

## Personal details:

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\* 24.01.1991

## Contacts:

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## Current Occupation

since May 2019

### Researcher at LMU, Munich

- Designing and conducting short- and long-term studies with participants numbers from 4-50. Experienced in mixed-method approaches and empirical studies.
- Applied and evaluated questionnaires; e.g., NASA-TLX, iPANAS, Social Presence, Presence in VR, Experience Use History, Place Attachment, Sensemaking and AttrakDiff.
- Experience with diverse user groups, e.g., experts from various backgrounds, students, children, athletes, people with visual impairments.
- Teaching and Organization: Coached and supervised 22+ Bachelor/Master theses students. Created lecture material, gave coding introductions and supervisions in 4 different courses. Organized the teaching plan for 2 years for the department. Female representative for 3 years for the department.

## Former Employments & Work Experiences

Nov. 2018 - Apr. 2019

### Creative Technologist at IXDS, Germany

- Developing innovative concepts and implementing high-fidelity hardware, AR and VR prototypes in close collaboration and communication with our global industry partners.
- Presented the developments at client events in front of +300 visitors.
- Developing interactive exhibition installations for public events (e.g. [MCBW](#)).

Feb. 2018 - Oct. 2019

### Creative Technologist Intern at IXDS, Germany

- Delving into hardware prototyping, including Raspberry Pi programming, mqtt, node-red and Arduino libraries.
- Co-organizing workshops and networking events to foster long-lasting client relationships.
- Organizing and fostering internal team events and communication across teams.

Oct. 2017 - Jan. 2018

### Teaching Assistant at Uppsala University, Sweden

Creating material and holding four sessions of the course HCI Introduction. Organizing the group projects, including defining themes, finding collaboration partners and supervising the groups.

**Jul. 2017 - Sep. 2017**

**Data Analysis Intern at UBI Global, Sweden**

Data gathering, cleaning and evaluation over 259 business incubators and accelerators. Co-creating the [world benchmark report](#) 2017/2018 based on the evaluated data.

**Oct. 2015 - Jul. 2016**

**Business Analyst at DP DHL AG, Germany**

- Consolidating the data of 28 globally distributed and maintained systems into one data management system.
- Substitute project lead for the global package logistic system CONNECT, including stakeholder management with over 18 different parties of cultural backgrounds and requirements.
- Running workshop with the regional subsidiaries in Asia-Pacific, USA and Europe.

**October 2012 –  
September 2015**

**Working Student at Deutsche Post IT Services, Germany**

Project management for IT logistics systems.

- Developing tools for cost management and license management.
- Build a shipping client for a global packaging system.
- Organized employee training.

**Former Education**

**2016 -2018**

**Master Studies**

**Uppsala University, Sweden**

Human-Computer-Interaction. Thesis grade: pass with distinction (VG); overall grade: pass (G)

**2012 -2015**

**Bachelor of Science**

**DHBW Mannheim, Germany**

International Management of Business and Information Technology. Thesis grade: 1.7\*; overall grade: 2.2

**2001- 2010**

**Secondary school**

**Friedrich-Ebert-Gymnasium, Bonn, Germany**

Grade 2.4

\*The German grading system goes from 1= very good to 5=insufficient

**Skills**

**Project Management**

Event organization, time management, team lead, international collaboration and problem solving

**Methods**

Quantitative Methods (inferential and descriptive statistics, hypothesis testing), Qualitative Methods (participatory design, interviewing, observation), Mixed Methods Research Design, Usability, Prototyping

## Applications

Adobe InDesign, Illustrator, Photoshop, Arduino, Visual Studio Code for Javascript, HTML, CSS and C++, RStudio, Unity, MS Office

## Languages

German (mother tongue), English (C2), Français (B1), Español (A1), Svensk (A1)

