

# MICHAEL NEBELING SHORT CV / RESUME

Assistant Professor, University of Michigan

105 S State St, Ann Arbor, MI, 48109

[nebeling@umich.edu](mailto:nebeling@umich.edu)

<http://mi2lab.com>

## EMPLOYMENT AND AFFILIATIONS

Meta Reality Labs Research – Visiting Professor ( <i>on sabbatical</i> )	'22 –
University of Michigan, School of Information & CSE – Associate Professor	'22 –
University of Michigan, School of Information & CSE – Assistant Professor	'16 – '22
Carnegie Mellon University, HCI Institute – Postdoctoral Researcher	'15 – '16
ETH Zurich, Department of Computer Science – Senior Researcher & Lecturer	'12 – '15

## EDUCATION

ETH Zurich – Doctor of Sciences in Computer Science	'09 – '12
Monash University – Honours in Information Technology and Systems	'07
Ulm University – Diplom in Media Computer Science	'03 – '08

## HONORS AND AWARDS

ACM CHI Best Paper Award (2x)	'20
ACM CHI Best Paper Honorable Mention (3x)	'11 & '15 & '19
ACM CHI Play Best Paper Award	'19
Disney Research Faculty Award	'19
Mozilla Research Award	'18
UROD Outstanding Mentor Honorable Mention	'18
ACM EICS Best Paper Award (3x)	'12 & '14 & '18
Swiss NSF Advanced Postdoc.Mobility Fellowship (2x)	'15 & '16
ACM ITS Best Paper Honorable Mention	'14
Springer WISE Best Paper Award	'14

## SELECTED PEER-REVIEWED FULL PAPERS (SEE [GOOGLE SCHOLAR](#) FOR ALL PUBLICATIONS)

<u>S. Rajaram</u> , <b>M. Nebeling</b> : <i>Paper Trail: An Immersive Authoring System for Augmented Reality Instructional Experiences</i>	CHI'22
V. Krauß, <b>M. Nebeling</b> , F. Jasche, A. Boden: <i>Elements of XR Prototyping: Characterizing the Role and Use of Prototypes in AR and VR Reality Design</i>	CHI'22
<b>M. Nebeling</b> , <u>S. Rajaram</u> , <u>L. Wu</u> , <u>Y. Cheng</u> , <u>J. Herskovitz</u> : <i>XRStudio: A Virtual Production and Live Streaming System for Immersive Instructional Experiences</i>	CHI'21
<b>M. Nebeling</b> , <u>K. Madier</u> , <u>Y. Chang</u> , <u>L. Zhu</u> , <u>M. Chung</u> , <u>P. Wang</u> , J. Nebeling: <i>XRDirector: A Role-Based Collaborative Immersive Authoring System</i>	CHI'20
<b>M. Nebeling</b> , <u>M. Speicher</u> , <u>X. Wang</u> , <u>S. Rajaram</u> , <u>B.D. Hall</u> , <u>Z. Xie</u> , <u>A. Raistrick</u> , <u>M. Aebersold</u> , <u>E.G. Happ</u> , <u>J. Wang</u> , <u>Y. Sun</u> , <u>L. Zhang</u> , <u>L. Ramsier</u> , <u>R. Kulkarni</u> : <i>MRAT: The Mixed Reality Analytics Toolkit</i> <b>BEST PAPER AWARD</b>	CHI'20
<u>N. Ashtari</u> , A. Bunt, J. McGrenere, <b>M. Nebeling</b> , P.K Chilana: <i>Creating Augmented and Virtual Reality Applications: Current Practices, Challenges, and Opportunities</i> <b>BEST PAPER AWARD</b>	CHI'20
<u>M. Speicher</u> , <u>B.D. Hall</u> , <b>M. Nebeling</b> : <i>What is Mixed Reality?</i> <b>BEST PAPER HONORABLE MENTION</b>	CHI'19
<b>M. Nebeling</b> , <u>K. Madier</u> : <i>360proto: Making Interactive Virtual Reality &amp; Augmented Reality Prototypes from Paper</i>	CHI'19

