Florian 'Floyd' Mueller

Fulbright Visiting Scholar
Stanford University, USA
Human-Computer Interaction group, 'd.school' and Center for Design Research at Stanford
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Summary	▸ **Experience**: 11+ years of research experience across 4 continents at institutions such as MIT Media Lab, Stanford University, Media Lab Europe, Microsoft, Fuji-Xerox, Xerox Parc, University of Melbourne
	▸ **Leadership**: Principal scientist leading own research group (12 staff) overseeing $AU 2,000,000 budget at CSIRO, Australia's premier research organization
	▸ **Publications**: 60+ publications, including at the A+ conferences in the field of interaction design and computer games. Seminal paper on Exertion Interfaces, cited by 134 on Google Scholar
	▸ **Fellowships**: Microsoft, Media Lab Europe, German Academic (2x), Fulbright (2x) Fellowships
	▸ **Impact**: Shortlisted for European Innovation Games Award, Nokia Ubimedia Award, Semifinalist of MIT's 50K Entrepreneurship Competition, Wired Nextfest commission, Worldwide Patent pending
	▸ **Press**: BBC, ABC, Fairfax, Discovery Channel, …
Fulbright: Stanford	▸ June 2010 – July 2011: Fulbright Fellowship in Technology and Communications from Telstra for 1 Year at Stanford University, USA
	▸ Awarded **Telstra's only Fulbright** scholarship: Telstra is Australia's premier telecommunication organization
	▸ Aims to 'nurture the next generation whose ideas and leadership **will shape the future of our world**'
	▸ Invite from Stanford as Visiting Scholar for being "**World Expert in Exertion Games**"
	▸ Collaborating with Human-Computer Interaction group, Computer Science, Center for Design Research, Design School 'd.school' on future of "Sports over a Distance"
	▸ Working with Terry Winograd, Larry Leifer, BJ Fogg, Scott Klemmer
University of Melbourne	▸ 2007 – 2010, Melbourne, Australia University of Melbourne
	▸ *Note on PhD degree: Having spent more than 7 years in academic and industrial research organizations across the world researching novel interaction techniques, I decided to apply my expertise in interaction design to my passion of Exertion Games by entering the top Interaction Design PhD program in Australia.*
	▸ PhD in Interaction Design on "Exertion Games".
	▸ Also admitted at Carnegie Mellon University (USA), Cornell University (USA), Georgia Tech University (USA) and Eindhoven University of Technology (NL).
	▸ Research on how to design interactive technologies for sports, creating computer games that require physical effort to enhance physical health
	▸ Teaching on Exertion Games, mobile games, pervasive games

- ▸ Also teaching at RMIT on Exertion Games: featured on gamasutra.com
- ▸ 3-month sponsored visit to **Microsoft Research Asia, Beijing, China** to work on Kinect as **Microsoft Research Asia Fellow**
- ▸ 1-month sponsored visit to **London Knowledge Lab, University of London**, UK, to research use of games to teach kinesthetic literacy
- ▸ 3-month sponsored visit to **Distance Lab**, UK to research how to link children in remote places via Exertion Games
- ▸ Worldwide patent (pending) co-author for technology invention on large-scale multi-touch for interactive sports: WO 2010/052453
- ▸ 1-month sponsored visit to **University of Technology Sydney**, AU, to research the teaching of game principles to design students
- ▸ Scholarships, grants, fellowships (single author):
  Australian Postgraduate Scholarship
  Microsoft Research Asia Fellowship
  Overseas Research Experience Scholarship
  Melbourne Abroad Travelling Scholarship
  Research Exchange UbiComp grant
  Foundations of Digital Games grant
  Presence Research Peach Summer School grant
  School of Graduate Studies Academic Activity Grant
  Cultural and Community Relations Grant
  HCSNet travel grant
  HCSNet Network Award
  Department of Information Systems travel grant
  Department of Information Systems studying overseas grant
  John and Betty McCreery Scholarship
- ▸ Co-investor grants:
  McQuire, Vetere, Gibbs, Papastergiadis, Mueller:
  Broadband-Enabled Public Screens: From Display to Interaction,
  Institute for the Broadband-Enabled Society
  Gibbs, Killackey, Mueller, Broadband-enabled delivery of physical fitness and dietary programs for young people with serious mental illness, Institute for the Broadband-Enabled Society
- ▸ Secured sponsorship from:
  Microsoft
  Nokia
  Telstra
  Distance Lab
  The Australian Government
  The United States Government
  The United Kingdom Government
- ▸ Work featured in Australian newspapers (The Age, Sydney Morning Herald, mx magazine, …) and websites worldwide (engadget, gamasutra, …)
- ▸ Honorary mention for Nokia Ubimedia Award
- ▸ Shortlisted for **European Innovative Games Award**, together with Nintendo WiiFit