## Teaching Experiences

2022

**Guest Lecture:** Guest lecture on “Contextualizing Interfaces” at LMU Munich

**Seminar** Design Workshop II: Practical Course teaching students about hardware prototyping and design thinking methods for approx. 40 students (German)

2021/22

**Lecture** User Interface Design: Project Supervision and Tutorials for approx. 42 students (English)

2021

**Seminar** Design Workshop II: Practical Course teaching students about hardware prototyping and design thinking methods for approx. 40 students (German)

2020/21

**Seminar** Proseminar: Supervising about 10 students (English)

**Seminar** Design Workshop I: Course Organization (German)

**Lecture** User Interface Design: Project Supervision and Tutorials for approx. 53 students (English)

2020

**Seminar** Design Workshop II: Practical Course teaching students about hardware prototyping and design thinking methods for approx. 40 students (German)

**Seminar** Proseminar: Supervising about 10 students (English)

2019/20

**Lecture** User Interface Design: Project Supervision and Tutorial for approx. 55 students (English)

**Seminar** Proseminar: Teaching students about scientific writing for approx. 38 students (English)

2019

**Seminar** Proseminar: Teaching students about scientific writing for approx. 32 students (English)

## Conferences and Workshops

### Conducted Studios & Workshops

**MuC'22** Workshop: [Be-greifbare Interaktionsworkshop](#)

**TEI'21** Studio: [Material meets the City](#)

**MAB'21** Workshop: [Prototyping Next Generation Urban Interfaces](#)

**MuC'21** Workshop: [Be-greifbare Interaktionsworkshop](#)

### Conference Organization

**TEI'23** Work-in-Progress Chair

**MuC'22** Web and Design Chair

## Program Committee

### TEI'21 Volunteer & Web Chair

AC at TEI' 23 Pictorials  
AC at NordiCHI' 22 LBW  
AC at CHI' 22 LBW  
AC at TEI' 22 Pictorials

## Student Volunteer Duties Reviewing

ACM CHI'22, ACM C&C'22, ACM DIS'21, ACM TEI'20  
ACM CHI'23, MuC'22, ACM NordiCHI'22, IMWUT'22, ACM  
DIS'22, ACM TEI'20-22, ACM CHI'21-22, IEEE VR'22,  
INTERACT'21, ACM DIS'21-22, IMWUT'20, ACM NordiCHI'20,

## Voluntary Work

### Fachgruppe Be-greifbar Interaktion

Elected representative in the executive committee

### ReDi School:

Giving lectures to refugees about prototyping and user  
experience design

### Member at MVAI

(2017-2018): Creation of information material for the NGO's  
website, including video and content creation

### Volunteer year

(Aug. 2010 - Jul. 2011): HIV/Aids prevention in Durban, South  
Africa

## Advisor Roles

### Master Thesis

[Future Traveler Transition Experience/Traces between RE and  
VE across HMI's in Highly Automated Vehicles](#) Advisor: Jingyi Li,  
Linda Hirsch, Examiner: Andreas Butz

### Master Thesis

[Tangible interaction with busts and statues](#) Advisor: Linda  
Hirsch, Examiner: Andreas Butz

### Master Thesis

[Human-Historical-Building Interaction](#) Advisor: Linda Hirsch,  
Examiner: Andreas Butz

### Master Thesis

[Exploring attention-aware and unobtrusive interfaces  
integrated in public places](#) Advisor: Linda Hirsch, Examiner:  
Andreas Butz

### Master Thesis

[Exploring attention-aware and unobtrusive modalities in  
meetups](#) Advisor: Linda Hirsch, Examiner: Andreas Butz

### Bachelor Thesis

[Linking generations of university students through AR  
Anchors of shared spatial experiences in public places.](#)  
Advisor: Linda Hirsch, Examiner: Andreas Butz

### Bachelor Thesis

[Leaving Traces in VR](#) Advisor: Linda Hirsch, Ceenu George,  
Examiner: Andreas Butz

