

Hanna Schraffenberger | Curriculum Vitæ

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Personal Information

Date of birth 31st October 1983
Nationality German

Education

PhD student 2011-2018
Leiden Institute of Advanced Computer Science, Leiden University, NL
Thesis: Arguably Augmented Reality.
Date of defence: 29th November 2018.
Supervised by Edwin van der Heide, Bas Haring and Fons Verbeek.

Media Technology MSc program 2008–2011
Leiden University, NL
Master of Science, cum laude

Audiovisual Media BEng program 2005–2008
Stuttgart Media University, Germany
Bachelor of Engineering

High School 1994–2003
Theodor-Heuss-Gymnasium, Esslingen, Germany 2001–2003
Wirtemberg-Gymnasium, Stuttgart, Germany 1994–2001
German high-school diploma (Abitur)

Employment & Positions

Current Position

Assistant Professor Since January 2018
Artificial Intelligence department at Radboud University, Donders Centre for Cognition, Donders Institute for Brain, Cognition and Behaviour, Nijmegen, NL
My work as an Assistant Professor includes research into the public understanding of Artificial Intelligence (AI), as well as into privacy aspects of Human-Computer Interaction (HCI).
Furthermore, I teach a first year Bachelor course about Human-Computer Interaction and co-teach a Master course about developing intelligent mobile applications for research purposes in our AI programs. In addition, I supervise thesis projects about augmented reality and privacy.

User Experience Engineer and Front-End Developer Since November 2017
Privacy by Design Foundation, NL
I volunteer at the Privacy by Design Foundation. This work includes usability evaluations, user experience design and front-end development of free and open source software in which the privacy of the user is key. An example is our mobile authentication app IRMA, which helps users share as little personal information with third parties as necessary. Our work will be awarded with the “Brouwer Prijs voor Wetenschap en Samenleving” 2018 in November 2018.

Past Positions

Researcher and lecturer	2016-2017
Cognitive Science and Artificial Intelligence group, Tilburg University	
Lecturer	2015-2016
Communication & Multimedia Design, The Hague University of Applied Sciences, NL	
Researcher in residence	2011-2014
Augmented Reality Lab, Royal Academy of Art, The Hague, NL	
Editor/editor-in-chief	2011-2014
AR[t] magazine, Leiden University & Augmented Reality Lab, NL	
Student assistant	2009-2011
Media Technology MSc program, Leiden University, NL	
Programmer and educator	March-June 2011
Open_Music e.V., Stuttgart, Germany	
Technical instructor	December 2010-January 2011
Communication & Multimedia Design, The Hague University of Applied Sciences, NL	
Intern	March-October 2007
Institute for Music and Acoustics, ZKM Center for Art and Media Karlsruhe, Karlsruhe, Germany	

Teaching Activities

Lecturer

Introduction Human-Computer Interaction	2018
Radboud University, NL	
Audience: Students of the Bachelor's program "Artificial Intelligence"	
App-lab: Intelligent Mobile Apps	2018
Radboud University, NL	
Audience: Students of the Master's program "Artificial Intelligence" at Radboud University (open for other students, designed as an interdisciplinary course)	
Virtual and Augmented Reality	2017
Tilburg University, NL	
Audience: Students of the Master's track "Cognitive Science and Artificial Intelligence" and students of the Master's program "Communication and Information Sciences"	
Interactive Visualization	2017
Tilburg University, NL	
Audience: Students of the Master's program "Communication and Information Sciences"	
Basic Programming	2017
Tilburg University, NL	
Audience: Students of the Bachelor's track "Cognitive Science and Artificial Intelligence" and students of the Bachelor's program "Communication and Information Sciences"	
Human-Computer Interaction	2016
Tilburg University, NL	
Audience: Students of the Bachelor's program "Communication and Information Sciences"	
Introduction to programming: JavaScript	2015-2016
The Hague University of Applied Sciences, NL	
Audience: Students of the Bachelor's program "Communication & Multimedia Design"	
The User & The System	2015-2016
The Hague University of Applied Sciences, NL	
Audience: Students of the Bachelor's program "Communication & Multimedia Design"	

Project C: Design Details & Realise 2015-2016
 The Hague University of Applied Sciences, NL
 Audience: Students of the Bachelor's program "Communication & Multimedia Design"

Usability Measuring & Testing 2015
 The Hague University of Applied Sciences, NL
 Audience: Students of the Bachelor's program "Communication & Multimedia Design"

Patterns of Interaction 2015
 The Hague University of Applied Sciences, NL
 Audience: Students of the Bachelor's program "Communication & Multimedia Design"

Introduction to Programming: Pure Data 2014-2015
 Leiden University, NL
 Audience: Students of the Master's program "Media Technology"

