

# Dr. Florian Müller

POSTDOCTORAL HUMAN-COMPUTER INTERACTION RESEARCHER · AR/VR ENTHUSIAST · STATISTICS NERD

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## Summary

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Florian Müller is a postdoctoral researcher in the field of Human-Computer Interaction with a strong background in designing complex computer systems using C# and Java. His research interests focus on Augmented Reality, Virtual Reality and body-based concepts for interaction in and with the physical world. He received his Ph.D. in these areas at the Telecooperation Lab at the Technical University of Darmstadt and is currently working there as a lead of the Human-Computer Interaction group.

## Work Experience

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### Postdoctoral Researcher and Group Lead

TECHNICAL UNIVERSITY DARMSTADT

Darmstadt, Germany

Jan. 2020 - Today

- Leading the HCI research group of the Telecooperation Lab.
- Research on Urban Interaction in and with the physical World using Augmented Reality and Haptic Feedback.
- Teaching undergraduate and graduate students in the field of human-computer interaction.
- Grant application proposal writing.

### Ph.D. Student and Research Associate

TECHNICAL UNIVERSITY DARMSTADT

Darmstadt, Germany

Apr. 2014 - Dec. 2019

- Technical and research lead of the *Smart Spaces* project, a joint project with the Electronics and Telecommunications Research Institute (ETRI) in Daejeon, South Korea.
- Lead of the SoftwareCampus project *NewViz* with focus on visualization and interaction techniques for Big Data in collaboration with Software AG
- Design, implementation, and analysis of a variety of controlled experiments and observational studies.
- Working on concepts for interaction with augmented interfaces on the go.

## Education

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### Ph.D. in Human-Computer Interaction

TECHNICAL UNIVERSITY DARMSTADT

Darmstadt, Germany

2014 - 2019

- Thesis: *Around-Body Interaction: Leveraging Limb-movements for Interacting in a Digitally Augmented Physical World.* Graded with *Summa Cum Laude* (Highest Distinction)

### M.Sc. in Computer Science

TECHNICAL UNIVERSITY DARMSTADT

Darmstadt, Germany

2011 - 2014

- Thesis: *Developing an Interactive 3D Visualization for Video Monitoring Centers*

### B.Sc. in Computer Science

TECHNICAL UNIVERSITY DARMSTADT

Darmstadt, Germany

2008 - 2011

- Thesis: *The Usage of Spatial Information of Viewers for Interactive Television Systems*

## Certificates & Awards

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2020	<b>Nominee</b> , Outstanding Dissertation Award of the German Society for Computer Science (GI Dissertationpreis)	Bonn, Germany
2018	<b>Graduate of development program for future IT executives</b> , Software Campus with Software AG	Berlin, Germany
2019	<b>Honorable Mention Award</b> , CHI '19 - Conference on Human Factors in Computing Systems	Glasgow, UK
2012	<b>Best Paper Award</b> , EuroITV '12 - European Conference on Interactive TV and Video	Berlin, Germany

## Invited Talks

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2019	<b>University of Hamburg</b> , Mensch und Computer - Honored CHI Talks	Hamburg, Germany
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## Publications (Selection)

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For a full list of 35+ publications, please see  Google Scholar

2020	<b>Around-Body Interaction: Leveraging Limb Movements for Interacting in a Digitally Augmented Physical World</b> , Dissertation. DOI: 10.1145/3290605.3300707	
2020	<b>Around-Body Interaction: Interacting While on the Go</b> , In IEEE Pervasive Computing, vol. 19, no. 02. DOI: 10.1109/MPRV.2020.2977850	IEEE Pervasive
2020	<b>Walk The Line: Leveraging Lateral Shifts of the Walking Path as an Input Modality for HMDs</b> , In Proc. 2020 CHI Conference on Human Factors in Computing Systems. DOI: 10.1145/3313831.3376852	ACM CHI '20
2019	<b>Mind the tap: assessing foot-taps for interacting with head-mounted displays</b> , In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems. DOI: 10.1145/3290605.3300707	ACM CHI '19

## Teaching

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2021	<b>Hands-On HCI</b> , Planning, preparation and giving lectures	Darmstadt, Germany
2016-2019	<b>Ubiquitous / Mobile Computing (Lecture)</b> , Giving lectures and practical exercises	Darmstadt, Germany
2017	<b>Human Computer Interaction (Lecture)</b> , Giving lectures	Darmstadt, Germany
2015	<b>Foundations of Computer Science (Lecture)</b> , Organisation and preparation of practical exercises	Darmstadt, Germany
2016-2020	<b>Advanced User Interfaces (hands-on projects)</b> , Supervising Groups	Darmstadt, Germany
2014-2020	<b>B.Sc. and M.Sc. Theses</b> , Supervised 25+ B.Sc. and M.Sc Theses	Darmstadt, Germany

## Program Committees

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2020	<b>Special Sessions Chair &amp; Virtual Setup Chair</b> , IEEE AIVR '20 - International Conference on Artificial Intelligence & Virtual Reality	Utrecht, Netherlands
2020	<b>Programm Comitee Member (Provocations and Works in Progress)</b> , DIS '20 - ACM conference on Designing Interactive Systems	Eindhoven, Netherlands
2019	<b>Programm Comitee Member (Short Papers)</b> , MUC '19 - Mensch und Computer	Hamburg, Germany
2019	<b>Workshop Organizer</b> , Workshop on Interacting with Smart Objects in conjunction with EICS '19	Valencia, Spain
2018	<b>Workshop Organizer</b> , Workshop on Interacting with Smart Objects in conjunction with CHI '18	Montréal, Canada
2018	<b>Workshop Organizer</b> , Workshop on Ubiquitous Personal Assistance in conjunction with Ubicomp '18	Singapore
2017	<b>Workshop Organizer</b> , Workshop on Interacting with Smart Objects in conjunction with IUI '17	Limassol, Cyprus
2016	<b>Workshop Organizer</b> , Workshop on Interacting with Smart Objects in conjunction with IUI '16	Sonoma, CA, USA

## Reviewing Activity

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CHI	<b>Conference on Human Factors in Computing Systems</b>	2017-2020
CHI Play	<b>Annual Symposium on Computer-Human Interaction in Play</b>	2019
DIS	<b>Conference on Designing Interactive Systems</b>	2018-2020
UIST	<b>User Interface Software and Technology Symposium</b>	2018
MuC	<b>Mensch und Computer</b>	2018-2020
MobileHCI	<b>International Conference on Human-Computer Interaction with Mobile Devices and Services</b>	2017-2020
IMWUT	<b>Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies</b>	2019-2020
ISMAR	<b>International Symposium on Mixed and Augmented Reality</b>	2017-2019
SUI	<b>Symposium on Spatial User Interaction</b>	2017-2018

## Skills

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<b>Programming</b>	Java, C#, R, Dart
<b>Research Design</b>	Controlled experiments, observational studies, focus groups, (semi-) structured interviews
<b>Quantitative Analysis</b>	Statistical models, (non-) parametric hypothesis testing (e.g., ANOVA), effect size, statistical power
<b>Qualitative Analysis</b>	Open Coding, thematic analysis
<b>Languages</b>	German, English