### Bachelor Thesis

[Comparing the effect of traces in VR versus RE regarding  
social awareness and presence](#) Advisor: Linda Hirsch, Ceenu  
George, Examiner: Andreas Butz

Bachelor Thesis	<a href="#">Exploration Human Traces for Interface Design at Werksviertel</a> Advisor: Linda Hirsch, Examiner: Andreas Butz
Bachelor Thesis	<a href="#">Exploration Human Traces for Interface Design I</a> Advisor: Linda Hirsch, Examiner: Andreas Butz
Bachelor Thesis	<a href="#">Designing for Sensitive Places II</a> Advisor: Linda Hirsch, Examiner: Andreas Butz
Bachelor Thesis	<a href="#">Designing for Sensitive Places I</a> Advisor: Linda Hirsch, Examiner: Andreas Butz
Bachelor Thesis	<a href="#">Integrated, interactive interfaces providing information about the deceased</a> Advisor: Linda Hirsch, Examiner: Andreas Butz
Bachelor Thesis	<a href="#">Natürliche Interfaces in öffentlichen Stadtparks</a> Advisor: Linda Hirsch, Examiner: Andreas Butz

## Publications

2022	<p>Linda Hirsch, Jingyi Lui, Sven Mayer Andreas Butz. 2022. <b>A Survey of Natural Design for interaction</b>. <i>MuC'22 Conference Proceedings</i></p> <p>Jingyi Li, Linda Hirsch, Tianyang Lu, Sven Mayer, Andreas Butz. 2022. <b>A Touch of Realities: Car-Interior-Based Haptic Interaction Supports In-Car VR Recovery from Interruptions</b>. <i>MuC'22 Conference Proceedings</i></p> <p>L. Hirsch, C. George and A. Butz, <b>Traces in Virtual Environments: A Framework and Exploration to Conceptualize the Design of Social Virtual Environments</b>. In <i>IEEE Transactions on Visualization and Computer Graphics</i>, 2022, doi: 10.1109/TVCG.2022.3203092.</p> <p>Fiona Draxler, Linda Hirsch, Jingyi Li, Carl Oechsner, Sarah Theres Völkel, and Andreas Butz. 2022. <b>Flexibility and Social Disconnectedness: Assessing University Students' Well-Being Using an Experience Sampling Chatbot and Surveys Over Two Years of COVID-19</b>. In <i>Designing Interactive Systems Conference (DIS '22)</i>. Association for Computing Machinery, New York, NY, USA, 217–231. <a href="https://doi-org.10.1145/3532106.3533537">https://doi-org.10.1145/3532106.3533537</a></p> <p>Linda Hirsch, Ivan Graf von Silva-Tarouca, Robin Welsch. 2022. <b>Increasing Socio-Spatial Connectedness Among Students: A Location-Based AR Social Media Network Approach</b>. <i>CHI Conference on Human Factors in Computing Systems Extended Abstracts(CHI 22 Extended Abstracts)</i>, April 29-May 5, 2022, New Orleans, LA, USA. ACM, New York, NY, USA, 10 pages. <a href="https://doi.org/10.1145/3491101.3519681">https://doi.org/10.1145/3491101.3519681</a></p> <p>Linda Hirsch, Anna Haller, Andreas Butz, Ceenu George. 2022. <b>“What a Mess!”: Traces of Use to Increase Asynchronous Social Presence in Shared Virtual Environments</b>. In <i>Proceedings of IEEE Conference '22 on Virtual Reality and 3D User Interfaces (VR)</i>, March 12-16</p>
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Linda Hirsch, Robin Welsch, Beat Rossmly, Andreas Butz. 2022. **Embedded AR Storytelling Supports Active Indexing at Historical Places**. TEI'22 In Proceedings of the 16th International Conference on Tangible, Embedded, and Embodied Interaction. <https://doi.org/10.1145/3490149.3501328>

Linda Hirsch, Eleni Economidou, Irina Paraschivoiu, Tanja Döring. 2022. **Material meets the City: New Trends in Urban Interaction Design (UIxD)**. ACM Interactions Magazine.