CSIRO
- ▸ 2004-2006, Melbourne, Australia
  CSIRO – Commonwealth Scientific and Industrial Research Organisation
- ▸ **Principal Scientist and Project Manager**
- ▸ Head of "Connecting People" group
- ▸ **Leading 12 research staff**, overseeing $A **2,000,000** budget
- ▸ Was promoted within 6 months to Principal Scientist
- ▸ Research "Airhockey over a Distance" showcased at CeBIT Australia, representing CSIRO

	▶ Founding member of HCI experts roundtable in Australia, representing all three major research organisations: CSIRO, NICTA, DSTO
	▶ Commercialization of health care technology innovation using high-speed telecommunication networks research. My staff received honor award for this work.
	▶ Industry cooperation with major car manufacturer in Australia: successful technology innovation applied to industrial context, run according to research principles from contextual observations to development process. Designed novel augmented reality support system for production line maintenance staff
	▶ Industry cooperation with major health care institution to develop novel technology support system for shift workers. Design process included ethnographic studies and technology development that was suitable for missing-critical hospital context.
University of Melbourne	▶ 2004, Melbourne, Australia University of Melbourne
	▶ Department of Information Systems,
	▶ Researcher, Interaction Design group
	▶ Researched "Hug over a Distance", resulting in invention for Australian Corporative Research Center, on technology support for intimate relationships.
	▶ Resulted in 2 publications at top international conference (CHI)
Start-up	▶ 2004, Melbourne, Australia Bluebox
	▶ Start-up on entertainment technologies for living rooms
	▶ User Interface research lead
Media Lab Europe	▶ 2002-2003, Dublin, Ireland **Media Lab Europe** the European Research Partner of the MIT Media Lab
	▶ Researcher within the Human Connectedness Group
	▶ Working under Stefan Agamanolis, Founder of Distance Lab
	▶ Supervised research and administrative staff
	▶ Initiated and led research on "Sports over a Distance"
	▶ Initiated and led internal communications group to design knowledge-management system into this entrepreneurial organization
	▶ Publicized research projects, including presentations to sponsors' senior management (CEO, CTO-level)
	▶ Wired Magazine commissioned "Breakout for Two" at the "Festival of the Future" in San Francisco, USA, where it was featured by Discovery Science Channel
MIT Media Lab	▶ 2000 – 2002, Cambridge, USA Master of Science, Massachusetts Institute of Technology (MIT) Master in Media, Arts and Sciences from the **MIT Media Lab**
	▶ Digital Life group (Andrew Lippman) and Affective Computing group (Rosalind Picard)
	▶ Average Grade: 4.7 of 5.0 (best)
	▶ Thesis awarded A+
	▶ 2 scholarships from the German government
	▶ Responsibilities included regular presentations of research results to Fortune 100 companies' senior management

