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An den Dekan der
Fakultät IV
Prof. Dr. Ullrich Pietsch
Universität Siegen
57068 Siegen

Bewerbung W3 - Professur für Ubiquitous Computing

Aachen, den 15. April 2015

Sehr geehrter Herr Prof. Dr. Pietsch, sehr geehrte Damen und Herren,

hiermit bewerbe ich mich um die W3 - Professur „Ubiquitous Computing" an der Universität Siegen. Ich würde als Informatiker sehr gerne in Siegen in den Fachbereichen III und IV forschen und lehren und meine technische Sichtweise und Expertise im Bereich „Ubiquitous Computing" einbringen. Meine Forschungsinteressen in der Informatik liegen in den Forschungsgebieten „Ubiquitous Computing" und „Mobile Computing". Mein Forschungsschwerpunkt liegt dabei insbesondere auf der Entwicklung und Evaluierung von neuartigen (mobilen) Benutzerschnittstellen. Dabei benutze ich oftmals Methoden aus dem Bereich „Visual Computing" und verbinde sie mit neuen Medien. Ein Beispiel dafür ist die Benutzeridentifikationstechnik Carpus [Ramakers et al., 2012], die es ermöglicht Benutzer einer interaktiven Bedienoberfläche (z.B. eines multi-touch Tisches) ohne weitere Instrumentierung zu erkennen. Darüber hinaus benutze ich verschiedene innovative Sensorik in einer Vielzahl von Anwendungskontexten, um die Interaktion in Ubicomp Umgebungen zu ermöglichen oder zu verbessern. Eine Vielzahl meiner Projekte und Forschungsarbeiten ist sehr interdisziplinär ausgelegt und ich arbeite oft und gerne mit Kollegen aus den anderen Wissenschaftsdisziplinen wie der Psychologie oder den Wirtschaftswissenschaften zusammen.
Zurzeit bin ich Professor an der Universität Hasselt in Belgien am „Expertise Center for Digital Media". Des Weiteren forsche ich an der UCL London als Gastdozent im Intel Forschungslabors zum Thema „Sustainable Smart Cities". Vor meiner Tätigkeit in Hasselt und London war ich Senior Researcher am Deutschen Forschungszentrum für Künstliche Intelligenz in Saarbrücken und führte eigenverantwortlich verschiedene Forschungsprojekte durch. Hierzu gehörten Industrieprojekte sowie vom BMBF und der DFG geförderte Projekte. In diesem Zusammenhang konnte ich die für die ausgeschriebene Stelle notwendige Erfahrung in der Akquise von Forschungsgeldern und die Befähigung zur Führung von Teams unter Beweis stellen. Im den Jahren 2013 und 2015 habe ich mich erfolgreich um Google Research Awards beworben. Schon während meiner Promotionszeit an der Universität Münster, gefördert durch die Deutsche Telekom Laboratories in Berlin, habe ich internationale

und interdisziplinäre Forschungsprojekte und Teams zu unterschiedlichen Themen zur Gestaltung von Benutzerschnittstellen geleitet. Meine Doktorarbeit wurde mit dem Vodafone Forschungspreis für Markt und Kundenorientierung ausgezeichnet.
Die Vermittlung meiner Erfahrung und die Einbindung von Studenten in Forschungsarbeiten ist mir ein sehr wichtiges Anliegen. Dazu gehören eine Vielzahl von sehr verschiedenen Vorlesungen sowohl mit technischen als auch theoretischen Schwerpunkten. Ich denke, dass ich sowohl das Lehrangebot am Fachbereich IV als auch im Fachbereich III sehr gut ergänzen werde und mich schnell einfügen werde. Des Weiteren veranstalte ich gerne praktische Seminare, in denen die Studierenden die neusten Tools und Software kennenlernen und ausprobieren können. Dabei ist es mir ein wichtiges Anliegen, dass die Ergebnisse auch früh den jeweiligen Anwendern präsentiert werden und so den Studierenden sehr wichtiges Feedback gegeben wird. Ferner arbeite ich sehr gerne mit Studierenden an ihren Softskills. Während meiner Tätigkeit an der Universität Münster habe ich mit Kollegen die mehrfach ausgezeichnete Initiative „GI@School“ (Geoinformatik an Schulen) aufgebaut, die sich zum Ziel gesetzt hat universitäres Wissen an Schulen zu bringen und Lehrern Unterstützung bei der Gestaltung ihrer Unterrichtseinheiten bietet. Im Juni 2013 wurde ich zusammen mit Herrn Bartoscheck von der WWU mit dem „ ACM Eugene L. Lawler Award for Humanitarian Contributions within Computer Science and Informatics“ geehrt, der im Rahmen der Turing Awards verliehen wurde.
Ich bin in der Ubicomp Forschergemeinde gut verankert und habe in den letzten neun Jahren regelmäßig auf der Ubicomp (und der Partnerkonferenz Pervaisive) publiziert. Von 2011 bis 2013 war ich PC Mitglied auf der Ubicomp und dieses Jahr leite ich das Programmkomitee der ACM ITS. Durch mein Netzwerk kann ich Studenten verschiedene Möglichkeiten des Austausches und der Weiterbildung im Rahmen ihres Bachelor- oder Masterstudiums bieten. Zu den Kollegen Prof. Wulf, den ich persönlich kenne, und Prof. Kolb gibt es inhaltliche Schnittmengen, und ich denke, ich kann eine Brücke durch meine Arbeiten im Bereich Ubicomp schlagen. Ich bin der Auffassung, dass ich durch meine Erfahrungen und Forschungsarbeiten als Informatiker im Bereich Ubicomp der Fakultät viele neue und frische Impulse geben kann und freue mich auf den Austausch mit den Kolleginnen und Kollegen an der Universität Siegen, nicht nur in den Fachbereichen III und IV, sondern darüber hinaus auch in der gesamten Informatik.
Anbei finden Sie meinen tabellarischen Lebenslauf, die wichtigsten Zeugnisse und Urkunden und zwei ausgewählte Publikationen, die meine Forschungsarbeiten gut charakterisieren. Wenn Sie weitere Informationen benötigen, lassen Sie es mich bitte wissen. Ich habe sehr großes Interesse mich in die Universität Siegen einzubringen und den Informatikstandort langfristig mitzugestalten. Wenn meine Bewerbung Ihr Interesse geweckt hat, freue ich mich auf eine Einladung zu einem persönlichen Gespräch.

Mit freundlichen Grüßen

Johannes Schöning

Anhang:

- Lebenslauf inkl. Lehrveranstaltungen und Drittmittelprojekten (6 Seiten)
- Publikationsverzeichnis (9 Seiten)
- Lehrkonzept (2 Seiten)
- Forschungskonzept (3 Seiten)
- Dokumente und Zeugnisse (14 Seiten)

Johannes Schöning

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curriculum vitæ

Date of birth	October 4th, 1982
Place of birth	in Georgsmarienhütte, Germany
Nationality	German
Languages	German, English, Dutch

Selected Work Experience

Hasselt University **08/2012 - present**

Professor for computer science & adjunct group-leader within the Expertise Centre for Digital Media (EDM) at Hasselt University, Belgium.

University College London **03/2012 - present**

Visiting Lecturer at UCL London within the Intel Collaborative Research Institute for Sustainable Cities in cooperation with Intel & Imperial College London, UK.

people interactive **09/2011 – 02/2012**

Technical Project Lead & Account Manager at people interactive GmbH (a company creating interactive solutions for web & point-of-sale) in Cologne, Germany.

