

MICHAEL NEBELING SHORT CV / RESUME

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EMPLOYMENT AND AFFILIATIONS

University of Michigan, School of Information & CSE – Assistant Professor	'16 –
Carnegie Mellon University, HCI Institute – Postdoctoral Researcher	'15 – '16
ETH Zurich, Department of Computer Science – Senior Researcher & Lecturer	'12 – '15

EDUCATION

ETH Zurich – <i>Doctor of Sciences in Computer Science</i>	'09 – '12
Monash University – <i>Honours in Information Technology and Systems</i>	'07
Ulm University – <i>Diplom in Media Computer Science</i>	'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
UROP 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)

M. Nebeling , K. Madier , Y. Chang , L. Zhu , M. Chung , P. Wang , J. Nebeling : <i>XRDirector: A Role-Based Collaborative Immersive Authoring System</i>	CHI'20
M. Nebeling , M. Speicher , X. Wang , S. Rajaram , B.D. Hall , Z. Xie , A. Raistrick , M. Aebersold , E.G. Happ , J. Wang , Y. Sun , L. Zhang , L. Ramsier , R. Kulkarni : <i>MRAT: The Mixed Reality Analytics Toolkit</i> BEST PAPER AWARD	CHI'20
N. Ashtari , A. Bunt , J. McGrenere , M. Nebeling , P.K. Chilana : <i>Creating Augmented and Virtual Reality Applications: Current Practices, Challenges, and Opportunities</i> BEST PAPER AWARD	CHI'20
M. Speicher , B.D. Hall , M. Nebeling : <i>What is Mixed Reality?</i> BEST PAPER HONORABLE MENTION	CHI'19
M. Nebeling , K. Madier : <i>360proto: Making Interactive Virtual Reality & Augmented Reality Prototypes from Paper</i>	CHI'19
M. Nebeling , J. Nebeling , A. Yu , R. Rumble : <i>ProtoAR: Rapid Physical-Digital Prototyping of Mobile Augmented Reality Applications</i>	CHI'18
M. Speicher , M. Nebeling : <i>GestureWiz: A Human-Powered Gesture Design Environment for User Interface Prototypes</i>	CHI'18
E. McAweeney , H. Zhang , M. Nebeling : <i>User-Driven Design Principles for Gesture Representations</i>	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>WearWrite: Crowd-Assisted Writing from Smartwatches</i>	CHI'16
<u>A.A. de Freitas, M. Nebeling, X.A. Chen, J. Yang, A.S.K.K. Ranithangam, A.K. Dey:</u> <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	CHI'15
M. Nebeling, M. Husmann, T. Mints, 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>	CHI'11
R. Graf, P. Benawri, A. E Whitesall, D. Carichner, Z. Li, M. Nebeling, H.S. Kim: <i>iGYM: An Interactive Floor Projection System for Inclusive Exergame Environments</i> BEST PAPER AWARD	CHI Play'19
S. Oney, <u>A. Lundgard, R. Krosnick, M. Nebeling, W.S. Lasecki:</u> <i>Arboretum and Arbility: Improving Web Accessibility Through a Shared Browsing Architecture</i>	UIST'18
<u>M. Speicher, B.D. Hall, A. Yu, B. Zhang, H. Zhang, J. Nebeling, M. Nebeling:</u> <i>XD-AR: Challenges and Opportunities in Cross-Device AR Application Development</i> BEST PAPER AWARD	EICS'18
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 Crowd-sourced Evaluation of Web Interfaces</i>	EICS'13
M. Nebeling, M.C. Norrie: <i>jQMultiTouch: Lightweight Toolkit and Development Framework for Multi-touch/Multi-device Web Interfaces</i> BEST PAPER AWARD	EICS'12

TEACHING

University of Michigan

<i>Developing AR/VR Experiences</i>	'19 –
<i>Introduction to AR/VR Application Design</i>	'18 –
<i>Introduction to Interaction Design</i>	'17 – '18
<i>Interaction Design Studio</i>	'16 – '18

Carnegie Mellon University

<i>Programming Usable Interfaces (with Anind K. Dey)</i>	'15 – '16
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ETH Zurich

<i>Principles of Interaction Design</i>	'13 – '14
<i>Mobile and Personal Information Systems (with M.C. Norrie)</i>	'13 – '15
<i>Human-Computer Interaction (with M.C. Norrie & O. Hilliges)</i>	'11 – '15