2021

Jingyi Li, Linda Hirsch. 2021. **Multi-Modal Transition and Traces in Everyday Mobile Virtual Reality**. In ISS'21 Workshop Proceedings: "Transitional Interfaces in Mixed and Cross-Reality: A new frontier?", November 14, 2021, Łódź, Poland. ACM, New York, NY, USA.

Linda Hirsch, Andreas Butz. 2021. **Blend In or Pop Out? Designing an Embedded Interface for A Historical Cemetery**. 18th IFIP TC13 International Conference On Human-Computer interaction (INTERACT 2021).

Linda Hirsch, Yanhong Li, Hendrik Geiger, Andreas Butz. 2021. **Safe-to-Touch: Tracking Touched Areas in Public Transport**. 18th IFIP TC13 International Conference On Human-Computer interaction (INTERACT 2021).

Alexander Wiethoff, Marius Hoggenmüller, Beat Rossmly, Linda Hirsch, Luke Hespanhol, Martin Tomitsch. 2021. **A Media Architecture Approach for Designing the Next Generation of Urban Interfaces**. Journal Article in Interaction Design and Architecture(s) - Special Issue on Immersive Technologies in Future Cities, 2021, ISSN 1826-9745, eISSN 2283-2998, Scuola IaD, Rome, Italy

Linda Hirsch, Christian Mall, Andreas Butz. 2021. **Do Touch This: Turning a Plaster Bust Into a Tangible Interface**. In Creativity and Cognition (C&C 2021), June 22-23

Linda Hirsch, Beat Rossmly, Andreas Butz. 2021. **Shaping Concrete for Interaction**. In Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21). Association for Computing Machinery, New York, NY, USA, Article 6, 1-11. <https://doi.org/10.1145/3430524.3440625>

Linda Hirsch, Eleni Economidou, Irina Paraschivoiu, Tanja Döring, Andreas Butz. 2021. **Material meets the City: Exploring Novel and Advanced Materials for the Smart Urban Built Environment**. In Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21). Association for Computing Machinery, New York, NY, USA. 10.1145/3430524.3442701

Linda Hirsch, Christina Schneegaß, Robin Welsch, Andreas Butz. 2021. **To See or Not to See: Exploring Inattentional Blindness for the Design of Unobtrusive Interfaces in Shared Public Places**. In Proceedings of the ACM on Interactive, Mobile, Wearable, Ubiquitous Technologies (IMWUT) Vol 5, No 1, Article 15. <https://doi.org/10.1145/3448123>

2020

Linda Hirsch, Beat Rossmly, Florian Bemann, Andreas Butz. 2020. **Affordances Based on Traces of Use in Urban Environments**. In Proceedings of the Fourteenth

International Conference on Tangible, Embedded, and Embodied Interaction (TEI '20). Association for Computing Machinery, New York, NY, USA, 729-742.  
<https://doi.org/10.1145/3374920.3375007>

**2019**

Linda Hirsch. 2019. **Designing interactive interfaces by keeping the natural beauty of public places**. Mensch und Computer 2019-Workshopband. Gesellschaft für Informatik eV.

Linda Hirsch. 2019. **Bodystorming exteroceptive stimulation to train body awareness**. UbiComp/ISWC '19 Adjunct Adjunct Proceedings of the 2019 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2019 ACM International Symposium on Wearable ComputersPages 969-972

**2017**

Linda Hirsch, Anton Björzell, Mikael Laaksoharjhu, Mohammad Obaid. 2017. **Investigating design implications towards a social robot as a memory trainer**. Proceedings of the 5th International Conference on human agent interaction, 27 October 2017, pp.5-10. <http://doi.acm.org/10.1145/3125739.3125755>