

MICHAEL NEBELING CURRICULUM VITAE / RESUME

Assistant Professor, University of Michigan School of Information
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<http://mi2lab.com>

RESEARCH INTERESTS

Human-Computer Interaction – Interactive Systems and Technologies – Augmented/Virtual Reality

EMPLOYMENT AND AFFILIATIONS (SINCE 2009)

University of Michigan, School of Information, Ann Arbor, MI, USA
Assistant Professor, Computer Science and Engineering (affiliate faculty) 2017-
Assistant Professor, School of Information (tenure-track faculty) 2016-
Carnegie Mellon University, HCI Institute, Pittsburgh, PA, USA
Swiss NSF Advanced Postdoc.Mobility Fellow (Host: Anind K. Dey) 2015-2016
ETH Zurich, Department of Computer Science, Zurich, Switzerland
Senior Researcher, Lecturer 2012-2015
Research and Teaching Assistant 2009-2012

EDUCATION

ETH Zurich – Doctor of Sciences in Computer Science 2009-2012
PhD thesis: “*Lightweight Informed Adaptation*” (Adviser: Moira C. Norrie)
Monash University – Honours in Information Technology and Systems 2007
Honours thesis: “*Towards a Generalised Content Model*” (Adviser: Lindsay Smith)
Ulm University – Diplom in Media Computer Science 2003-2008

HONORS AND AWARDS

Disney Faculty Research Award 2018
Swiss NSF Advanced Postdoc.Mobility Fellowship 2015, 2016
ACM CHI Best Paper Honorable Mention 2011, 2015
ACM EICS Best Paper 2012, 2014
ACM ITS Best Paper Honorable Mention 2014
Springer WISE Best Paper 2014

CONFERENCE ORGANIZATION AND PROGRAM COMMITTEES

ACM CHI ('14-'16, '18) EICS ('14-'18) UIST ('18) IUI ('14-'17) AVI ('14,'16) – AAAI HCOMP ('16, '18)

FULL PAPERS AT ACM CHI AND ACM EICS (SEE MY [GOOGLE SCHOLAR PROFILE](#) FOR COMPLETE LIST OF PUBLICATIONS)

M. Nebeling, J. Nebeling, A. Yu, R. Rumble: *ProtoAR: Rapid Physical-Digital Prototyping of Mobile Augmented Reality Applications* CHI'18
M. Speicher, **M. Nebeling**: *GestureWiz: A Human-Powered Gesture Design Environment for User Interface Prototypes* CHI'18
E. McAweeney, H. Zhang, **M. Nebeling**: *User-Driven Design Principles for Gesture Representations* CHI'18

M. Nebeling: <i>XDBrowser 2.0: Semi-Automatic Generation of Cross-Device Interfaces</i>	CHI'17
M. Nebeling, A.K. Dey: <i>XDBrowser: User-Defined Cross-Device Web Page Designs</i>	CHI'16
M. Nebeling, A. To, A. Guo, A.A. de Freitas, J. Teevan, S.P. Dow, J.P. Bigham: <i>Wear-Write: Crowd-Assisted Writing from Smartwatches</i>	CHI'16
A.A. de Freitas, M. Nebeling, X.A. Chen, J. Yang, A.S.K.K. Ranithangam, A.K. Dey: <i>Snap-To-It: A User-Inspired Platform for Opportunistic Device Interactions</i>	CHI'16
M. Nebeling, M. Geel, O. Syrotkin, M.C. Norrie: <i>MUBox: Multi-User Aware Personal Cloud Storage</i> BEST PAPER HONORABLE MENTION AWARD	CHI'15
M. Nebeling, M. Husmann, T. Mintsi, M.C. Norrie: <i>Interactive Development of Cross-Device User Interfaces</i>	CHI'14
M. Nebeling, M. Speicher, M.C. Norrie: <i>W3Touch: Metrics-based Web Page Adaptation for Touch</i>	CHI'13
M. Nebeling, F. Matulic, M.C. Norrie: <i>Metrics for the Evaluation of News Site Content Layout in Large-Screen Contexts</i> BEST PAPER HONORABLE MENTION AWARD	CHI'11
M. Speicher, B.D. Hall, A. Yu, B. Zhang, H. Zhang, J. Nebeling, M. Nebeling: <i>XD-AR: Challenges and Opportunities in Cross-Device AR Application Development</i>	EICS'18
A. de Freitas, M. Nebeling, J. Yang, A. Ranithangam, A.K. Dey: <i>Bluewave: Enabling Opportunistic Context Sharing via Bluetooth Device Names</i>	EICS'16
M. Nebeling, D. Ott, M.C. Norrie: <i>Kinect Analysis: A System for Capturing, Visualising and Sharing User-Defined Interaction Sets based on Kinect</i>	EICS'15
M. Nebeling, E. Teunissen, M. Husmann, M.C. Norrie: <i>XDKinect: Development Framework for Cross-Device Interaction using Kinect</i> BEST PAPER AWARD	EICS'14
M. Nebeling, M. Speicher, M.C. Norrie: <i>CrowdAdapt: Enabling Crowdsourced Web Page Adaptation for Individual Viewing Conditions and Preferences</i>	EICS'13
M. Nebeling, M. Speicher, M.C. Norrie: <i>CrowdStudy: General Toolkit for Crowdsourced Evaluation of Web Interfaces</i>	EICS'13
M. Nebeling, M.C. Norrie: <i>jQueryMultiTouch: Lightweight Toolkit and Development Framework for Multi-touch/Multi-device Web Interfaces</i> BEST PAPER AWARD	EICS'12

TEACHING AT UNIVERSITY OF MICHIGAN

Developing AR/VR Experiences	2019-
Introduction to AR/VR Application Design	2018-
Introduction to Interaction Design	2017-2018
Interaction Design Studio	2016-

TEACHING AT CARNEGIE MELLON UNIVERSITY

Programming Usable Interfaces (with Anind K. Dey)	2015
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TEACHING AT ETH ZURICH

Principles of Interaction Design	2013-2014
Mobile and Personal Information Systems (with Moira C. Norrie)	2013-2015
Human-Computer Interaction (with Moira C. Norrie and Otmar Hilliges)	2011-2015