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**Expertise** HCI • Interactive Technologies • Virtual Reality • Mobile Computing • Haptic Feedback

**Languages** German (native) • English (fluent)

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## Education

- Dr.-Ing.** in Computer Science, Saarland University and Max Planck Institute for Informatics 2017  
Dissertation: “*Interactive On-Skin Devices for Expressive Touch-based Interactions*”  
Reviewers: Prof. Dr. Jürgen Steimle (supervisor), Dr. Alex Olwal, Prof. Dr. Antonio Krüger
- M. Sc.** in Computer Science, Saarland University, grade 1.1 (A in US) 2014
- B. Sc.** in Computer Science, TU Darmstadt, grade 1.4 (A in US) 2010

## Work Experience

- Professor of Computer Science**, Technische Hochschule Mittelhessen (THM) 2021–Now  
Teaching computer science and researching in the area of human-machine interfaces  
Co-author of 3 conference papers and 1 journal article
- Senior Scientist**, Honda Research Institute Europe 2017–2021  
Project manager (07/2018–03/2020) and deputy competence group leader (04/2021–09/2021)  
Co-author of 6 conference papers, 1 journal article, and co-inventor of 3 patents  
Presented two novel interactive technologies at international company reports (2019)  
Contributed to 2 international projects (JP/US/EU) and multiple research discussions  
Co-supervised a Ph.D. student at TU Darmstadt and collaborated with four universities
- Doctoral Researcher**, Cluster of Excellence MMCI at Saarland University 2012–2017  
Innovative research in the field of stretchable on-skin electronics for mobile computing  
Prototyped interactive devices using printed electronics, laser cutting, and 3D printing  
Publication of 3 conference papers and 2 journal articles at international top-tier venues
- Research Internship** (6 months), University of Calgary, Interaction Lab 2012  
Researched mobile projectors in proximity-aware environments (2 short papers)  
Developed a rapid-prototyping framework for mobile projectors (C#/.NET)

## Scientific Service

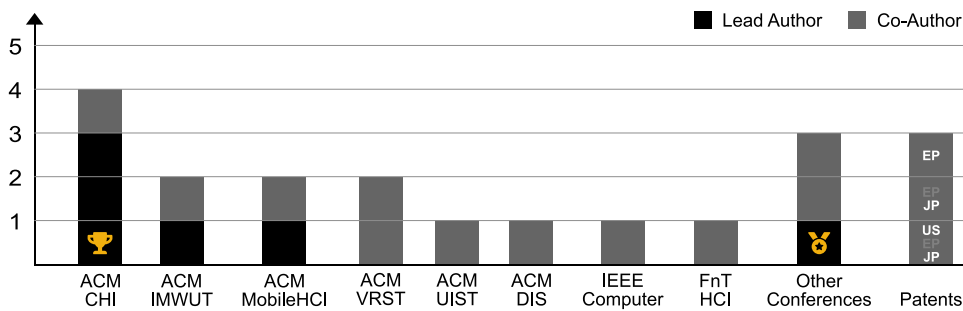
- Program Committee Member** for ACM TEI (2025), MUM (Poster Track) (2024), Augmented Humans (AHs) (2020–2024), and Augmented Human (AH) (2019–2020).
- Reviewer** of 128 submissions (ACM CHI, ACM UIST, PACM IMWUT, DFG, and others). Special recognitions for outstanding reviews: ACM DIS '22, 2× ACM UIST '21, 2× ACM CHI'19, and 2× ACM CHI'16.
- Student Volunteer** at ACM CHI (2014)

## University Service

- Appointment Committee Member** for the professorships at THM in  
“Informatik mit Schwerpunkt Embedded Systems” (deputy member, 06/2024 – Now),  
“Praktische Informatik mit Schwerpunkt Digital Media” (01/2024 – Now),  
“KI in der Softwareentwicklung” (deputy member, 01/2024 – Now),  
“Angewandte Praktische Informatik” (deputy member, 05/2022 – 07/2023), and  
“Praktische Informatik mit Schwerpunkt Social Media” (12/2022 – 05/2023).
- Deputy Member in the “Studiengangsausschuss Informatik”** at THM (since 04/2022).
- Freshmen Week Head Organizer** (2010), activity organizer (2009), and tutor (2009, 2008) at TU Darmstadt.