German Research Center for Artificial Intelligence (DFKI) Saarbrücken, Germany

05/2009 – 07/2011

Senior Consultant within the Innovative Retail Laboratory (lead by Prof. Dr. Antonio Krüger) and Senior Researcher within the Intelligent User Interface group (lead by Prof. Dr. Dr. h.c. multi. Wolfgang Wahlster) at DFKI Saarbrücken, Germany.

Qkies.de, Germany **07/2010 - present**

Creator and Inventor of Qkies , the world's first baking twist for QR-Code cookies (http://qkies.de/) in cooperation with Juchem Food & DFKI.

University of Münster, Germany **10/2007 - 05/2009**

Research associate & PhD Candidate at the Institute for Geoinformatics at the University of Münster, Germany.

Education

Saarland University, Germany **10/2007 – 03/2010**

PhD (Dr.-Ing.) in Computer Science entitled "Advanced User Interfaces for Spatial Information" (magna cum laude). Advisors: Prof. Dr. Antonio Krüger (DFKI & Saarland University, Germany), Prof. Dr. Michael Rohs (LMU Munich, Germany) & Prof. Dr. Dr. h.c. mult. Wolfgang Wahlster (DFKI & Saarland University, Germany).

University of Münster & Deutsche Telekom Laboratories TU Berlin, Germany
10/2007 – 03/2010

PhD Scholarship in collaboration with Deutsche Telekom Laboratories, TU Berlin (Germany) and University of Münster, Germany. Advisors: Prof. Dr. Antonio Krüger (DFKI), Prof. Dr. Michael Rohs (LMU Munich, Germany)

University of Münster, Germany **10/2003 – 07/2007**

Diploma in Geoinformatics (1,2 with honors). Advisors: Prof. Dr. Antonio Krüger (DFKI) & Prof. Dr. Martin Raubal (ETH, Zurich).

University of California, Santa Barbara, USA **01/2007 – 05/2007**

Visiting Scholar at the UCSB. Worked at UCSB in collaborative research projects between UC Santa Barbara and University of Münster.

Selected Honors & Awards

Honourable Mention Neo Ubimedia MindTrek Awards	**10/2014**
Junior Fellow "Gesellschaft für Informatik (GI)"	**09/2013**
ACM Eugene L. Lawler Award	**06/2013**
for Humanitarian Contributions within Computer Science and Informatics	
DFG Travel Grant, Japan	**03/2013**
Vodafone Research Advancement Award	**05/2012**

Nominee McKinsey Business Technology Award	**11/2011**
Mobile HCI 2009 Best Paper Award	**10/2009**
Nokia Contest: Calling All Innovators: Europe Region Winner	**01/2009**
BMBF[1] Contest Winner "Alltagstauglich"	**01/2009**
Best Extended Abstract, GISience 2008	**09/2008**
Oak Ridge National Lab Travel Scholarship, GIScience 2008	**09/2008**
DAAD[2] Scholarship For UCSB Visit	**01/2007 -05/2007**
2nd Place Motorola Idea Competition (MotoFRWD)	**10/2006**
Best Poster Presentation, GISience 2006	**09/2006**

Selected Publications

3 selected papers, that give a good overview on my main area of expertise. For more information please visit my public Google scholar profile and see the full publication list in the attached document (h-index = 22). In addition I filled one patent application.

- Raf Ramakers, Johannes Schöning & Kris Luyten: *Paddle: Highly Deformable Mobile Devices with Physical Controls*. CHI 2014: Proceedings of the International Conference on Human Factors in Computing Systems, (2014)

- Johannes Schöning, Jonathan Hook, Nima Motamedi, Patrick Olivier, Florian Echtler, Peter Brandl, Laurence Muller, Florian Daiber, Otmar Hilliges, Markus Löchtefeld, Tim Roth, Dominik Schmidt & Ulrich von Zadow: *Building Interactive Multi-touch Surfaces*. JGT 2009: Journal of Graphics Tools, (2009)

- Michael Rohs, Johannes Schöning, Martin Raubal, Georg Essl & Antonio Krüger: *Map Navigation with Mobile Devices: Virtual versus Physical Movement with and without Visual Context*. ICMI 2007: Proceedings of the 9th International Conference on Multimodal Interfaces, (2007).

[1] Federal Ministry of Education and Research
[2] German Academic Exchange Service

Projects & Grants

Funding Institution	Project	Duration	Budget
Google	Google Research Award	05/2015-05/2016	60.000 €
UHasselt	MapFlux R-5209	01/2014-01/2017	240.000 €
BOF	Map Interaction	01/2014-01/2017	240.000 €
Google	Google Research Award	05/2013-05/2014	60.000 €
Intel ****	ICRI	01/2012-01/2017	3.000.000 €
People Interactive ***	Various Projects	09/2011-02/2012	550.000 €
Deutsche Telekom	Mobile Projection	05/2009-03/2010	68.000 €
Globus *	Innovative Retail Lab	05/2009-05/2013	1.100.000 €
DFG **	iMuts	12/2009-12/2012	200.000 €
Deutsche Telekom	Mobile Map Interaction	10/2007-04/2009	120.000 €
Ricoh Innovations *	University Grants	03/2007	8.000 €

* Acquired together with Prof. Dr. Antonio Krüger, first phase funding.

** Acquired together with Prof. Dr. Antonio Krüger, Prof. Dr. Frank Steinicke, Prof. Dr. Klaus Hinrichs

*** Projects that I acquired during my work at people interactive GmbH

**** Founding for the Intel Collaborative Research Institute on Sustainable Connected Cities was acquired together with Prof. Dr. Yvonne Rogers and Dr. Licia Capra (UCL).

Selected Invited Talks

A list of my recent talks and keynotes in the last 2 years. For a complete list please see http://goo.gl/308mC. Conference talks are not included.

Keynote	W2GIS 2015, Grenoble, France (2015)
Keynote	LID 2015, EICS Workshop, Essen, Germany (2015)
Talk	ETH Zurich, Switzerland (2015)
Talk	Human-Computer-Interaction group, University of Ulm, Germany (2015)

Talk	Google X, Mountain View, USA (2014)
Talk	Siemens IoT Research Lab, Berkeley, USA (2014)
Talk	University of Augsburg, Augsburg, Germany (2014)
Talk	SACHI Seminar, University of St. Andrews, UK (2014)
Talk	Institute for Geoinformatics, GI-Forum, Münster, Germany (2014)
Talk	UCSB, Specialist Meeting Smart Campus, Santa Barbara, USA (2013)
Talk	Google Maps, Mountain View, USA (2013)

Recent Academic Service & Voluntary Activities

For a list with all recent activities, please see my webpage http://goo.gl/308mC. I am very active member in different communities in various roles and functions. I was the **general chair at ACM Interactive Tabletops and Surface 2010** and will be the **program chair for ACM Interactive Tabletops and Surface in 2015**. Recently I was the **PC chair** for the "Technological Innovation" subcommittee for **DIS 2014**. Besides that I am a very active member in both the Ubicomp community and ACM Interactive Tabletops and Surface community. For these communities I served as a poster / demo chair in the last years and I was a **Ubicomp PC member from 2011 to 2013**. Due to my good contacts to industry I also served as an industry / sponsorship chair for ACM MobileHCI and ACM Interactive Tabletops and Surface. I am an **active reviewer for top-tier conference**s like UIST, CHI, DIS, Ubicomp, MobileHCI, INTERACT among others. Recently I served on the PC for Mobile HCI 2014, ITS 2014, 3DUI 2013, ITS 2013, Mobile HCI 2013, Interact 2013 among others. **Finally I severed as a reviewer for BMBF and SNSF proposals** and I am also a **member of scientific advisory boards on EU level**. Besides that I have organized many different international workshops (Advanced Navigation 2007, Multi-Touch Workshop 2007, Advanced Navigation 2008, TIPUGG 2008, Bootcamp@ IEEE Tabletops, Locweb 2009, Ubiprojection 2010, LocWeb 2010, Education and HCI 2010, GeoHCI 2011, GeoHCI 2013). Since 2013 I am a junior fellow of the "Gesellschaft für Informatik" (German Computer Society).