	▸ Took additional class in "Technology and Competitive Strategy" at Harvard Business School
	▸ Extra-curricular workshops in "Effectiveness in an Organization" and "Venture Capital in High-Tech Start-ups"
	▸ Awarded A+ for thesis
Fuji-Xerox	▸ 1999-2000, Palo Alto, CA, USA **FXPal Palo Alto Research Laboratory**
	▸ Smart Media Spaces group under Lynn Wilcox
	▸ Initiated and managed own project: "Mediacaptain"
	▸ Senior management nomination: Start-up award
	▸ Significant Achievement Award
Xerox PARC	▸ 1999, Palo Alto, CA, USA Xerox Palo Alto Research Center (**Xerox PARC**)
	▸ Human Document Interaction group under Eric Bier
	▸ Interaction Design for large client/server document service (100000 documents and more)
Digital Media Degree	▸ 1995-2000, Furtwangen, Germany Diplom-Medieninformatiker (FH), **Furtwangen University** Digital Media
	▸ 4-year degree in Digital Media comprising of 3 components: Design, Technology, Management
	▸ Elected Project Manager of 1 year project
	▸ Thesis grade 1.0; Overall grade: 1.4 (1.0 excellent, 5.0 fail)
Multimedia Degree	▸ 1998, Brisbane, Australia Bachelor of Multimedia, **Griffith University**
	▸ Completed this 3-year program in only one year
	▸ Award for Academic Excellence
	▸ Scholarship from the German government
Selected Press Coverage	▸ 2010: Interactive Game Keeps Jogging Buddies In Touch. TechNewsDaily. Stuart Fox. Features Jogging over a Distance
	▸ 2010: Whatsnew.tv. Radio broadcast. Features Jogging over a Distance
	▸ 2010: Solo sociaal hardlopen zet aan tot grotere prestaties. Bright.nl. Features Jogging over a Distance
	▸ 2009: RMIT Students Design Exergames for Classroom Project. Game Career Guide. Danny Cowan. Features Physical Games class.
	▸ 2009: RMIT Students Design Exergames. Serious Games Source. Danny Cowan.
	▸ 2009: Visit to Distance Lab - Remote Impact. Alasdair Thin, GamerSize Science. Features Remote Impact
	▸ 2009: Staying ahead of the game. Jason Hill, The Age. Features Florian Floyd Mueller
	▸ 2009: Sports over a distance. Jason Hill, The Age. Features Remote Impact
	▸ 2009: Remote Impact - Shadowboxing over a Distance. Fun Football. Features Remote Impact
	▸ 2009: Inventing the not too distant future: the Distance Lab. Ian Russell, Culturge. Features Remote Impact

- 2009: Build muscle while checking e-mail. Nick Barber. IDG News Service. Features Mousegrip
- 2009: New device that will allow interactive fighting games. Incrysis. Features Remote Impact
- 2009: Touch User Interface.com: CHI 2009 Video Showcase. Features Remote Impact
- 2009: NEXT: En interaktiv legeplads. Stine Eskildsen, Lokal Avisen/Århus. Features Remote Impact
- 2009: Kicking an ass 4000 miles away. Ronni Tino Pedersen, Innovationlab. Features Remote Impact
- 2008: Lab cooks up hi-tech fashion firm. BBC News. Features Remote Impact
- 2008: Distance Lab wins European Games Award for Remote Impact. Compute Scotland. Features Remote Impact
- 2008: Distance Lab recognised by prestigious European games awards. Talent Scotland. Features Remote Impact
- 2008: Communique doucement, c'est tout bon... Atomixer. Features Remote Impact
- 2008: Exertion interfaces: An interview with Florian 'Floyd' Mueller and Stefan Agamanolis. Luca Chittaro
- 2008: Life-size fighting game showcased. BBC News. Features Remote Impact
- 2007: Schattenboxen über Videoleinwand. Gym Sucks. Features Remote Impact
- 2007: Archimedes' Pool of Ideas. Features Remote Impact
- 2007: Jogging Partner Tech Offers Company. Tracy Staedter. Discovery News. Features Jogging over a Distance
- 2007: No more loneliness for long distance runners. The University of Melbourne Voice. Features Jogging over a Distance
- 2007: Jogging over a Distance. Infosthetics. Features Jogging over a Distance
- 2007: Jogging over a Distance. Textually.org. Features Jogging over a Distance
- 2007: Jogging over Distance technology makes it a social experience. Engadget. Conrad Quilty-Harper. Features Jogging over a Distance
- 2006: CeBIT show descends on Sydney. The Sydney Morning Herald. Louisa Hearn. Features Airhockey over a Distance
- 2006: CeBIT 2006 - Product Innovations. Asher Moses. Cnet Australia. Features Airhockey over a Distance
- 2006: UXPod. Florian 'Floyd' Mueller. Interviewed by Gerry Gaffney
- 2006: Aviemore hosts digital conference (Video). BBC. Features Breakout for Two
- 2005: Airhockey over a Distance. Radio program. 3AW Australia. Features Airhockey over a Distance
- 2005: Airhockey over a Distance. The Australian. Features Airhockey over a Distance
- 2005: Online bonding. The Sydney Morning Herald. Nicole Manktelow. Features Airhockey over a Distance
- 2005: Online bonding. The Age. Nicole Manktelow. Features Airhockey over a Distance
- 2004: NextFest: An odyssey of innovation (Video). Shannon Bentley, Daily Planet / Discovery Channel. Features Breakout for Two.
- 2004: Back from the future: At NextFest, tomorrow's technology fascinates and bewilders. David Barton, Sacramento Bee. Features Breakout for Two
- 2004: Zipping into the future: NextFest in SF zeroes in on inventions that are almost ready to take off. Benny Evangelista, Jan Sandred, San Francisco Chronicle. Features Breakout for Two

