

Dr. Martin Weigel

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Expertise	HCI • Interactive Technologies • Mobile Computing • Prototyping • Printed Electronics
Languages	German (native) • English (fluent) • French (basic)

EDUCATION

- 2017 **Dr.-Ing.** in Computer Science, Saarland University and Max Planck Institute for Informatics
Dissertation: *Interactive On-Skin Devices for Expressive Touch-based Interactions*
- 2014 **M. Sc.** in Computer Science, Saarland University, grade 1.1 (A in US)
- 2010 **B. Sc.** in Computer Science, Darmstadt University of Technology, grade 1.4 (A in US)

WORK EXPERIENCE

- Senior Scientist**, Honda Research Institute Europe 2017–Now
Project manager for a research project on wearable haptic feedback
Application prototyping to evaluate technologies and to study haptic perception
Participation in international research strategy plannings
- Doctoral Researcher**, Saarland University and Cluster of Excellence MMCI 2012–2017
Innovative research in field of stretchable on-skin electronics for mobile computing
Prototyping interactive devices using printed electronics, laser cutting, and 3D printing
Successful publications at international top-tier venues (3 full papers, 1 journal article)
- Visiting Researcher** (2 weeks), MIT Media Lab, Fluid Interfaces Group 2013
- Research Internship** (6 months), University of Calgary, Interaction Lab 2012
Research on mobile projectors in proximity-aware environments
Developing a rapid-prototyping framework for mobile projectors (C#/.NET)
- Freshmen Mentor**, Darmstadt University of Technology 2009–2010
- Freelancer**, Wendt-Media Text-Processing 2007–2009
- Webdesign Internship**, WebQ 2005

AWARDS

- 2016 Two special recognitions received for exceptional reviews at CHI'16
- 2015 Best Paper Award at ACM CHI '15 (top 1% of all submissions)
- 2013 Honorable Mention Paper Award at GRAND '13
- 2007 A 2nd price in the 2nd round of the 25th Bundeswettbewerb Informatik
- 2006 A 1st price in the 1st round of the 25th Bundeswettbewerb Informatik

SCIENTIFIC ACTIVITIES

- Program Committee Member** for ACM Augmented Human (2019)
- Reviewer** of 55 submissions (ACM CHI, ACM UIST, and others)
- Student Volunteer** at ACM CHI (2014)
- Freshmen Week Head Organizer** (2010 st), activity organizer (2009), and tutor (2008–2009) at Darmstadt University of Technology. A one-week program for new students.

EVENT AND WORKSHOP ORGANIZATION

- 2016 Maker Day 2016, Saarbrücken
- 2016 On-Skin Technology Workshop at ACM UbiComp, Heidelberg
- 2015 Maker Day 2015, Saarbrücken
- 2015 Printed Electronics Tutorial at the Mensch und Computer Conference, Stuttgart
- 2015 Printed Electronics Workshop at INRIA, Paris
- 2015 Inventors Workshop on Printed Electronics (German Informatics Society), Saarbrücken

TEACHING

Seminar Co-organizer

- 2016 Moderne Nutzerschnittstellen
- 2015 Interactive Digital Fabrication
- 2014 Developing Embedded Interactive Systems
- 2013 Embodied Interaction

Co-Supervision

- 1x Ph.D. Student
- 3x Masterthesis
- 1x Bachelorthesis
- 1x Research Immersion Lab

Seminar Tutor

- 2016 Interactive Skin

PRESENTER

Lecture on “Wearable Computing and Interactive Skin” (2017)

Scientific presentations at ACM CHI (2017, 2015, 2014), ACM UbiComp (2017), ACM MobileHCI (2013), GRAND (2013), and Journalism Workshop in Dagstuhl (2013)

Invited talk and panel discussion at Tech Open Air (2016), Berlin

TECH DEMONSTRATIONS

- Tech Open Air 2016 (2 days)
- ACM CHI '15 (4 days)
- CeBIT '15 (1 week)
- Mensch und Computer '15

SCHOLARSHIP AND GRANT APPLICATION

- 2015 Helped in writing of a successful proposal for the Google Faculty Research Award (12 months, 14% acceptance)
- 2012 NSERC SurfNet scholarship for research on mobile projectors (6 months)
- 2010 Saarbrücken Graduate School of Computer Science (18 months)

SELECTED EVENT PARTICIPATION

- 2018 Dagstuhl Seminar on “Human-Computer Integration” (#18322)
- 2015 3rd Heidelberg Laureate Forum
- 2014 Summer school on printable electronics in Swansea
- 2014 Soft-skill workshop “Communication of Status”
- 2013 ACM CHI 2013 Workshop “Displays Take New Shape”
- 2013 Scientific workshop “Erfinderworkshop: Be-greifbare Interaktion”

SELECTED PRESS COVERAGE

Reuters	N24	U.S. News	Heise make
New Scientist	Channel One Russia	Frankfurter	Gizmodo
The Times	RTL 2 News	Rundschau	Gizmag
Daily Mail	El País	La Stampa	

CONFERENCE AND JOURNAL PUBLICATIONS

- [6] **Martin Weigel** and Jürgen Steimle
DeformWear: Deformation Input on Tiny Wearable Devices
In *Proceedings of ACM IMMUT*, Vol. 1, No. 2. Acceptance Rate: 21% (of 576), Journal Article.
- [5] **Martin Weigel**, Aditya Shekhar Nittala, Alex Olwal, and Jürgen Steimle
SkinMarks: Enabling Interactions on Body Landmarks Using Conformal Skin Electronics
In *Proceedings of ACM CHI '17*. Acceptance Rate: 25% (of 2424), Full Paper.
- [4] **Martin Weigel**, Tong Lu, Gilles Bailly, Antti Oulasvirta, Carmel Majidi, and Jürgen Steimle
iSkin: Flexible, Stretchable and Visually Customizable On-Body Touch Sensors for Mobile Computing
In *Proceedings of ACM CHI '15*. Acceptance rate: 23% (of 2150), Full Paper. 🏆 **Best Paper (top 1%)**
- [3] **Martin Weigel**, Vikram Mehta, and Jürgen Steimle
More Than Touch: Understanding How People Use Skin as an Input Surface for Mobile Computing
In *Proceedings of ACM CHI '14*. Acceptance rate: 23% (of 2064), Full Paper.
- [2] **Martin Weigel**, Sebastian Boring, Jürgen Steimle, Nicolai Marquardt, Saul Greenberg, and Anthony Tang
ProjectorKit: Easing Rapid Prototyping of Interactive Applications for Mobile Projectors
In *Proceedings of ACM MobileHCI '13*. Acceptance rate: 22% (53 of 238), Short Paper.
- [1] **Martin Weigel**, Sebastian Boring, Nicolai Marquardt, Jürgen Steimle, Saul Greenberg, and Anthony Tang
From Focus to Context and Back: Combining Mobile Projectors and Stationary Displays
In *GRAND '13*. Acceptance rate: 53% (36 of 68), Research Note. 🏆 **Honorable Mention Paper**

The international top-tier venue in human-computer interaction is ACM CHI.

For more details and other projects, please visit my online-portfolio: www.MartinWeigel.com