Beside my academic activities **I love to teach computer science** at schools as part of the project **"GI@School",** which I have started at University of Münster. More recently I organized a **Dagstuhl Seminar** to shape the CS curriculum at German schools. In addition I taught courses at the "Deutsche Schülerakademie" organized by "Bildung und Begabung", an extracurricular program for gifted and talented students, where I was member of a course in 2000 myself. In addition I act as a **mentor for Arbeiterkind.de**, an initiative to support students from "non-academic families" at universities.

Teaching Experience

I supervised over 40 diploma, masters and bachelors theses and the corresponding student projects and also served on the panel of 5 PhD commissions. I have taught basic hardware and software courses, as well as classes such as Ubicomp, Mobile Interaction/Programming, Augmented Reality, Geoinformatics, User Interface Development among others.

2015: Lecture: Geoinformatics (6 ECTS)
2014-2015: Seminar: Current Trends in HCI (6 ECTS)
2014-2015: Lecture: Information Visualization (6 ECTS)
2014-2015: Lecture: User Interface and Software Technology (6 ECTS)
2014: Lecture: Geoinformatics (6 ECTS)
2013-2014: Lecture: User Interface and Software Technology (6 ECTS)
2013-2014: Seminar: Current Trends in HCI (6 ECTS)
2013-2014: Lecture: Information Visualization (6 ECTS)
2012-2013: Lecture: User Interface and Software Technology (6 ECTS)
2012-2013: Seminar: Current Trends in HCI (6 ECTS)
2012-2013: Seminar: Ubicomp Technologies (6 ECTS)
2011: Lecture: Mediainformatics (9 ECTS)
2011: Seminar: User Interface Design with libavg II (with Ulrich von Zadow) (6 ECTS)
2010-2011: Seminar: User Interface Design with libavg (with Ulrich von Zadow) (6 ECTS)
2010-2011: Seminar: Innovative Technology in the Retail Environment II (6 ECTS)
2010-2011: Seminar: Multi-touch - Emerging Trends in Technology &Interaction (4 ECTS)
2009: Seminar: Innovative Technology in the Retail Environment I (4 ECTS)
2008-2009: Mobile Interaction (with Michael Rohs and Georg Essl) (6 ECTS)
2008-2009: Ubiquitous Computing (with Antonio Krüger) (4 ECTS)
2008-2009: Geosoft II (Advanced Programming of GIS) (9 ECTS)

Aachen, April 10th, 2015

Publications Johannes Schöning 04/2015

Articles in Refereed Journals

1. Johannes Schöning: Interaction with geospatial data. In it – Information Technology. Vol. 57, issue 1, p. 57-59, (2015).

2. Ioannis Giannopoulos, Johannes Schöning, Antonio Krüger & Martin Raubal: Attention as an Input Modality for Post-WIMP Interfaces Using the viGaze Eye Tracking Framework. In Multimedia Tools and Applications, Springer, (2014).

3. Daniel Telaar, Antonio Krüger & Johannes Schöning: A Large-Scale Quantitative Survey of the German Geocaching Community in 2007. AHCI 2014: Advances in Human-Computer Interaction, vol. 2014, (2014)

4. Sean Tan, Kris Luyten, Jan van den Bergh, Johannes Schöning & Karin Coninx: The Role of Physiological Cues during Remote Collaboration. MIT Presence: Teleoperators and Virtual Environments, MIT Press (1) (2014)

5. Enrico Rukzio, Johannes Schöning, Michael Rohs, Jonna Häkkilä & Raimund Dachselt: Theme issue on personal projection. PUC 2012: Personal and Ubiquitous Computing, volume 16, Springer, 1/2012, p 1-3 (2012)

6. Antonio Krüger, Johannes Schöning & Patrick Olivier: How Computing will Change the Face of Retail. IEEE Computer: 44(4): 84-87 (2011)

7. Johannes Schöning, Markus Löchtefeld, Michael Rohs & Antonio Krüger: Projector Phones: A new Class of Interfaces for Augmented Reality. IJMHCI: International Journal of Mobile Human Computer Interaction (IJMHCI) issue 2 (3), (2010)

8. Michael Rohs, Robert Schleicher, Johannes Schöning, Georg Essl, Anja Naumann & Antonio Krüger: Impact of Item Density on the Utility of Visual Context in Magic Lens Interactions. Personal and Ubiquitous Computing, volume 4, Springer, 7/2009 (2009)

9. Tanja Döring, Antonio Krüger, Albrecht Schmidt & Johannes Schöning: Tangible and Embedded Interaction. it - Information Technology Schwerpunkt - Themenheft Medieninformatik, Heft 3 Oldenbourg Wissenschaftsverlag (2009)

10. Johannes Schöning, Jonathan Hook, Nima Motamedi, Patrick Olivier, Florian Echtler, Peter Brandl, Laurence Muller, Florian Daiber, Otmar Hilliges, Markus Löchtefeld, Tim Roth, Dominik Schmidt & Ulrich von Zadow: Building Interactive Multi-touch Surfaces. JGT 2009: Journal of Graphics Tools, (2009)

Book Sections

11. Ashley Colley, Jonna Häkkilä, Johannes Schöning, Florian Daiber, Frank Steinicke & Antonio Krüger: Touch the 3rd Dimension! Understanding Stereoscopic 3D Touchscreen Interaction. Book Chapter in "The cognitive effects of spatial interaction, learning and ability" LNCS, Springer, (2014)

12. Florian Daiber, Antonio Krüger, Johannes Schöning & Jörg Müller: Context-sensitive Display Environments. Ubiquitous Display Environments: Book Chapter in Cognitive Technologies, 31-51, (2012)

13. Florian Daiber, Antonio Krüger & Johannes Schöning: Towards a Framework for Whole Body Interaction with Geospatial Data: Book Chapter in Whole Body Interaction, Springer (2011)

14. Johannes Schöning, Jonathan Hook, Tom Bartindale, Dominik Schmidt, Patrick Olivier, Florian Echtler, Nima Motamedi, Peter Brandl & Ulrich von Zadow: Building Interactive Multi-touch Surfaces. Tabletops - Horizontal Interactive Displays: Book Chapter in the Book: Tabletops - Horizontal Interactive Displays edited by Christian Mueller-Tomfeld. Springer, (2010)

15. Gerhard Schall, Johannes Schöning, Volker Paelke & Georg Gartner: Augmented Maps & Environments: Approaches, Applications & Interactions. In "Advances in Web-based GIS, Mapping Services and Applications", ISPRS book by CRC Press/ Taylor and Francis, 2009, (2009)

Articles in Refereed top-tier Conference Proceedings (minimum peer reviewed)

16. Ionut Damian, Sean Tan, Tobias Bauer, Johannes Schöning, Kris Luyten & Elisabeth Andre: Augmenting Social Interactions: Realtime Behavioral Feedback using Social Signal Processing Techniques. CHI 2015: Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2015)