<b>M. Nebeling</b> , J. Nebeling, <u>A. Yu</u> , <u>R. Rumble</u> : ProtoAR: Rapid Physical-Digital Prototyping of Mobile Augmented Reality Applications	CHI'18
<u>M. Speicher</u> , <b>M. Nebeling</b> : GestureWiz: A Human-Powered Gesture Design Environment for User Interface Prototypes	CHI'18
<u>E. McAweeney</u> , <u>H. Zhang</u> , <b>M. Nebeling</b> : User-Driven Design Principles for Gesture Representations	CHI'18
<b>M. Nebeling</b> : XDBrowser 2.0: Semi-Automatic Generation of Cross-Device Interfaces	CHI'17
<b>M. Nebeling</b> , A.K. Dey: XDBrowser: User-Defined Cross-Device Web Page Designs	CHI'16
<b>M. Nebeling</b> , <u>A. To</u> , <u>A. Guo</u> , <u>A.A. de Freitas</u> , J. Teevan, S.P. Dow, J.P. Bigham: WearWrite: Crowd-Assisted Writing from Smartwatches	CHI'16
<u>A.A. de Freitas</u> , <b>M. Nebeling</b> , <u>X.A. Chen</u> , <u>J. Yang</u> , <u>A.S.K.K. Ranithangam</u> , A.K. Dey: Snap-To-It: A User-Inspired Platform for Opportunistic Device Interactions	CHI'16
<b>M. Nebeling</b> , M. Geel, O. Syrotkin, M.C. Norrie: MUBox: Multi-User Aware Personal Cloud Storage <b>BEST PAPER HONORABLE MENTION</b>	CHI'15
<b>M. Nebeling</b> , M. Husmann, T. Mintsi, M.C. Norrie: Interactive Development of Cross-Device User Interfaces	CHI'14
<b>M. Nebeling</b> , M. Speicher, M.C. Norrie: W3Touch: Metrics-based Web Page Adaptation for Touch	CHI'13
<b>M. Nebeling</b> , F. Matulic, M.C. Norrie: Metrics for the Evaluation of News Site Content Layout in Large-Screen Contexts	CHI'11
R. Graf, P. Benawri, A. E Whitesall, D. Carichner, Z. Li, <b>M. Nebeling</b> , H.S. Kim: iGYM: An Interactive Floor Projection System for Inclusive Exergame Environments <b>BEST PAPER AWARD</b>	CHI Play'19
S. Oney, <u>A. Lundgard</u> , <u>R. Krosnick</u> , <b>M. Nebeling</b> , W.S. Lasecki: Arboretum and Arbility: Improving Web Accessibility Through a Shared Browsing Architecture	UIST'18
<u>M. Speicher</u> , <u>B.D. Hall</u> , <u>A. Yu</u> , <u>B. Zhang</u> , <u>H. Zhang</u> , J. Nebeling, <b>M. Nebeling</b> : XD-AR: Challenges and Opportunities in Cross-Device AR Application Development <b>BEST PAPER AWARD</b>	EICS'18
<u>M. Speicher</u> , <u>J. Cao</u> , <u>A. Yu</u> , <u>H. Zhang</u> , <b>M. Nebeling</b> : 360Anywhere: Mobile Ad-hoc Collaboration in Any Environment using 360 Video and Augmented Reality	EICS'18
<b>M. Nebeling</b> , D. Ott, M.C. Norrie: Kinect Analysis: A System for Capturing, Visualising and Sharing User-Defined Interaction Sets based on Kinect	EICS'15
<b>M. Nebeling</b> , E. Teunissen, M. Husmann, M.C. Norrie: XDKinect: Development Framework for Cross-Device Interaction using Kinect <b>BEST PAPER AWARD</b>	EICS'14
<b>M. Nebeling</b> , M. Speicher, M.C. Norrie: CrowdAdapt: Enabling Crowdsourced Web Page Adaptation for Individual Viewing Conditions and Preferences	EICS'13
<b>M. Nebeling</b> , M. Speicher, M.C. Norrie: CrowdStudy: General Toolkit for Crowdsourced Evaluation of Web Interfaces	EICS'13
<b>M. Nebeling</b> , M.C. Norrie: jQMultiTouch: Lightweight Toolkit and Development Framework for Multi-touch/Multi-device Web Interfaces <b>BEST PAPER AWARD</b>	EICS'12

## TEACHING AT UNIVERSITY OF MICHIGAN

XR for Everybody (three-course Coursera MOOC specialization)	'20 –
Developing AR/VR Experiences	'19 –
Introduction to AR/VR Application Design	'18 –
Introduction to Interaction Design	'17 – '18
Interaction Design Studio	'16 – '18