Introduction to Programming: Max 2012-2014
 Leiden University, NL
 Audience: Students of the Master's program "Media Technology"

[Coach](#)

Project I: Autonomous project 2015-2016
 The Hague University of Applied Sciences, NL
 Audience: Students of the Bachelor's program "Communication & Multimedia Design"

Semester Project 2011-2015
 Leiden University, NL
 Audience: Students of the Master's program "Media Technology"

[Assistant](#)

Human Computer Interaction 2009-2015
 Leiden University, NL
 Audience: Students of the Master's program "Media Technology" as well as 3rd year Computer Science BSc students, Computer Science Minor students, Computer Science and Economics BSc students

Sound, Space & Interaction 2010
 Leiden University, NL
 Audience: Students of the Master's program "Media Technology"

[Professional Activities](#)

[Selected Talks, Presentations and Workshops](#)

ArtsIT (2011, 2013 and 2017), Kennismakerij, Tilburg (2017), Tilburg center for Cognition and Communication (2016), Higher Education Research User Group, Netherlands (2016), EASA (2016), University of Technology Delft (2015 and 2014), TENT Gallery (2015), xCoAx (2014 and 2015), Ignite Amsterdam 30 (2013), C&C (2013), ISEA (2013), Royal Academy of Art, The Hague (2012), PICNIC festival (2012), Leiden University (2011).

[Editorial Work](#)

Editor-in-chief/editor/editorial board member of AR[t] magazine 2011-2014
 Augmented Reality Lab & Leiden University, NL
 During my time as a researcher in residence at the former Augmented Reality Lab in The Hague, I acted as a member of the editorial board, editor and editor-in-chief of a semi-annual magazine about augmented reality, art and technology called AR[t]. The magazine was created as part of a collaboration between the former Augmented Reality Lab (Royal Academy of Art, The Hague), University of Technology Delft and Leiden University and quickly became one of the leading magazines about augmented reality.

Persuasive 2017 Conference	2017
Etmaal 2017: Innovative Methods in Communication Research	2016
Persuasive 2016 Conference	2016
Persuasive 2015 Conference	2015
Persuasive 2014 Conference	2014
AR[t] magazine	2011-2014
International Symposium on Electronic Art, ISEA 2013	2013

Publications

Conference and Workshop Proceedings

- ▶ de Rooij, A., Schraffenberger, H., and Bontje, M. (2018). “Augmented metacognition: Exploring pupil dilation sonification to elicit metacognitive awareness”. In: *Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction*. ACM, pp. 237–244.
- ▶ Schraffenberger, H., and van der Heide, E. (2018). “Reconsidering Registration: New Perspectives on Augmented Reality”. In: *Interactivity, Game Creation, Design, Learning, and Innovation. ArtsIT 2017, DLI 2017 (LNICST 229)*. Edited by A. L. Brooks, E. Brooks, and N. Vidakis. Cham: Springer, pp. 172–183.
- ▶ de Rooij, A., Dartel, M. van, Ruhl, A., Schraffenberger, H., Melick, B. van, Bontje, M., Daams, M., and Witter, M. (2018). “Sensory Augmentation: Toward a Dialogue Between the Arts and Sciences”. In: *Interactivity, Game Creation, Design, Learning, and Innovation. ArtsIT 2017, 2017 (LNICST 229)*. Edited by A. L. Brooks, E. Brooks, and N. Vidakis. Cham: Springer International Publishing, pp. 213–223.
- ▶ Schraffenberger, H., and van der Heide, E. (2016). “Multimodal augmented reality: the norm rather than the exception”. In: *Proceedings of the 2016 workshop on Multimodal Virtual and Augmented Reality*. ACM.
- ▶ Schraffenberger, H. and van der Heide, E. (2015). “Sonically Tangible Objects”. In: *xCoAx 2015: Proceedings of the Third Conferenc on Computation, Communication, Aesthetics and X*. Edited by A. Clifford, M. Carvalhais and M. Verdicchio.
- ▶ Schraffenberger, H. and van der Heide, E. (2014). “The Real in Augmented Reality”. In: *xCoAx 2014: Proceedings of the Second Conference on Computation, Communication, Aesthetics and X*. Edited by M. Carvalhais and M. Verdicchio, pp. 64–74.
- ▶ Gómez-Maureira, M. A., Teunisse, C., Schraffenberger, H., and Verbeek, F. (2014). “Illuminating Shadows: Introducing Shadow Interaction in Spatial Augmented Reality”. In: *Creating the Difference, Proceedings of the Chi Sparks 2014 Conference*. Edited by J. P. van Leeuwen, P. J. Stappers, M. H. Lamers and M. J. M. R. Thissen, pp. 11-18.
- ▶ Schraffenberger, H., and van der Heide, E. (2013b). “Towards Novel Relationships Between the Virtual and the Real in Augmented Reality”. In: *Arts and Technology (LNICST 116)*. Edited by G. De Michelis, F. Tisato, A. Bene, and D. Bernini. Springer Berlin Heidelberg, pp. 73–80.
- ▶ Schraffenberger, H., and van der Heide, E. (2013a). “From Coexistence to Interaction: Influences Between the Virtual and the Real in Augmented Reality”. In: *Proceedings of the 19th International Symposium on Electronic Art, ISEA2013*. Edited by K. Cleland, L. Fisher, and R. Harley.
- ▶ Schraffenberger, H., and van der Heide, E. (2012) “Interaction Models for Audience-Artwork Interaction: Current State and Future Directions”. In: *Arts and Technology (LNICST 101)*. Edited by A. L. Brooks. Springer Berlin Heidelberg, pp. 127-135.