- 2004: Torwandschießen intercontinental. Christian Stöcker. Der Spiegel. Features Breakout for Two
- 2004: Virtual football bonds strangers. Jo Twist. BBC News. Features Breakout for Two
- 2004: Wired Magazine. Nextfest. Features Breakout for Two.
- 2004: Innovation is good for you. Dettmer. The IEE Review. Features Breakout for Two.
- 2003: Grenzenlos: Exertion Interfaces verbinden Sportler weltweit. Müller, Ziegler, c't magazin für computertechnik

Teaching

- 2010: Designed and taught Physical Games class in Bachelor of Digital Game Design program at RMIT with 93 students.
  Students learned game design concepts, sensor technologies, rapid hardware prototyping, in-situ evaluation techniques and presentation skills.
  Top students were interviewed on 'HealthGamers'.
  I worked on all aspects of the course, including developing course material, structuring lectures and tutorials, grading and lecturing.
  Student feedback from http://gameslecture.blogspot.com:
  "I just want to say wow. All my life I have felt like dozing off in lectures, but this course has just been so inspiring and superb. I've learned so much!"
  "These lectures are amazing, I always find myself mind blown coming out of them."
- 2008: Guest lecturing in undergraduate class on Design at the University of Technology Sydney with Prof. Bert Bongers. Guest lecture on designing games for the active body for health
- 2009: Designed and taught Physical Games class in Bachelor of Digital Game Design program at RMIT with 89 students.
  I worked on all aspects of the course, including developing course material, structuring lectures and tutorials, grading and lecturing.
  Top projects from class were featured on gamasutra.com.
  Student feedback from http://gameslecture.blogspot.com:
  "I wish all our lecturers were as enthusiastic and deeply embedded into what they do, and teach."
  "The direction Floyd is pushing us in thinking wise is really opening my thoughts about games up."
  "One of the best organized subjects I've done."
- 2008: Guest lecturing in graduate class on Mobile Computing in the Department of Information Systems at the University of Melbourne with Prof. Rens Scheepers. Guest lecture on novel sensor interaction techniques with mobile devices
- 2007: Guest lecturing in graduate class on Human-Computer Interaction at the Ludwig-Maximilian-University Munich, Germany with Prof. Andreas Butz and Prof. Albrecht Schmidt. Guest lecture on Sports over a Distance
- 2007: Guest lecturing in graduate class on Mobile Computing in the Department of Information Systems at the University of Melbourne with Prof. Rens Scheepers. Guest lecture on location-based sports
- 2007: Assisted on Tangible Interfaces class in Industrial Design program with Frank Feltham at RMIT, Australia. Contributed design critique and graded projects.

Students advised

- 2010: Co-supervision of Master student Firaz Peer at Georgia Institute of Technology, USA

- 2010: Mentored interns Leo Liu and Firaz Peer at Stanford, USA
- 2008: Co-advised professional project group in Computer Science at the University of Melbourne, Australia
- 2006: Mentored interns Walter Wolmink, Luke Cole at CSIRO, Australia
- 2005: Mentored interns Shannon O'Brien, Alex Thorogood at CSIRO, Australia
- 2002: Mentored interns Tom Walter, Luke O'Brien at Media Lab Europe