17. Pavel Samsonov, Xun Tang, Johannes Schöning, Werner Kuhn & Brent Hecht: You Can't Smoke Here: Towards Support for Space Usage Rules in Location-aware Technologies. CHI 2015: Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2015)

18. Pavel Samsonov, Johannes Schöning & Brent Hecht: An Intelligent User Interface for Encoding Space Usage Rules Expressed in Natural Language. CHI 2015: Adjunct Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2015)

19. Paul Dunphy, Johannes Schöning, James Nicholson & Patrick Olivier: Captchat: A Messaging Tool to Frustrate Ubiquitous Surveillance. alt.CHI 2015: Proceedings of the International Conference on Human Factors in Computing Systems, (2015)

20. Wouter Van Vlaenderen, Jens Brulmans, Jo Vermeulen & Johannes Schöning: WatchMe: A Novel Input Method Combining a Smartwatch and Bimanual Interaction. CHI 2015: Adjunct Proceedings of the International Conference on Human Factors in Computing Systems, (2015)

21. Thomas Stockx, Brent Hecht & Johannes Schöning: SubwayPS: Towards Enabling Smartphone Positioning in Underground Public Transportation Systems. ACM SIGSPATIAL 2014: Proceedings of the International Conference on Advances in Geographic Information Systems, (2014).

22. Johannes Schöning, Brent Hecht & Werner Kuhn: Informing Online and Mobile Map Design with the Collective Wisdom of Cartographers. DIS 2014: Proceedings of the International ACM Conference on Designing Interactive Systems, (2014)

23. Maaret Posti, Johannes Schöning & Jonna Häkkilä: Unexpected Journeys with the HOBBIT – The Design and Evaluation of an Asocial Hiking App. DIS 2014: Proceedings of the International ACM Conference on Designing Interactive Systems, (2014)

24. Sean Tan, Johannes Schöning, Kris Luyten & Karin Coninx: Investigating the Effects of using Biofeedback as Visual Stress Indicator during Video-mediated Collaboration. CHI 2014: Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2014)

25. Raf Ramakers, Johannes Schöning & Kris Luyten: Paddle: Highly Deformable Mobile Devices with Physical Controls. CHI 2014: Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2014)

26. Eric Baumer, June Ahn, Mei Bie, Elizabeth Bonsignore, Ahmet Börütecene, Oguz Turan Buruk, Tamara Clegg, Allison Druin, Florian Echtler, Dan Gruen, Mona Leigh Guha, Chelsea Hordatt, Antonio Krüger, Shachar Maidenbaum, Meethu Malu, Brenna McNally, Michael Muller, Leyla Norooz, Juliet Norton, Oguzhan Ozcan, Donald Patterson, Andreas Riener, Steven Ross, Karen Rust, Johannes Schöning, Six Silberman, Bill Tomlinson & Jason Yip: CHI 2039: Speculative Research Visions. alt.CHI 2014: Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2014)

27. Brent Hecht, Johannes Schöning, Muki Haklay, Licia Capra, Afra J. Mashhadi, Loren Terveen & Mei-Po Kwan: Geographic Human-Computer Interaction. CHI 2013: Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2013)

28. Martin Traunmueller, Ava Fatah gen. Schieck, Johannes Schöning & Duncan P. Brumby: The Path is the Reward: Considering Social Networks to contribute to the Pleasure of Urban Strolling. CHI 2013: Adjunct Proceedings of the International ACM Conference on Human Factors in Computing Systems, (2013)

29. Sean Tan, Johannes Schöning, Kris Luyten & Karin Coninx: Informing Intelligent User Interfaces by Inferring Affective States from Body Posture in Ubiquitous Computing Environments. IUI 2013: Proceedings of the international ACM Conference on Intelligent User Interfaces, (2013)

30. Cuong Pham, Daniel Jackson, Johannes Schöning, Tom Bartindale, Thomas Plötz & Patrick Olivier: FoodBoard: Surface Contact Imaging for Food Recognition. Ubicomp 2013: Proceedings of the ACM International Joint Conference on Pervasive and Ubiquitous Computing, (2013)

31. Ashley Colley, Jonna Häkkilä, Johannes Schöning & Maaret Posti: Investigating Mobile Stereoscopic 3D Touchscreen Interaction. OzCHI 2013: In Proceedings of the ACM Annual Conference of the Australian Computer-Human Interaction Special Group, (2013)

32. Brent Hecht, Douglas Downey, Mahmood Quaderi, Sam Carton, Johannes Schöning, Martin Raubal & Darren Gergle: Explanatory Semantic Relatedness and Explicit Spatialization for Exploratory Search. SIGIR 2012: Proceedings of the ACM conference on Information Retrieval (2012)

33. Raf Ramakers, Davy Vanacken, Kris Luyten, Johannes Schöning & Karin Coninx: Carpus: A Non-Intrusive User Identification Technique for Interactive Surfaces. UIST 2012: Proceedings of the 25th ACM Symposium on User Interface Software and Technology, (2012)

34. Gerrit Kahl, Lübomira Spassova, Johannes Schöning, Sven Gehring & Antonio Krüger: IRL SmartCart - A User-Adaptive Context-Aware Interface for Shopping Assistance. IUI 2011: International ACM Conference on Intelligent User Interfaces, (2011)

35. Sebastian Boring, Sven Gehring, Alexander Wiethoff, Magdalena Blöckner, Johannes Schöning & Andreas Butz: Multi-User Interaction on Media Facades through Live Video on Mobile Devices. CHI 2011: International ACM Conference on Human Factors in Computing Systems, (2011)

36. Tanja Döring, Dagmar Kern, Paul Marshall, Max Pfeiffer, Johannes Schöning, Volker Gruhn & Albrecht Schmidt: Gestural Interaction on the Steering Wheel - Reducing the Visual Demands. CHI 2011: International ACM Conference on Human Factors in Computing Systems, (2011)

37. Felix Heinrichs, Johannes Schöning & Daniel Schreiber: The Hybrid Shopping List: Bridging the Gap between Physical and Digital Shopping Lists. Mobile HCI 2011: International ACM Conference on Human-Computer Interaction with Mobile Devices and Service, (2011)

38. Matthias Böhmer, Brent Hecht, Johannes Schöning, Antonio Krüger & Gernot Bauer: Falling Asleep with Angry Birds, Facebook and Kindle - A Large Scale Study on Mobile Application Usage. Mobile HCI 2011: International ACM Conference on Human-Computer Interaction with Mobile Devices and Service, (2011)

39. Vaiva Kalnikaitë, Yvonne Rogers, Jon Bird, Nicolas Villar, Khaled Bachour, Steve Payne, Peter Todd, Johannes Schöning & Antonio Krüger: How to Nudge In Situ: Designing Lambent Devices to Deliver Information Salience in Supermarkets. Ubicomp 2011:

Proceedings of the 13th International ACM Conference on Ubiquitous Computing, (2011)

40. Jessica Cauchard, Markus Löchtefeld, Pourang Irani, Johannes Schöning, Antonio Krüger, Mike Fraser & Sriram Subramanian: Visual Separation in Mobile Multi-Display Environments. UIST 2011: Proceedings of the 24th ACM Symposium on User Interface Software and Technology, (2011)

41. Edward Tse, Johannes Schöning, Yvonne Rogers, Chia Shen & Gerald Morrison: Next Generation of HCI and Education: Workshop on UI Technologies and Educational Pedagogy. CHI 2010: Adjunct Proceedings of the 27th International ACM Conference on Human Factors in Computing Systems, (2010)

