19.05.08 The value of experience with multi-touch interfaces, 2nd Multi-Touch Workshop, Hagenberg, Austria.

T.72   19.05.08 Bridging the Gap Between Real Printouts and Digital Whiteboard, 2nd Multi-Touch Workshop, Hagenberg, Austria.

T.73   19.05.08 FLUX, finding the right hardware for FTIR/Anoto tables, 2nd Multi-Touch Workshop, Hagenberg, Austria.

T.74   06.05.08 Natural User Interfaces, Invited talk at the Nortel Forum, Hotel Imperial, Vienna, Austria.

T.75   11.04.08 Natural User Interfaces, Invited talk at the 9th RTT Conference, Hofburg, Vienna, Austria.

T.76   19.02.08 Integration of virtual and real document organization (Aroo – Smart Folders), TEI 2008, Tangible and Embedded Interaction 2008, Bonn, Germany.

T.77   08.01.08 VideoConferencing2020, Invited talk at Nortel, Research & Developmet Group, Ottawa, Canada.

T.78   14.12.07 Office of Tomorrow, Keynote talk at the 10th International Conference on Humans and Computers HC2007, University of Düsseldorf, Germany.

T.79   07.12.07 Novel interaction paradigms using digital pens, Keynote presentation at the University of Aizu, Aizu, Japan.

T.80   06.12.07 Office of Tomorrow, Invited talk at Ricoh, Research and Development Group, Yokohama, Japan.

T.81   28.11.07 An Adaptable Rear-Projection Screen Using Digital Pens And Hand Gestures, ICAT 2007, 17th International Conference on Artificial Reality and Telexistence, Esbjerg , Denmark.

T.82   13.11.07 Bridging the gap between real and virtual objects for tabletop games, 1st ISMAR Workshop for Mixed Reality Entertainment and Art, Nara, Japan.

T.83   18.10.07 Microsoft Innovation Day 2007, Panel Discussion, Aula der Wissenschaften, Vienna, Austria.

T.84   08.08.07 Pen-based Interfaces, ACM SIGGRAPH Course (Interaction Tomorrow), ACM SIGGRAPH 2007, San Diego, USA.

T.85   16.07.07 Novel Interaction Paradigms using digital pens, Keynote talk at the 5th International Symposium on Ubiquitous Virtual Reality, GIST, Gwanju, Korea.

T.86   13.02.07 Office of Tomorrow, A tabletop interface using digital pens, Invited talk at the Department of Computer Science, University of Waikato, Hamilton, New Zealand.

T.87   10.02.07 Office of Tomorrow, A tabletop interface using digital pens, 1st International Workshop on Ubiquitous Virtual Reality, IWUVR07, Christchurch, New Zealand.

T.88   09.02.07 How to create great user experiences, HIT Lab NZ Consortium Meeting 2007, Christchurch, New Zealand.

T.89   30.11.06 Image Based Shadowing in Real-time Augmented Reality, 16th International Conference on Artificial Reality and Telexistence 2006, Hangzhou, China.

T.90   30.11.06 Shared Design Space: Sketching ideas using digital pens and a large augmented tabletop setup, 16th International Conference ony Artificial Reality and Telexistence 2006, Hangzhou, China.

T.91   16.02.06 Digitale Welten – Sehnsüchte und Ängste, Gewinner und Verlierer, Panel Discussion, Fachmesse für InformationsTechnologie und Telekommunikation, ITnT, Vienna, Austria.

T.92   03.02.06 Mixed Reality Interfaces, Invited talk at GRIS – Wilhelm Schickard Institut für Informatik Graphisch-Interaktive Systeme, University of Tübingen, Tübingen, Germany.

T.93   19.01.06 Mixed Reality Interfaces, Informatik-Kolloquium, Johannes Kepler University, Linz, Austria.

T.94   05.12.05 Coeno – Enhancing Face-to-Face Collaboration, ICAT 2005, 15th International Conference on Artificial Reality and Telexistence, Christchurch, New Zealand.

T.95   02.12.05 A Loose and Sketchy Approach in a Mediated Reality Environment, Graphite 2005, International Conference on Computer Graphics and Interactive Techniques in Australasia and Southeast Asia, Dunedin, New Zealand.