## Conference and Journal Publications

Google Scholar: total citations 1200 • h-index 11 • i10-index 13 • i100-index 4



- [17] Hesham Elsayed, [Martin Weigel](#), Johannes Semsch, Max Mühlhäuser, and Martin Schmitz  
**Tactile Vectors for Omnidirectional Arm Guidance**  
 In *Proceedings of Augmented Humans (AHs '23)*. Acceptance rate: 37.3% (of 75).
- [16] Florian 'Floyd' Mueller, Nathan Semertzidis, Josh Andres, [Martin Weigel](#), Suranga Nanayakkara, Rakesh Patibanda, Zhuying Li, Paul Strohmeier, Jarrod Knibbe, Stefan Greuter, Marianna Obrist, Pattie Maes, Dakuo Wang, Katrin Wolf, Liz Gerber, Joe Marshall, Kai Kunze, Jonathan Grudin, Harald Reiterer, and Richard Byrne  
**Human-Computer Integration: Towards Integrating the Human Body with the Computational Machine**  
 In *Foundations and Trends® in Human-Computer Interaction: Vol. 16: No. 1, pp 1-64*.
- [15] Hesham Elsayed, Kenneth Kartono, Dominik Schön, Martin Schmitz, Max Mühlhäuser, and [Martin Weigel](#)  
**Understanding Perspectives for Single- and Multi-Limb Movement Guidance in Virtual 3D Environments**  
 In *Proceedings of ACM VRST '22*. Acceptance rate: 26.7% (of 131).
- [14] Ruben Albers, Judith Dörrenbächer, [Martin Weigel](#), Dirk Ruiken, Thomas Weisswange, Christian Goerick, and Marc Hassenzahl  
**Meaningful Telerobots in Informal Care: A Conceptual Design Case**  
 In *Nordic Human Computer Interaction Conference (NordicCHI '22)*. Acceptance rate: 29.1% (of 261).
- [13] Nisal Menuka Gamage, Deepana Ishtaweera, [Martin Weigel](#), and Anusha Withana  
**So Predictable! Continuous 3D Hand Trajectory Prediction in Virtual Reality**  
 In *Proceedings of ACM UIST '21*. Acceptance rate: 25.9% (of 367).
- [12] Jonas Auda, [Martin Weigel](#), Jessica R. Cauchard, and Stefan Schneegass  
**Understanding Drone Landing on the Human Body**  
 In *Proceedings of ACM MobileHCI '21*. Acceptance rate: 33% (of 149).
- [11] Hesham Elsayed, Philipp Hoffmann, Sebastian Günther, Martin Schmitz, [Martin Weigel](#), Max Mühlhäuser, and Florian Müller  
**CameraReady: Assessing the Influence of Display Types and Visualizations on Posture Guidance**  
 In *Proceedings of ACM DIS '21*. Acceptance rate: 25% (of 623).
- [10] Hesham Elsayed, [Martin Weigel](#), Florian Müller, Martin Schmitz, Karola Marky, Sebastian Günther, Jan Riemann, and Max Mühlhäuser  
**VibroMap: Understanding the Spacing of Vibrotactile Actuators Across the Body**  
 In *Proceedings of ACM IMWUT, Vol. 4, No. 4*.
- [9] Hesham Elsayed, Mayra Donaji Barrera Machuca, Christian Schaarschmidt, Karola Marky, Florian Müller, Jan Riemann, Andrii Matviienko, Martin Schmitz, [Martin Weigel](#), and Max Mühlhäuser  
**VRSketchPen: Unconstrained Haptic Assistance for Sketching in Virtual 3D Environments**  
 In *Proceedings of ACM VRST '20*. Acceptance rate: 26% (of 132).
- [8] Florian 'Floyd' Mueller, Pedro Lopes, Paul Strohmeier, Wendy Ju, Caitlyn Seim, [Martin Weigel](#), Suranga Nanayakkara, Marianna Obrist, Zhuying Li, Joseph Delfa, Jun Nishida, Elizabeth M. Gerber, Dag Svanaes, Jonathan Grudin, Stefan Greuter, Kai Kunze, Thomas Erickson, Steven Greenspan, Masahiko Inami, Joe Marshall, Harald Reiterer, Katrin Wolf, Jochen Meyer, Thecla Schiphorst, Dakuo Wang, and Pattie Maes  
**Next Steps in Human-Computer Integration**  
 In *Proceedings of ACM CHI '20*. Acceptance rate: 24% (of 3126).
- [7] [Martin Weigel](#) and Jürgen Steimle  
**DeformWear: Deformation Input on Tiny Wearable Devices**  
 In *Proceedings of ACM IMWUT, Vol. 1, No. 2*. Acceptance rate: 21% (of 576).

- [6] Jürgen Steimle, Joanna Bergstrom-Lehtovirta, [Martin Weigel](#), Aditya Shekhar Nittala, Sebastian Boring, Alex Olwal, and Kasper Hornbæk  
**On-Skin Interaction Using Body Landmarks**  
In *IEEE Computer*, Vol. 50, No. 10.
- [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 2400).
- [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 2120). **Best Paper Award (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 2036).
- [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% (of 238).
- [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 *Graphics, Animation and New Media (GRAND '13)*. Acceptance rate: 53% (of 68). **Honorable Mention Paper Award**.

Plus **3** extended abstracts (posters/demos), **2** workshop proposals, and **5** workshop papers.  
For more details and other projects, please visit my online-portfolio: [www.MartinWeigel.com](http://www.MartinWeigel.com)

## Patents

- [3] Christian Goerick, Thomas Weisswange, [Martin Weigel](#), Dirk Ruiken, Marc Hassenzahl, Ruben Albers, and Judith Dörrenbächer  
**Doppelgänger tele-robotic system**  
Granted: JP7548970B2 • Pending: EP4147830A1.
- [2] Nils Einecke and [Martin Weigel](#)  
**System with wearable base device and unmanned vehicle**  
Granted: EP4120223B1.
- [1] Matti Krüger, Michael Gienger, and [Martin Weigel](#)  
**Method and system for assisting a person in assessing an environment**  
Granted: US11328573B1, JP7399926B2 • Pending: EP3993454A1.