- ▶ de Jong, S., Kirkali, D., Schraffenberger, H., Jillissen, J., de Rooij, A., and Terpstra, A. (2010). "One-Press Control: A Tactile Input Method for Pressure-Sensitive Computer Keyboards". In: *CHI'10 Extended Abstracts on Human Factors in Computing Systems*. ACM, pp. 4261-4266.

Journals

- ▶ Schraffenberger, H. K., and van der Heide, E. (2015). "Audience-artwork interaction". In: *International Journal of Arts and Technology*, 8(2), 91-114.
- ▶ Schraffenberger, H., and van der Heide, E. (2014). "Everything Augmented: On the Real in Augmented Reality". In: *Journal of Science and Technology of the Arts (CITARJournal)*, 6(1), 17-29.

Editorial Work

- ▶ Schraffenberger, H., Kniveton, M., Kolstee, L., Kolstee, Y., Verlinden, J., and Wesdorp, R. (Eds.) (2014, May). *AR[t], Augmented Reality, Art and Technology*, issue 5.
- ▶ Schraffenberger, H., Kniveton, M., Kolstee, Y., Verlinden, J., and Wesdorp, R. (Eds.) (2013, November). *AR[t], Augmented Reality, Art and Technology*, issue 4.
- ▶ Schraffenberger, H., Kniveton, M., Kolstee, Y., and Verlinden, J. (Eds.) (2013, May). *AR[t], Augmented Reality, Art and Technology*, issue 3.
- ▶ Kolstee, Y., Schraffenberger, H., Vahrmeijer E., and Verlinden, J. (Eds.) (2012, November). *AR[t], Augmented Reality, Art and Technology*, issue 2.
- ▶ Kolstee, Y., Schraffenberger, H., Vahrmeijer E., and Verlinden, J. (Eds.) (2012, April). *AR[t], Augmented Reality, Art and Technology*, issue 1.

AR[t] Magazine Articles

- ▶ Schraffenberger, H. (2014, May). "Hitting imaginary walls, pulling virtual strings". In: *AR[t], Augmented Reality, Art and Technology*, 5, 66–71.
- ▶ Schraffenberger, H., and Verlinden, J. (2014, May). "The great pig in the sky". In: *AR[t], Augmented Reality, Art and Technology*, 5, 12–19.
- ▶ Schraffenberger, H. (2013, November). "Geegee! Or why I prefer rubbing glass over wearing it." In: *AR[t], Augmented Reality, Art and Technology*, 4, 44–47.
- ▶ Schraffenberger, H. (2013, November). "Talescape – Interview with Michiel Helvensteij". In: *AR[t], Augmented Reality, Art and Technology*, 4, 62–67.
- ▶ Schraffenberger, H. (2013, May). "Subject: Interview | From: Hanna Schraffenberger | To: Lev Manovich". In: *AR[t], Augmented Reality, Art and Technology*, 3, 18–23.
- ▶ Schraffenberger, H. (2012, November). "Chasing virtual spooks, losing real weight." In: *AR[t], Augmented Reality, Art and Technology*, 2, 48–51.
- ▶ Schraffenberger, H. (2012, November). "Unspecialize! The more you know the less you see. A portrait of Daniel Disselkoen." In: *AR[t], Augmented Reality, Art and Technology*, 2, 54–61.
- ▶ Schraffenberger, H. (2012, April). "Interview with Helen Papagiannis". In: *AR[t], Augmented Reality, Art and Technology*, 1, 12–19.
- ▶ Schraffenberger, H. (2012, April). "Lieven van Velthoven — the racing star". In: *AR[t], Augmented Reality, Art and Technology*, 1, 30–35.
- ▶ Schraffenberger, H. (2012, April). "Like riding a bike. Like parking a car. Portrait of the artist in residence: Marina de Haas." In: *AR[t], Augmented Reality, Art and Technology*, 1, 60–65.