42. Sven Gehring, Markus Löchtefeld, Johannes Schöning, Dominic Gorecky, Peter Stephan, Antonio Krüger & Michael Rohs: Mobile Product Customization. CHI 2010: Adjunct Proceedings of the 27th International ACM Conference on Human Factors in Computing Systems, (2010)

43. Max Peiffer, Dagmar Kern, Johannes Schöning, Tanja Döring, Antonio Krüger & Albecht Schmidt: A Multi-Touch Enabled Steering Wheel – Exploring the Design Space. CHI 2010: Adjunct Proceedings of the 27th International ACM Conference on Human Factors in Computing Systems, (2010)

44. Markus Löchtefeld, Sven Gehring, Johannes Schöning & Antonio Krüger: PINwI: Pedestrian Indoor - Navigation without Infrastructure. NordiCHI 2010: In Proceedings of the 6th ACM Nordic Conference on Human-Computer Interaction, (2010)

45. Dimitar Valkov, Frank Steinicke, Gerd Bruder, Klaus Hinrichs, Johannes Schöning, Antonio Krüger & Florian Daiber: Touching Floating Objects in Projection based VirtualReality Environments. JVRC 2010: Joint Virtual Reality Conference, (2010)

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Teaching Statement
Johannes Schöning

I am fortunate to have gained substantial teaching and mentoring experience. I find contributing to student learning to be a very rewarding aspect of a life in academia and, especially in the case of mentoring, an important means, by which I improve as a scholar. I have enjoyed teaching courses in ubiquitous and pervasive computing, computer programming, statistics and geographic information science. Moreover, I am qualified to teach courses on several additional computer science topics (as listed in my CV).

In the classroom I strive to create an environment, in which student participation and collaborative learning are paramount. In addition to traditional classroom lectures, my lesson plans nearly always include components that require students to share their views and air critiques. This perfectly fits into the teaching scenario "guided self-study". I use this strategy in both theory-focused courses and technical classes. In the latter case, I typically aid classroom discussion through the use of an illustrative case study that demonstrates an application of the lecture materials. While I do believe in a moderate amount of testing, open-ended final projects play a key role in my approach. For these projects I encourage students to apply the course's theory and/or methods to a topic area that is relevant to their academic, professional or personal interests. I have found these student-driven projects to be both a successful teaching vehicle and a remarkably efficacious means for recruiting into a major.

As a mentor, I strive to facilitate my students' transformation into independent scholars – this is also case for the guided self-studies. Undergraduate students typically begin work on one of my research projects by completing straightforward programming tasks or doing participant recruitment. From the start, I repeatedly encourage my students to think critically and creatively about their assignments. I listen closely to their suggestions, and frequently incorporate their ideas into the project. As their experience in the lab grows, students take on larger and less structured problems, with their critical and creative input playing a more important role. I am quite proud that in several cases this has led to my students being co-authors on papers. Moreover, various of my undergraduates are now assuming first-author roles on small research projects that have developed out of our previous work with me moving into the role of an advisor.

Because I have been fortunate enough to be supported by competitive grants throughout much of my graduate education, many of these teaching assistantships have been voluntary in order to gain more teaching experience and to help my department. Overall I believe my experiences have prepared me well to develop and teach several core courses in human-computer interaction, user interfaces technology, mobile interaction and basic computer science more generally.

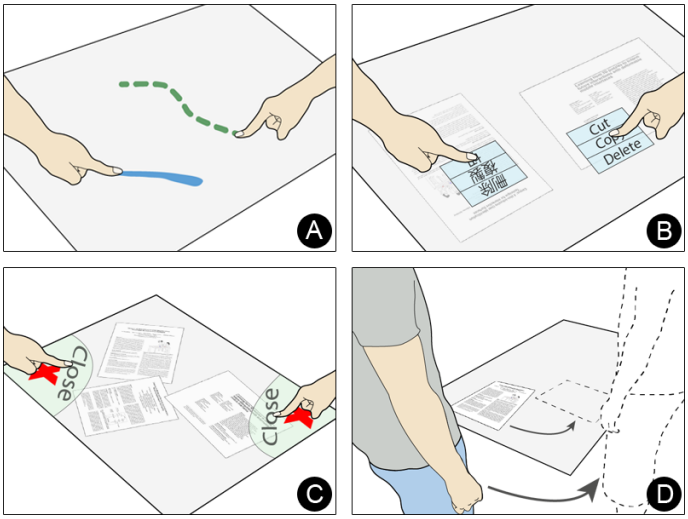
There are a number of more specific topics, for which I would very much enjoy developing and teaching courses according to the needs of the department strengthen the Ubicomp profile. I consider service to be a central component of a career in academia and I value the many service opportunities graduate school have provided. In addition to its direct contributions to the communities, in which I participate, I have found, that service has important additional benefits for my development as a scholar. Service has allowed me to develop lasting relationships with colleagues that I very much enjoy. It has also taught me a great deal about the mechanics of my discipline, enabling me to take on larger leadership responsibilities.

Research Statement
Johannes Schöning

Ubiquitous computing, the notion that digital technologies will be woven into the very fabric of the world around us [6], has a fundamental impact on how we will perceive and interact with our world. It also radically changes our very conceptions of the boundary between the digital and physical [1]. Virtual and mixed realities impact on our daily lives is increasing with exponential growth. This technological development is not without risks. Therefore, it is the responsibility of computer scientists in collaboration with designers, researchers and other technologists to consider, how we can use ubiquitous computing environments to enhance people's physical, relational and emotional experience of the world without compromising their dignity. In my research I design, implement and evaluate novel tools and methods to address these problems. This main research question is also reflected in my two current research streams:

> **The design of novel interactive display technologies for Ubicomp environments: Adapting the content to a single or multi-user context in a given environment.**

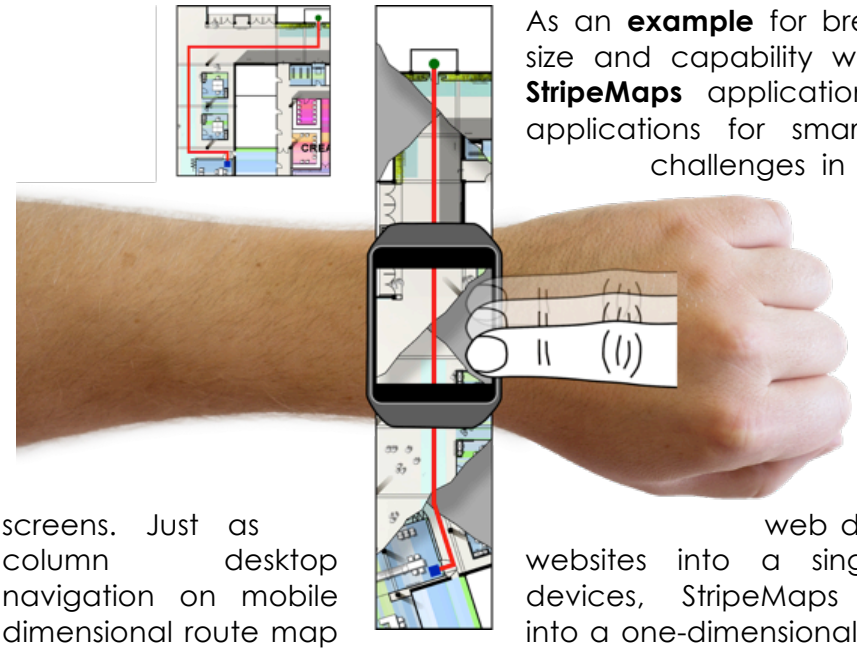
My work incorporates mobile projectors, large-scale multi-touch surfaces and sensor technology (e.g. depth cameras) and applies methods from multi-modal and context-aware computing as well as visual computing to explore novel visualization and interaction concepts. As touch is becoming a central input modality for a large set of these devices we focus our research on touch-enabled devices, but are not limited to them. Within this research stream I see opportunities for cooperation with the group of Prof. Kolb.



