

# Aske Mottelson

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I am a Danish computer science researcher in the field of Human-Computer Interaction; within UbiComp and Affective Computing. I connect computational methods with psychological theory.

## EDUCATION

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|-----------|--|
| 2016–2018 | <b>PhD in Computer Science</b> , University of Copenhagen, Denmark<br><i>Computer-Cognition Interfaces: Sensing and influencing mental processes with computer interaction</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 2012. |

## ACADEMIC EXPERIENCE

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|-----------|---|
| 2019      | <b>Postdoc</b> , University of Copenhagen, Denmark  |
| 2016–2018 | <b>PhD Student</b> , University of Copenhagen, Denmark  |
| 2017      | <b>Visiting Researcher</b> , 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>Junior Software Developer, White Pixel</b><br>Web- and app development.  |
| 2010–2016 | <b>Freelance Programmer</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 INVOLVEMENT

- |      |   |
|------|---|
| 2018 | <b>CHI '19, '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 '19, '18, '17, '16, IMWUT '18, '17, MobileHCI '18, '17, '16, GI '18, MUM '16, NordiCHI '16, INTERACT '17, IEEE TransAffectComp '16, IEEE TransMobComp '17.

## AWARDS & GRANTS

- 2017 | **Christian og Ottilia Brorsons Travel Grant, \$1600 USD**  
**Augustinus Fonden Travel Grant, \$2800 USD**  
**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*.

## LANGUAGES

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

## TECHNOLOGY

Programming	Python, C#, Java, JavaScript, ...
Machine Learning	scikitlearn, Keras, spacy
Stats	R, numpy, scipy, SPSS
3D & VR	Unity, OptiTrack

## PUBLICATIONS

- 2018 | **Kasper Hornbæk, Aske Mottelson, Jarrod Knibbe, and Daniel Vogel**  
*What Do We Mean by 'Interaction'? An Analysis of 35 Years of CHI*. In Review.
- 2018 | **Misha Sra, Xuhai Xu, Aske Mottelson, and Pattie Maes**  
*VMotion: A Context-Sensitive Design Methodology for Real-Walking in VR*. Proceedings of the 2018 Conference on Designing Interactive Systems, DIS '18, ACM.
- 2018 | **Misha Sra, Aske Mottelson, and Pattie Maes**  
*Your Place and Mine: Creating Shared Virtual Spaces for Remote Social VR*. Proceedings of the 2018 Conference on Designing Interactive Systems, DIS '18, ACM.
- 2018 | **Aske Mottelson, Jarrod Knibbe, and Kasper Hornbæk**  
*Veritaps: Truth Estimation from Mobile Interaction*. Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems. CHI '18, ACM.
- 2017 | **Aske Mottelson and Kasper Hornbæk**  
*Virtual Reality Studies Outside the Laboratory*. Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology, VRST '17, ACM.
- 2016 | **Aske Mottelson and Kasper Hornbæk**  
*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%).
- 2016 | **Aske Mottelson, Christoffer Larsen, Mikkel Lyderik, Paul Strohmeier, and Jarrod Knibbe**  
*Invisiboard: Maximizing Display and Input Space with a Full Screen Text Entry Method for Smart-watches*. In Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services, MobileHCI '16, ACM.

## PUBLIC DISSEMINATION AND PRESS

*The algorithm as a societal agent*, Presentation, Danish Association of Lawyers and Economists, 2019  
Book chapter in *The hidden algorithms*, Klavs Birkholm and Niels Frølich, 2018, ISBN 9788757440898  
Computer und Kommunikation, Deutschlandfunk, Radio Interview, 2018  
This app could turn your phone into a lie detector, CNET, 2018  
DR2, DR2 Dagen, TV interview, 2016  
Radio24syv, AK24syv, Radio interviews: 2016, 2018, 2018  
*Power-blind IT specialists are a threat to democracy*, Newspaper column, Information 2016