T.96	11.10.05 Design and Media – The Office Of Tomorrow, Invited talk at Erfolg durch Produkt und Mediendesign, Regionales Innovationssystem Oberösterreich, TMG, Andorf, Austria.
T.97	05.10.05 AMIRE toolkit, Authoring the Impossible, Invited talk at the Workshop on Industrial Augmented Reality, ISMAR 05, Vienna, Austria.
T.98	08.09.05 AMIRE and the OfficeOfTomorrow, Invited talk at the Computer Graphics and Immersive Technologies Lab (Prof. Ulrich Neumann), University of Southern California, Los Angeles, USA.
T.99	31.08.05 OfficeOfTomorrow, An Augmented Surface Environment, Invited talk at the Four Eyes Laboratory (Prof. Tobias Hoellerer, Prof. Matthew Turk), University of California, Santa Barbara, USA.
T.100	24.08.05 OfficeOfTomorrow, An Augmented Surface Environment, Invited talk at Stanford HCI Group (Prof. Terry Winograd), Stanford Graphics Lab, Stanford University, Palo Alto, USA.
T.101	23.08.05 OfficeOfTomorrow, An Augmented Surface Environment, Invited talk at SAP Labs US, Palo Alto, USA.
T.102	12.08.05 OfficeOfTomorrow, An Augmented Surface Environment, presentation at Adaptive Systems and Interaction Research Group, Microsoft Research, Redmond, USA.
T.103	27.07.05 AMIRE-ES: Authoring Mixed Reality once, run it anywhere, HCII 2005, 11th International Conference on Human-Computer Interaction, Las Vegas, USA.
T.104	24.05.05 Was macht das HITLab zu einem HIT Lab? FH F&E Competence Center, Hagenberg, Austria.
T.105	19.05.05 Training in virtuell erweiterter Umgebung: mehr Einblick, mehr Effekt, mehr Erfolg! , Regionales Innovationssystem Oberösterreich, TMG, Linz, Austria.
T.106	25.04.05 Coeno – A collaborative working environment based on augmented surfaces , Invited talk at the Mixed Reality Lab, National University of Singapore (Prof. Adrian D. Cheok), Singapore.
T.107	22.04.05 Industrial Augmented Reality Applications, Invited talk at the University of Otago (Prof. Holger Regenbrecht), Dunedin, New Zealand.
T.108	18.04.05 COENO, a tabletop based collaboration tool, Invited talk at the Wanganui School of Design (Prof. Hazel Gamec), Wanganui, New Zealand.
T.109	15.04.05 COENO, The office of tomorrow, Consortium Lunch (Prof. Tom Furness, Prof. Mark Billinghurst), HITLabNZ, University of Canterbury, New Zealand.
T.110	24.03.05, An introduction to shader programming, Workshop-course at the HITLabNZ, University of Canterbury, New Zealand.
T.111	09.03.05, Industrial Augmented Reality Applications, Invited talk, Wearable Computer Lab, School of Computer and Information Science (Prof. Bruce Thomas), University of South Australia, Adelaide, Australia.
T.112	11.02.05, Innovative, augmented reality projects at the Upper Austria University of Applied Sciences, Consortium Meeting at the

HITLabNZ, University of Canterbury (Prof. Tom Furness), New Zealand.

T.113   14.12.04, Leonardo, A multi-national exploration in Interaction Design education and research, presentation of the program at the University of Waikato, New Zealand.

T.114   14.09.04, Mixed Reality @ Education, MAPEC 2004, keynote speech at Multimedia Applications in Education Conference, Graz, Austria .

T.115   17.06.04, Photorealism or/and Non-Photorealism in Augmented Reality, VRCAI 2004, ACM SIGGRAPH International Conference on Virtual-Reality Continuum, Singapore.

T.116   17.06.04, Mixed reality training application for an oil refinery: user requirements, VRCAI 2004, ACM SIGGRAPH International Conference on Virtual-Reality Continuum, Singapore.

T.117   16.06.04, Real-Time Painterly Rendering for MR Applications, Graphite 2004, International Conference on Computer Graphics and Interactive Techniques in Australasia and South East Asia, Singapore.

T.118   14.06.04, AR applications: From entertainment to industry , Invited talk at the Mixed Reality Lab of the National University of Singapore (Prof. Adrian D. Cheok), Singapore.

T.119   28.04.04, Panel: Trading Design Spaces: Exchanging Ideas on Physical Design Environments, Invited for panel discussion, ACM CHI 2004, Vienna, Austria.

T.120   22.10.03, Augmented Reality @ MTD, Invited talk at the Johannes Kepler University of Linz, Institute of Graphics and Parallel Processing (Prof. Jens Volkert), Linz, Austria.