For example, as stated also in the motivation letter, we recently have developed **Carpus** [3], a non-intrusive, high-accuracy technique for mapping touches to their corresponding user in a collaborative environment. By observing the back of the user's hands with a high-resolution camera above an interactive surface, we are able to identify touches reliably without any extra instrumentation, thereby supporting walk-up-and-use scenarios as shown in the different use cases (a-d) in the figure. We show that the dorsal hand region contains sufficient distinctive features and can therefore be used to identify users. We developed interactive widgets as a means for transparent registration, since explicit registration is still required. In addition, Carpus can be used for different form factors, such as tablets. This makes our approach suitable in many situations in which touch identification can enrich the multi-user experience.

Personalized adaptive mobile and wearable computing and mobile assistance: Breaking size and capability apart.

A second trend we have seen is that we are able to put more processing power into smaller spaces. Moore [2] noticed in 1965 that the number of transistors per square inch on integrated circuits had doubled every year since their invention. Although the pace has slowed, the number of transistors per square inch has since doubled approximately every 18 months. Not only processing power is growing fast, also other factors, such as bandwidth or screen resolution, are growing [5]. Even so they are not growing exponentially, they are also always going forward. Interestingly if one takes a current mobile device such as the iPhone6 for example the processer is among of the smallest parts of the device. The biggest components are the touch screen (human interface) and the battery (power) as our human capabilities have not progressed (vision, pointing abilities ect.) This led to the trend that researchers and practitioners always linked the size of a device to its capability. In my research I strive against this trend and want to break this link between size and capability. I do not envision a future where wanting to use a more capable device, forces the user to use a tablet or desktop computer instead of a mobile or wearable device. With my research I want to enable small ubiquitous devices to complete sophisticated tasks.



As an **example** for breaking this link between size and capability we have developed the **StripeMaps** application [in submission]. Map applications for smartwatches present new challenges in cartography, a domain in which large display sizes have significant advantages. StripeMaps adapts the mobile web design technique of linearization for displaying maps on smartwatches' small screens. Just as web designers simplify multiple column desktop websites into a single column for easier navigation on mobile devices, StripeMaps transforms any two-dimensional route map into a one-dimensional "stripe" as can be seen in the figure. Through a user study, we show that this simplification allows StripeMaps to outperform both traditional mobile map interfaces and turn-by-turn directions for pedestrian navigation using smartwatches.

Besides these two current research streams and focus areas, I am also interested in the interaction patterns that arise when both lines of research intersect: e.g. the question how to combine the advantages of small private displays and public displays, or how to incorporate analogue and digital media.

Research Approach

I have a commitment to both theoretical and practice-based inquiry, and I have a particular interest in the application of user centred design methodologies as well as mixed methods approaches, which provide good link to the ongoing research at your university, especially with the work conducted in the group of Prof. Wulf. Besides

working in rather controlled and instrumented ubiquitous environments in the lab, I also love to take my research out "into the wild".

This includes research on multimodal navigation systems, as well as on novel mixed reality technologies to improve humans daily experiences and activities. It also includes the development of systems to provide context-aware assistance to mobile users. Especially I am interested in mobile ubiquitous systems that communicate spatial information to the users. I use rigorous methods from user modelling, computer graphics and cognitive psychology.

Conducting interdisciplinary research has been a key to my success in recent years, during which I have worked and published with colleagues from cognitive and psychology, electrical engineering, behavioural biology, archaeology and the fine arts.

At the University of Siegen I would like to continue my leadership in current topics of ubiquitous and pervasive computing, including innovative interaction techniques for as well as engineering and modelling of interactive systems (e.g. multi-touch interaction and mixed reality environments) and context aware software (e.g. mobile interfaces and ubiquitous computing).

In 2012 I was awarded with the prestigious Vodafone Research Advancement Award for young scientists. In addition I was awarded with the ACM Eugene Lawler Award for humanitarian contributions within computer science and informatics for my contributions to "Geoinformatics at School" (GI@School). This program empowers students to design solutions to problems in their communities by bringing geographic information together with computing and human interaction technologies. We introduced high-end technology into the classrooms of countries around the world to encourage young people to make a difference in solving problems that matter. In addition I was awarded twice with a Google Research Award, a highly competitive research fund. Besides that the students under my guidance where also successful. For example Thomas Stockxs was awarded with the Alcatel Bell Labs Award for his master thesis, that also resulted in an international publication.

To conclude, I strongly believe that the University of Siegen this is great place to conduct the type of research I strive for, especially given the goal to perform interdisciplinary research in an open, experimental and creative environment. I think with my research profile I can provide good links between the "Fachbereich III" and "Fachbereich IV".

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UNIVERSITÄT DES SAARLANDES

Naturwissenschaftlich-Technische Fakultät I

Mathematik und Informatik

U R K U N D E

DIE FAKULTÄT PROMOVIERT

Herrn Dipl.-Geoinf. Johannes **S C H Ö N I N G**
geboren am 04. Oktober 1982 in Georgsmarienhütte

zum

DOKTOR DER INGENIEURWISSENSCHAFTEN
(Doktor-Ingenieur, Dr.-Ing.)

NACHDEM ER IM ORDENTLICHEN
PROMOTIONSVERFAHREN DURCH DIE DISSERTATION

ADVANCED USER INTERFACES FOR SPATIAL INFORMATION

B E G U T A C H T E T V O N

Herrn Professor Dr. Antonio Krüger
Herrn Dr. Michael Rohs

SOWIE DURCH DAS ABSCHLIESSENDE KOLLOQUIUM AM 30. MÄRZ 2010
SEINE WISSENSCHAFTLICHE QUALIFIKATION NACHGEWIESEN HAT

MIT DER GESAMTNOTE

SEHR GUT

(MAGNA CUM LAUDE)

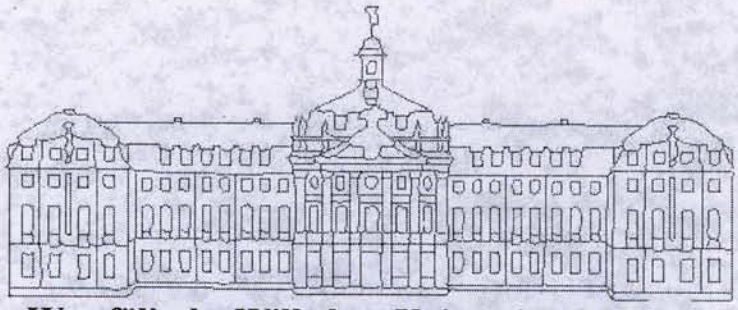
Saarbrücken, den 30. März 2010

Der Universitätspräsident

Professor Dr. Volker LINNEWEBER

Der Dekan

Professor Dr. Joachim WEICKERT



Westfälische Wilhelms-Universität Münster
- Fachbereich Geowissenschaften -
- Fachbereich Mathematik/Informatik -

D i p l o m

Herr Johannes Schöning,

geboren am 4. Oktober 1982 in Georgsmarienhütte,
hat am 1. August 2007 die Diplomprüfung im Studiengang Geoinformatik
gemäß der Prüfungsordnung vom 25. Juli 2001
mit dem Gesamturteil

Sehr Gut

an der Westfälischen Wilhelms-Universität zu Münster bestanden.
Auf Grund dieser Leistung wird ihm der akademische Grad

Diplom-Geoinformatiker

verliehen.