## Awards

- 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

## Grants and Scholarships

- 2023 Funding for one Ph.D. position (of seven in total) from the strategic research fund of the THM (3 years)
- 2022 Funding for newly appointed lecturers from the strategic research fund of the THM (€15 000, 1 year)
- 2015 Helped writing a successful proposal for the Google Faculty Research Award (1 year, 14% acceptance)
- 2012 NSERC SurfNet scholarship for research on mobile projectors (6 months)
- 2010 Saarbrücken Graduate School of Computer Science (18 months)

## Teaching

No.	Fundamental Courses (B.Sc., 1st/2nd semester)	2021	2022	2023	2024
INF1006	Applied Computer Science 2				🧑
INF1005	Applied Computer Science 1				☀️
INF1004	Programming 2		🧑	🧑	
CS1016	Programming of Interactive Systems		🧑	🧑	
CS1017	Algorithms and Datastructures	🧑		☀️	
No.	Advanced Study Course (B.Sc., 3rd/4th semester)	2021	2022	2023	2024
INF2206	Interactive Systems				🧑
CS2370	Interactive Systems (free choice subject)	🧑	🧑	🧑	
No.	Free Choice Subjects (B.Sc.)	2021	2022	2023	2024
INF2536	Evaluation of Interactive Systems		☀️	☀️	☀️
II2521	Haptic Interfaces		☀️	☀️	☀️
INF2103	CMS and Web Applications		🧑		
II2522	Digital Design and Fabrication of Prototypes		☀️		
No.	Free Choice Subjects (M.Sc.)	2021	2022	2023	2024
CS5364	Advanced Interactive Systems and Technologies		☀️	🧑	

Legend: ☀️ = summer term, 🧑 = winter term

**Co-organizer** for Moderne Nutzerschnittstellen (2016 ST), Interactive Digital Fabrication (2015 WT), Developing Embedded Interactive Systems (2014 ST), and Embodied Interaction (2012 WT).

**Tutor** for Interactive Skin (2016 WT).

## Supervision

### Ph.D. Students

#### Kevin Linne

ongoing

Primary supervisor since 2024. Collaboration with Prof. Dr. Jan Gugenheimer.

#### Dr. Hesham Elsayed (graduated at TU Darmstadt)

2023

Dissertation: “Computer-Supported Movement Guidance: Investigating Visual/Visuotactile Guidance and Informing the Design of Vibrotactile Body-Worn Interfaces”

Co-supervisor from 2018–2023 and second examiner. Collaboration with Prof. Dr. Max Mühlhäuser.

### Bachelor and Master Students

**M.Sc. Thesis Advisor (1):** Marlin Brandstädter (2023)

**B.Sc. Thesis Advisor (16):** Jonathan Rech (2024), Anouer Hamzaoui (2024), Jannis Magdeburg (2024), Adeel Malik (2024), Nabil Fawaz Al-Hadha (2024), Anil Karaomca (2024), Mohammed Chaibi (2024), Daniel Alexander Panczyk (2024), Mehmet Algül (2024), Daniel Pooch (2023), Sven Thomas (2023), Mourad Boulahfa (2023), Silas Michael Hofmann (2023), Niklas Flink (2023), Abdulrahman Tibi (2023), Omar Hammad (2023)

**2nd Examiner for M.Sc. Thesis (1):** Marc Schuster (2023)

**2nd Examiner for B.Sc. Thesis (2):** Rimma Sagdeeva (2024), Claude Stephane Manace Kouame (2023)

**Informal Co-Supervisor:** 3 Master’s Thesis • 2 Bachelor’s Thesis • 1 Research Immersion Lab

## Presenting

**Guest talks** at THM connect HESSENMETALL (2024), University of Sydney (2020), Tech Open Air Berlin with subsequent panel discussion (2016), and Journalism Workshop at Schloss Dagstuhl (2013)

**Guest lectures** on “Human-Computer Interaction” at ECOLE Lecture Series “Quo Vadis?” (2021), “Wearable Computing and Interactive Skin” at Saarland University (2017)

**Conference presentations** at ACM CHI (2017, 2015, 2014), ACM UbiComp (2017), ACM MobileHCI (2013), and GRAND (2013)

**Tech Demonstrations** at Tech Open Air (2016, 2 days), ACM CHI (2015, 4 days), CeBIT (2015, 1 week), and Mensch und Computer (2015)

## 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 (Gesellschaft für Informatik), Saarbrücken

## Selected Event Participation

2022 Hochschuldidaktische Woche “Einstieg in die Lehre” (AGWW Hessen)

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” (Gesellschaft für Informatik)

## Selected Press Coverage

Reuters

N24

U.S. News

Heise make

New Scientist

Channel One Russia

Frankfurter Rundschau

Gizmodo

The Times

RTL 2 News

La Stampa

Gizmag

Daily Mail

El País