T.121   01.10.03, A real-time shadow approach for an Augmented Reality application using shadow volumes, VRST 2003, ACM Symposium on Virtual Reality Software and Technology, Osaka, Japan.

T.122   23.07.03, Authoring of a Mixed Reality Furniture Assembly Instructor, ACM SIGGRAPH 2003 Conference Abstracts and Applications, San Diego, CA, USA.

T.123   11.10.02, Virtual Reality @ MTD, Invited talk at the Technical University of Vienna (Institute of Computer Graphics and Algorithms (Prof. Purgathofer, Prof. Schmalstieg), Vienna, Austria.

T.124   23.07.02, ASR - Augmented Sound Reality, ACM SIGGRAPH 2002 Conference Abstracts and Applications, San Antonio, Texas, USA.

T.125   4.05.02, Authoring Mixed Reality - A Component and Framework-Based Approach, IWEC (International Workshop on Entertainment Computing - Special Session on Mixed Reality Entertainment Computing), Makuhari, Japan.

T.126   15.09.01, [VR]Instrument - Das virtuelle Piano, Informatik 2001, GI/OCG Jahrestagung, 2001, Vienna, Austria.

T.127   15.09.01, Duplo - Ein virtuelles Lego-Spiel, Informatik 2001, GI/OCG Jahrestagung, 2001, Vienna, Austria.

T.128	15.09.01, SpeechVR - Eine sprachgesteuerte Applikation für OpenGL-Programme, Informatik 2001, GI/OCG Jahrestagung, 2001, Vienna, Austria.
T.129	19.02.01, A component oriented design for a VR based application, International Workshop on Structured Design of Virtual Environments and 3D-Components at the Web3D 2001 Conference, Paderborn, Germany.
T.130	13.04.00, Components for a virtual environment, Usability Centred Design and Evaluation of Virtual 3D Environments, Paderborn, Germany.
T.131	11.06.99, omVR - A Safety Training System for a Virtual Refinery , ISMCR'99, Topical Workshop on Virtual Reality and Advanced Human-Robot Systems, Tokyo, Japan.
T.132	21.10.98, Data Mining and Multidimensional Databases are the key to Data Warehouse and WWW, IDIMT'98, 6th Interdisciplinary Information Management Talks, Zadov, Czech Republic.
T.133	15.12.97, Multidimensionale Datenbanken und die Anbindung an das Internet mit Java, Workshop für Multidimensionale Datenbanken, Erlangen, Germany.

Entrepreneurship

Co-Founder & CEO

2014 – 2016, we-inspire GmbH, spin-off company of the Media Interaction Lab - acquired by Hoylu (www.hoylu.com)

Patents

Pat1.	Zirkl, M., Stadlober, B., Haller, M., Greindl, P., Rendl, C. 2017
	Printed piezoelectric pressure sensing foil, No. WO EP2893423A1, US 9 612 690 B2, .
Pat2.	Doray, B., To, P., Haller, M., Powell, J., Brandl, P., Leitner, J., Seifried, T., Ma, M., Moses, T., 2013.
	A Multi-Touch Screen incorporating pen tracking, Apple, No. US8842076B2.
Pat3.	Doray, B., To, P., Haller, M., Brandl, P., Seifried, T., Ma, 2013.
	Collaboration System, 2013. Apple, No. US8402391B1.

Language competence

German	Mother Language
Italian	C2
English	C1

Michael Haller, 06.07.2022

References

1. Brandl, P., Forlines C., Wigdor, D., Haller, M., Shen, C., 2008. **Combining and Measuring the Benefits of Bimanual Pen and Direct-Touch Interaction on Horizontal Interfaces**, in AVI 08: Proceedings of the working conference on Advanced Visual Interfaces, New York, NY, USA, 2008, pp. 154-161.

2. Brandl, P., Leitner, J., Seifried, T., Haller, M., Doray, B., and To, P. 2009. **Occlusion-aware menu design for digital tabletops**. In Proceedings of the 27th international Conference Extended Abstracts on Human Factors in Computing Systems (Boston, MA, USA, April 04 - 09, 2009). CHI EA '09. ACM, New York, NY, 3223-3228.

3. C. Rendl, D. Kim, P. Parzer, S. Fanello, M. Zirkl, G. Scheipl, M. Haller, and S. Izadi, 2016. **"FlexCase: Enhancing Mobile Interaction with a Flexible Sensing and Display Cover,"** in *Proceedings of the 34nd International Conference on Human Factors in Computing Systems*, New York, NY, USA, 2016.