Münster, den 1. August 2007

Dekan

Westf. Wilhelms-Universität Münster (Westf.) Prüfungsamt der Fachbereiche der Math.-Naturw. Fakultät

Vorsitzender
des Diplom-Prüfungsausschusses

Westfälische Wilhelms-Universität Münster
- Fachbereich Geowissenschaften -
- Fachbereich Mathematik/Informatik -

Zeugnis

Diplomprüfung im Studiengang Geoinformatik

Herr Johannes Schöning,

geboren am 4. Oktober 1982 in Georgsmarienhütte, hat sich am 1. August 2007 gemäß der Diplom-Prüfungsordnung vom 25. Juli 2001 der Diplomprüfung in Geoinformatik unterzogen.

In den einzelnen Prüfungsfächern wurden folgende Noten erzielt:

Praktische Informatik Prüfer: Dr. Ropinski	**2,0**
Angewandte Informatik Prüfer: Prof. Dr. Krüger	**1,0**
Geoinformatik Prüfer: Prof. Dr. Kuhn	**1,0**
Geowissenschaften Prüfer: Dr. Prinz	**1,0**

Das Thema der Diplomarbeit lautete:

Interaktion von mobilen Geräten mit öffentlichen statischen Karten

Die Arbeit wurde mit **1,3** bewertet.

Ihm wurde das Gesamturteil **Sehr Gut (1,2)** zuerkannt.

Münster, den 1. August 2007

Westfälische Wilhelms-Universität
Fachbereich Geowissenschaften
Fachbereich Mathematik/Informatik
Prüfungsausschuss für Diplom-Geoinformatik
Der stellv. Vorsitzende

Prof. Dr. Werner Kuhn

ACM

Eugene L. Lawler Award for Humanitarian Contributions within Computer Science and Informatics

2012

Presented to

Johannes Schöning and Thomas Bartoschek

For their contributions to GI@School (Geoinformatics at Schools), a program that encourages young people to develop a fascination for computer science and computer science research.

ACM PRESIDENT

AWARDS COMMITTEE CO-CHAIR

AWARDS COMMITTEE CO-CHAIR

Die Gesellschaft für Informatik e.V. (GI) ernennt

Herrn Prof. Dr. Johannes Schöning

mit Wirkung vom 1. September 2013
zum Junior-Fellow der GI.

Die Gesellschaft für Informatik zeichnet Personen als GI-Junior-Fellows aus, die sich bereits in jungen Jahren durch hervorragende Leistungen in der Informatik einen Namen gemacht haben und erwarten lassen, dass sie den fachlich übergreifenden Austausch suchen und wichtige Impulse zur Weiterentwicklung der GI und der Informatik geben werden.

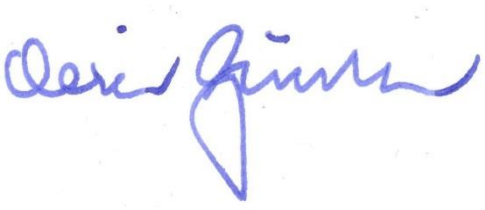
Johannes Schöning ist Assistant Professor für „Mensch-Computer Interaktion“ an der Universität Hasselt. Er promovierte im Jahr 2009 an der Universität des Saarlandes.

Er beschäftigt sich damit, neue Benutzerschnittstellen zu gestalten und zu implementieren, die es Benutzern ermöglichen, ihre Aufgaben mit Hilfe von räumlichen Informationen auf intuitive und einfache Art zu lösen. Seine Arbeiten wurden mehrfach durch Best Paper Awards ausgezeichnet. 2012 erhielt er den Förderpreis „Markt- und Kundenorientierung“ der Vodafone Stiftung für Forschung.

Er ist einer der Gründer der Initiative „GI@School“, die sich das Ziel gesetzt hat, universitäres Wissen und Mensch-Maschine-Interaktion an Schüler zu vermitteln. Diese Initiative hat weltweit Beachtung gefunden. Johannes Schöning wurde für dieses Engagement mit dem „2013 ACM Eugene L. Lawler Award for Humanitarian Contributions within Computer Science and Informatics“ ausgezeichnet.

Die Nominierung zum Junior-Fellow erfolgt in Anerkennung dieser Leistungen.

Koblenz, im September 2013



Prof. Oliver Günther, PhD
Präsident der Gesellschaft für Informatik e.V. (GI)

Vodafone Stiftung für Forschung

Die Vodafone-Stiftung für Forschung
verleiht

Dr.-Ing. Johannes Schöning

den

Förderpreis 2012

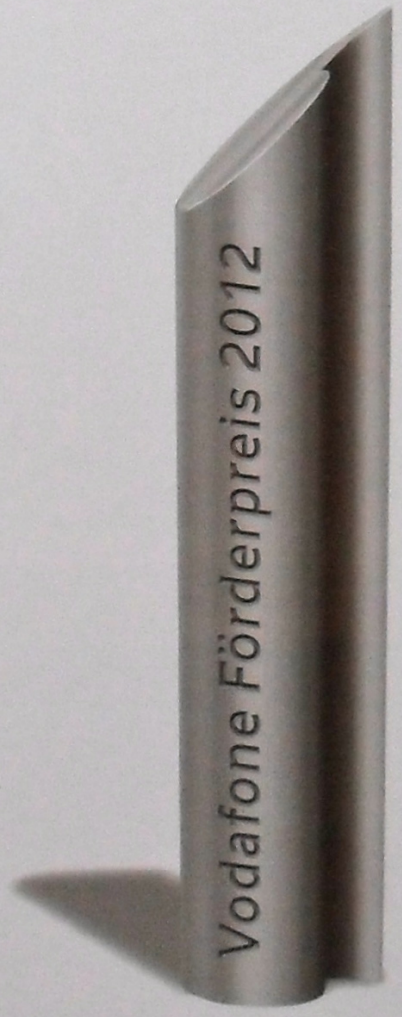
Schwerpunkt Markt-/Kundenorientierung
für seine überdurchschnittliche Arbeit als Nachwuchswissenschaftler.

Düsseldorf, den 2. Mai 2012

Hartmut Kremling
Vorsitzender des Kuratoriums
Vodafone-Stiftung für Forschung
Geschäftsführer Technik
Vodafone D2 GmbH

Prof. Dr.-Ing. Gerhard Fettweis
Stellv. Vorsitzender des Kuratoriums
Vodafone-Stiftung für Forschung
Vodafone Stiftungslehrstuhl
für Mobile Nachrichtensysteme, TU Dresden

Andrea Fischer
Mitglied des Kuratoriums
Vodafone-Stiftung für Forschung
Stifterverband für die
Deutsche Wissenschaft



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Universität Münster

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Fax: +49 (0) 251 83 39763
antonio.krueger@uni-muenster.de
http://ifgi.uni-muenster.de

Münster, 30.4.2009

Betreff: Qualifiziertes Arbeitszeugnis für Johannes Schöning

Herr Johannes Schöning geb. am 04.10.1092, war bei uns von 01.10.2007 bis 30.04.2009 als wissenschaftlicher Mitarbeiter Hilfskraft am Institut für Geoinformatik der Westfälischen Wilhelms-Universität Münster tätig.