Books

- ▶ Schraffenberger, H. (2011). *Whether you like art or not. Short essays on the liking of modern art*. Master thesis supervised by Edwin van der Heide. Self-published.

Posters

- ▶ Kripe, Z., Schraffenberger H., and Terpstra, A. (2010). "Interactive Art and Persuasive Technology: The Case Study of the Formamat", Poster presented at the *5th International Conference on Persuasive Technology (Persuasive 2010)*, June 2010, Copenhagen.

Video Publications

- ▶ Kripe, Z., Schraffenberger H., and Terpstra, A. (2010). “The Formamat: Investigating the Dispensability of Pervasive Data”. Video presented at the *8th International Conference on Pervasive Computing (Pervasive 2010)*, May 2010, Helsinki. Video published on the USB-proceedings.

Newspaper Articles

- ▶ Schraffenberger, H. (21 April 2011). “Kunst? Welke kunst?: In: *Mare – Leids Universitair Weekblad*, no. 27.

Online Columns

- ▶ Schraffenberger, H. (17th May 2012). “What matter does!”. Blog of the DEAF festival 2012, see <http://v2.nl/archive/articles/what-matter-does>.
- ▶ Schraffenberger, H. (18th May 2012). “The beauty of a flower”. Blog of the DEAF festival 2012, see <http://v2.nl/archive/articles/the-beauty-of-a-flower>.

Skills & Expertise

Languages: German (mother tongue), English (fluent), Dutch (fluent), Latin (reading)

Professional: research skills, educational, organizational and editorial skills

Fields of expertise: human-computer interaction, usability, user experience engineering, privacy, augmented reality, data visualization, programming (Max, Pure Data, Java, JavaScript, Processing), media technology, sound engineering

Personal: curious, creative, motivated, focused, enthusiastic, open minded but critical, perfectionistic but pragmatic, communicative, able to pick up new skills quickly

Selected Honors & Awards

Brouwer Prijs voor Wetenschap en Samenleving November 2018

KHMW

The Privacy by Design Foundation will be honored with the “Brouwer Prijs voor Wetenschap en Samenleving” (100.000€).

Dutch Privacy Award 2018

Privacy First and ECP

The mobile app IRMA, developed by the Privacy by Design Foundation, received the Dutch Privacy Award in the category “Consumer Solutions”.

Comenius programme funds 2018

NWO/NRO

Marie Postma (main applicant), with co-applicants Sander Bakkes, Hanna Schraffenberger and Maryam Alimardani, received the “Comeniusbeurs Senior Fellow” (99.984€) to establish a personalized science learning framework with virtual and augmented reality.

Grassroots-project 2017

Tilburg University

Hanna Schraffenberger and Lisa E. Rombout received a 2.000€ grassroot grant by Tilburg University for a project regarding “Virtual and Augmented Reality in Education and Student Research”.

HOT100 2012 September 2012

Virtueel Platform

Selected as one of the ‘Virtueel Platform HOT100 2012’ — a selection of the best graduates of Dutch art academies, universities and universities of applied sciences in the fields of art, design, theory, communication and e-culture.

Creative Class 2012

September 2012

Bright.nl

Selected by bright.nl as part of the Creative Class — a series that portraits the ‘brightest’ graduates from technical and creative educational programs in the Netherlands.

Vers 1.6

April 2010

Popbüro Region Stuttgart

Subsidy award for electronic music in churches.

Karl-Steinbuch-Stipendium

November 2007–August 2008

MFG Stiftung Baden-Württemberg

Karl-Steinbuch-Stipendium (scholarship) for my project ‘Interactive real-time applications for free improvised music’.

Miscellaneous Activities & Personal Projects

The Hot Stream Machine

September–October 2013

Desktop application

‘The Hot Stream Machine’ is an application and interactive installation that allows users to compose with and listen to mathematical streams. The project was part of an exhibition that explained streams to children at the open day of CWI (National Research Institute for Mathematics and Computer Science, NL) and was realized in collaboration with Joost Winter and Jurriaan Rot.

The Formamat

2010

Interactive installation

The Formamat is an interactive installation about the value and (in)dispensability of digital data. The project was realized together with Zane Kripe and Arnout Terpstra in the context of the Media Technology MSc program. The Formamat was exhibited, among other, at the V2_Institute for the Unstable Media (Rotterdam, NL) and in the Van Gogh Museum (Amsterdam, NL).

Further information and additional projects can be found at www.creativecode.org.

References

References upon request, please contact me at hanna@creativecode.org.

Further Information

If you have further questions, please do not hesitate to contact me. Visit www.creativecode.org for additional information and updates.