4. C. Rendl, D. Kim, S. Fanello, P. Parzer, C. Rhemann, J. Taylor, M. Zirkl, M. Haller, S. Izadi, 2014. **"FlexSense: A Transparent Self-Sensing Deformable Surface"**, in UIST 2014: Proceedings of the 27th ACM User Interface Software and Technology Symposium, Honolulu, USA, 2014.

5. Dörner R., Geiger Ch., Grimm P., Haller, M., 2001. **Authoring Tools for Interactive Mixed Reality**, In ISMR 2001 at the IEEE VR, March 14-15, 2001 Yokohama, Japan.

6. Dörner, R., Geiger, C., Haller, M., Paelke, V., 2002. **Authoring Mixed Reality - A Component and Framework-Based Approach**, In IWEC (International Workshop on Entertainment Computing-Special Session on Mixed Reality Entertainment Computing), May 14-17, 2002, Makuhari, Japan.

7. F. Perteneder, M. Bresler, E. Grossauer, J. Leong, and M. Haller, 2015. **"cLuster: Smart Clustering of FreeHand Sketches on Large Interactive Surfaces,"** in *UIST15: 28th ACM User Interface Software and Technology Symposium*, Charlotte, North Carolina, USA, 2015, pp. 37-46.

8. Grimm, P., Haller, M., Paelke, V., Reinhold, S., Reimann, C., Zauner, J., 2002. **AMIRE - Authoring Mixed Reality**, The First IEEE International Augmented Reality Toolkit Workshop, Darmstadt, Germany, 29. September, 2002.

9. Haller M., Hartmann W., Zauner J., 2002. **A generic framework for game development**, in ACM SIGGRAPH and Eurographics Campfire, June 1-4, 2002, Snowbird, Utah, USA.

10. Haller, M., Holm R., Priglinger M., Volkert J., Wagner R., 2000. **Components for a virtual environment**, Workshop on Guiding Users through Interactive Experiences: Usability Centred Design and Evaluation of Virtual 3D Environments, Paderborn, 13.-14. April 2000.

11. J. Leong, P. Parzer, F. Perteneder, T. Babic, C. Rendl, A. Vogl, H. Egger, A. Olwal, and M. Haller, 2016. **"proCover: Sensory Augmentation of Prosthetic Limbs Using Smart Textile Covers,"** in *UIST16: 29th ACM User Interface Software and Technology Symposium*, Tokyo, Japan, 2016, pp. 335-346.

12. J. Zillner, C. Rhemann, S. Izadi, M. Haller, 2014. **"3D-Board: A shared workspace featuring remote 3D virtual embodiments"**, in UIST 2014: Proceedings of the 27th ACM User Interface Software and Technology Symposium, Honolulu, USA, 2014.

13. M. Haller, J. Leitner, T. Seifried, J. Wallace, S. Scott, C. Richter, P. Brandl, and A. Gokcezade, 2010. **"The NiCE Discussion Room: Integrating Paper and Digital Media to Support Co-Located Group Meetings,"** in CHI 10: Proceedings of the 28th international conference on Human factors in computing systems, New York, NY, USA, 2010, pp. 609-618.

14. P. Brandl, C. Richter, and M. Haller, 2010. **"NiCEBook - Supporting Natural Note Taking**," in CHI 10: Proceedings of the 28th international conference on Human factors in computing systems, New York, NY, USA, 2010, pp. 599-608.

15. P. Parzer, A. Sharma, A. Vogl, J. Steimle, A. Olwal, and M. Haller, 2017."**SmartSleeve: Real-time Sensing of Surface and Deformation Gestures on Flexible, Interactive Textiles, using a Hybrid Gesture Detection Pipeline**," in *UIST2017: Proceedings of the 30th Annual Symposium on User Interface Software and Technology*, Quebec City, QC, Canada, 2017.

16. P. Parzer, F. Perteneder, K. Probst, C. Rendl, J. Leong, S. Schütz, A. Vogl, R. Schwödiauer, M. Kaltenbrunner, S. Bauer, and M. Haller, 2018. **"RESi: A Highly Flexible, Pressure-Sensitive, Imperceptible Textile Interface Based on Resistive Yarns**," in *UIST2018: Proceedings of the 31th Annual Symposium on User Interface Software and Technology*, Berlin, Germany, 2018, pp. 745-756.

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19. Zauner J., Haller, M., Brandl A., Hartmann W., 2003. **Authoring of a Mixed Reality Furniture Assembly Instructor**, In ACM SIGGRAPH 2003 Conference Abstracts and Applications, San Diego, CA, 2003.