Neben seiner Promotion war Herr Schöning für das Projekt "Mobile Karteninteraktion" (Industrieprojekt) verantwortlich. Des Weiteren wirkte er in verschiedenen Projekten mit (u.a. BMBF Projekte), bereitete erfolgreich weitere Projekte vor (Industrie und DFG), er betreute Bachelor, Master und Diplomstudenten, gab Lehrveranstaltungen und engagiert sich für die Initiative „Gi@School". Er hat während dieser Zeit alle ihm übertragenen Aufgaben stets zu unserer vollsten Zufriedenheit ausgeführt. Er war ein ausdauernder und belastbarer Mitarbeiter, der alle Aufgaben jederzeit sehr gut bewältigt und
selbstständig neue Ideen eingebracht hat. Durch seinen kooperativen und kreativen Arbeitsstil trug er wesentlich zu einer exzellenten und effizienten Teamarbeit bei. Die Zusammenarbeit mit Vorgesetzten und Kollegen war zu jeder Zeit sehr gut.

Im direkten Umgang mit den Mitarbeitern, Projektpartner und Studenten war Herr Schöning aufgeschlossen und einfühlsam. Er führte alle Aufgaben mit großem Elan aus und realisierte mit großem persönlichen Einsatz alle gesteckten Ziele. Die Anforderungen seiner Position bewältigte sie auch bei starkem Arbeitsanfall stets sehr gut. Aufgrund seines guten Fachwissens und

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Kontakten zu den Forschungs- und Projektpartner erzielte er überdurchschnittliche Erfolge bei ihrer Arbeit. Herr Schöning gewann u.a. den Nokia Wettbewerb im „Calling all Innovators 2009". Sein Arbeitsstil war jederzeit geprägt von Effizienz und Sorgfalt. Auch seine Arbeitsergebnisse waren immer von exzellenter Qualität

Herr Schöning verlässt uns auf eigenen Wunsch, um in einem anderen Unternehmen neue Aufgaben zu übernehmen. Wir bedauern sein Ausscheiden außerordentlich, haben aber volles Verständnis dafür, dass Herr Schöning sich fortentwickeln und neuen Aufgaben stellen möchte. Mit seinen sehr guten Leistungen waren wir jederzeit voll zufrieden

Wir bedanken uns bei Herrn Schöning für die bei uns geleistete Arbeit und wünschen ihm für seine berufliche und private Zukunft alles Gute.

Prof. Dr. Antonio Krüger

MOBILE HCI 09

Living in a world as colorful as you!

11th International Conference on Human-Computer Interaction
with Mobile Devices and Services – 2009
Bonn, Germany – September 15th–18th 2009

BEST Full-Paper AWARD

presented to

Johannes Schöning, Keith Cheverst, Markus Löchtefeld;
Antonio Krüger and Michael Rohs

for their paper entitled

"PhotoMap: Using Spontaneously taken Images of Public Maps for Pedestrian Navigation Tasks on Mobile Devices"

Conference Chair

Prof. Reinhard Oppermann

Program Chairs

Dr. Markus Eisenhauer Prof. Matthias Jarke Prof. Volker Wulf

URKUNDE

VISIONÄRE GEFUNDEN

ZWEITPLATZIERUNG

für die Einreichung „Seamless Maps“
von Johannes Schöning und Jan Torben Heuer,
Westfälische Wilhelms-Universität Münster

im Rahmen von **MOTOFWRD**
der Ideenwettbewerb von Motorola für Studierende

Wir gratulieren herzlich!

Christiane Bischof
Head of Corporate Communications,
Motorola GmbH

Frankfurt am Main, 29. September 2006

MOTOROLA

TECHNISCHE UNIVERSITÄT MÜNCHEN

RUNDER TISCH GIS E.V.

Förderpreis Geoinformatik 2008

Herr Johannes Schöning
hat mit der Diplomarbeit

„Interaktion von mobilen Geräten mit statischen öffentlichen Karten“

am Wettbewerb teilgenommen.

Der Gutachterausschuss bestätigt hiermit eine herausragende Leistung für diese Diplomarbeit

München, den 27. Februar 2008

Gutachter:
Prof. Norbert Bartelme TU Graz
Prof. Ralf Bill, Uni Rostock
Prof. Andreas Koch, Uni Salzburg
Prof. Georg Lother, Hochschule München

Prof. M. Schilcher
TU München, Fachgebiet GIS
Vorsitzender Runder Tisch GIS e.V.

DAAD Deutscher Akademischer Austausch Dienst
German Academic Exchange Service

STIPENDIENURKUNDE

Der Deutsche Akademische Austauschdienst ist eine gemeinsame Einrichtung der deutschen Hochschulen.
Er fördert mit öffentlichen Mitteln die internationale akademische Zusammenarbeit, insbesondere den Austausch von Studierenden und Wissenschaftlern.
Die Stipendien des DAAD werden auf der Grundlage von Auswahlentscheidungen unabhängiger wissenschaftlicher Kommissionen vergeben.

Im Rahmen seiner Programme verleiht der Deutsche Akademische Austauschdienst

Johannes Schöning

ein Stipendium zur wissenschaftlichen Aus- und Fortbildung im Ausland.

Ich beglückwünsche Sie zu diesem Stipendium und wünsche Ihnen einen erfolgreichen Aufenthalt im Ausland. Ich hoffe, dass Sie neben Ihren fachlichen Aufgaben auch die Gelegenheit wahrnehmen werden, Ihr Gastland, seine Menschen und seine Kultur näher kennenzulernen. Ich würde mich freuen, wenn Sie sich auch nach Ihrem Auslandsaufenthalt in der Zusammenarbeit mit ausländischen Kommilitonen und Wissenschaftlern engagieren und die Verbindung mit dem DAAD aufrechterhalten würden.

Bonn, den 14.12.2006

Deutscher Akademischer Austauschdienst DAAD

Prof. Dr. Dr. h.c. mult. Theodor Berchem
Präsident des Deutschen Akademischen Austauschdienstes

Diese Urkunde ist nur wirksam in Verbindung mit der Stipendienzusage des zuständigen DAAD-Referats.

GIscience 2006

Fourth International Conference on Geographic Information Science

The attendees of the 4th International Conference on Geographic Information Science has voted that the

Award for Best Poster Presentation at GIScience 2006 in Münster (Germany)

goes to

Johannes Schöning

The award comes with a gift certificate for books of your choice.

Münster, September 23rd, 2006

Werner Kuhn
General Chair
GIScience 2006

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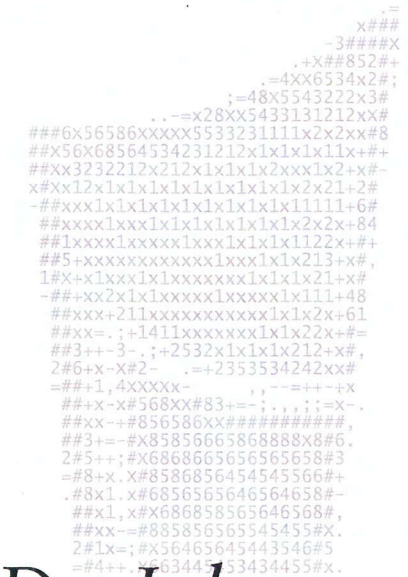
Business Technology Award 2011



Dr. Johannes Schöning

participated in the Business Technology Award Conference
with his dissertation on

Advanced User Interfaces for Spatial Information

Kitzbühel, November 26, 2011

Dr. Markus Löffler, Partner, McKinsey&Company

McKinsey&Company