

# Aske Mottelson

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I am a Danish computer science researcher in the field of Human-Computer Interaction. I connect aspects of computational methods with psychological theory. I am currently working towards a PhD.

## EDUCATION

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|-----------|--|
| 2016–     | <b>PhD in Computer Science</b> , University of Copenhagen, Denmark<br><i>Computer systems that interface with how we think and feel</i><br>Supervised by Prof. Kasper Hornbæk.   |
| 2013–2015 | <b>MSc in Computer Science</b> , University of Copenhagen, Denmark<br><i>Detecting and understanding the impact of affect in touch-based computer interaction</i><br>Supervised by Prof. Kasper Hornbæk, grade 12 (A).   |
| 2010–2013 | <b>BSc in Computer Science</b> , University of Copenhagen, Denmark<br><i>Motion-based computer interaction using sequential gestures</i><br>Supervised by Assoc. Prof. Erik Frøkjær, grade 12 (A).<br>Six months exchange at Renmin University of China, Beijing, China in 2013. |

## ACADEMIC EXPERIENCE

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|-----------|---|
| 2016–     | <b>PhD Student</b> , University of Copenhagen, Denmark  |
| 2017      | <b>Visiting Researcher</b> , Jun–Oct, MIT Media Lab, Cambridge, MA, USA<br>Visited Prof. Pattie Maes' group Fluid Interfaces.   |
| 2015      | <b>Research Programmer</b> , University of Copenhagen, Denmark  |
| 2014–2015 | <b>Teaching Assistant, University of Copenhagen</b><br>In courses <i>System Development</i> (2014, 2015), and <i>Systems Development &amp; Databases</i> (2014). Facilitating exercise classes of 25 students, and grading reports. |

## INDUSTRY EXPERIENCE

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|-----------|---|
| 2011–2016 | <b>Developer, White Pixel</b><br>Web- and app development.  |
| 2010–2016 | <b>Freelance Programmer, Papirkriger</b>  |
| 2010      | <b>Student Data Scientist, Arriva Danmark A/S</b><br>Statistical analysis of geo data from a GPS-based bus fleet tracking system. |

## COMMUNITY SERVICE

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|------|---|
| 2018 | <b>CHI '18 Late Breaking Work Program Committee member</b>  |
| 2016 | <b>CHI '16 Workshop co-organizer</b><br>Workshop: <i>Sharing perspectives on the design of shape-changing interfaces.</i> |
| 2015 | <b>MobileHCI Student Volunteer</b>  |

## Peer Reviewer

CHI '18, '17, '16, IMWUT '17, MobileHCI '17, '16, MUM '16, NordiCHI '16, INTERACT '17, IEEE TransAffectComp '16, IEEE TransMobComp '17.

## AWARDS & GRANTS

- 2017 | **Augustinus Fonden Travel Grant, \$2800 USD**  
For a research visit at MIT Media Lab, Fluid Interfaces.  
**Rudolph Als Fondet Travel Grant, \$2500 USD**  
For a research visit at MIT Media Lab, Fluid Interfaces.
- 2016 | **UbiComp '16 Honorable Mention** (top 5% paper)  
Given for *An affect detection technique using mobile commodity sensors in the wild*.  
**DIKU Dissemination Prize, University of Copenhagen**  
Given, with \$3000 USD, for *partaking a public debate of ethical algorithms in TV, radio, and in the written press*.
- 2014 | **Danish Foundation for Entrepreneurship**  
Receiver of \$3500 USD Grant to commercialize a university project.

## LANGUAGES

Native	Danish
Fluent	English
Intermediate	Chinese (Mandarin), German, Swedish, Norwegian

## PUBLICATIONS

- Sra, M., Mottelson, A., Xu, X., and Maes, P.**  
*Your Place and Mine: Creating Shared Virtual Spaces for Remote Social VR*. In Review.
- Sra, M., Xu, X., Mottelson, A., and Maes, P.**  
*VMotion: A Context-Sensitive Design Methodology for Real-Walking in VR*. In Review.
- Hornbæk, K., Mottelson, A., Knibbe, J., and Vogel, D.**  
*What Do We Mean by 'Interaction'? An Empirical Analysis of 35 Years of CHI*. In Review.
- 2018 | **Mottelson, A., Knibbe, J., and Hornbæk, K.**  
*Veritaps: Truth Estimation from Mobile Interaction*. Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems. CHI '18, ACM.
- 2017 | **Mottelson, A., and Hornbæk, K.**  
*Virtual Reality Studies Outside the Laboratory*. Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology, VRST '17, ACM.
- 2016 | **Mottelson, A., and Hornbæk, K.**  
*An Affect Detection Technique Using Mobile Commodity Sensors in the Wild*. In Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing, UbiComp '16, ACM. (🏆 Honorable mention, top 5%).
- Mottelson, A., Larsen, C., Lyderik, M., Strohmeier, P., and Knibbe, J.**  
*Invisiboard: Maximizing Display and Input Space with a Full Screen Text Entry Method for Smartwatches*. In Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services, MobileHCI '16, ACM.