Invited talks to Academia and Industry

- 2011: Power of Play Summit by The American Heart Association and Nintendo, San Francisco, USA (Future of Sports) (Speaker at Invite-only event)
- 2010: Human-Computer Interaction group, Stanford, USA (Designing for Sports)
- 2010: Human-Computer Interaction group, Stanford, USA (Jogging over a Distance)
- 2010: H-Star Institute, Stanford, USA (Jogging over a Distance)
- 2010: Interaction Design Group, The University of Melbourne, Australia (Designing for Sport)
- 2009: Nokia Research, Beijing, China (Jogging over a Distance)
- 2009: Microsoft Research Asia, Beijing, China (Jogging over a Distance)
- 2009: London Knowledge Lab, The University of London, UK (Jogging over a Distance)
- 2009: Interaction Design Group, The University of Melbourne, Australia (Jogging over a Distance)
- 2009: Bluetongue Interactive, Melbourne, Australia (Exertion Games)
- 2008: Invited keynote speaker, Open Studio event, Distance Lab, UK (Exertion Games, paid talk)
- 2008: HCSNet Symposium, Sydney, Australia (Exertion Games)
- 2008: University of Technology Sydney, Australia (Exertion Games)
- 2008: Affect Symposium Human/Machine/Human Interaction, The University of Melbourne, Australia (Exertion Games)
- 2008: Dorkbot, Melbourne, Australia (Exertion Games)
- 2008: Interaction Design Group, The University of Melbourne, Australia (Remote Impact)
- 2007: Embodied and Tangible Interaction Symposium, RMIT, Australia (Breakout for Two)
- 2007: Interaction Design Group, The University of Melbourne, Australia (Exertion Games)
- 2007: Victorian College of the Arts Digital Showcase, Melbourne, Australia (Breakout for Two)
- 2006: Interaction Design Group, The University of Melbourne, Australia (Breakout for Two)
- 2006: HCI Roundtable Australia, Sydney, Australia (Exertion Interfaces)
- 2006: National ICT Australia, Sydney, Australia (Exertion Interfaces)
- 2005: Centre for Networking Technologies for the Information Economy (CeNTIE), Canberra, Australia (Connecting People)
- 2004: Centre for Networking Technologies for the Information Economy (CeNTIE), Melbourne, Australia (Breakout for Two)
- 2004: Commonwealth Scientific and Industrial Research Organisation, Canberra, Australia (Exertion Interfaces)
- 2004: Commonwealth Scientific and Industrial Research Organisation, Melbourne, Australia (Exertion Interfaces)

	▸ 2003: Interaction Design Group, The University of Melbourne, Australia (Exertion Interfaces)
	▸ 2003: Smart Internet Corporate Research Center, Melbourne, Australia (Hug over a Distance)
	▸ 2003: Media Lab Europe, Dublin, Ireland (Exertion Interfaces)
	▸ 2002: MIT Media Lab, Boston, USA (Exertion Interfaces)
	▸ 2001: MIT Media Lab, Digital Life Consortium, Boston, USA (Exertion Interfaces)
	▸ 1999: Fuji-Xerox Palo Alto Laboratories, Palo Alto, USA (Mediacaptain)
Conference Committee Member	▸ Co-Program Chair: Fun and Games Conference, Salzburg, Austria 2012
	▸ Co-Interactivity Chair: Conference on Human Factors in Computing Systems 2012
	▸ Demo Co-Chair: Tangible, Embedded and Embodied Interaction Conference (TEI), Funchal, Portugal 2011
	▸ Associate Chair: Tangible, Embedded and Embodied Interaction Conference (TEI), Funchal, Portugal 2011
	▸ Student Volunteer Chair: Australian Human-Computer Interaction Conference (OZCHI), Cairns, Australia 2008
Program Committee Member	▸ International Conference on Entertainment Computing (ICEC), Vancouver, Canada 2011
	▸ Tangible, Embedded and Embodied Interaction Conference (TEI), Cambridge, USA 2010
	▸ International Conference on Advances in Computer Entertainment Technology (ACE), Tapei, Taiwan, 2010
	▸ Fun'N'Games Conference, Leuven, Belgium (FNG), 2010
	▸ Futureplay, Vancouver, Canada, 2010
	▸ Foundations of Digital Games, Monterey, USA, 2010
	▸ Tangible, Embedded and Embodied Interaction Conference (TEI), Cambridge, UK 2009
	▸ International Conference on Advances in Computer Entertainment Technology (ACE), 2009
	▸ Fun'N'Games Conference (FNG), 2009
	▸ Futureplay, Vancouver, Canada, 2009
	▸ Tangible, Embedded and Embodied Interaction Conference (TEI), Bonn, Germany 2008
	▸ Fun'N'Games Conference, Eindhoven, The Netherlands (FNG), 2008
	▸ Australian Human-Computer Interaction Conference (OZCHI), Cairns, Australia 2008
	▸ Futureplay, Vancouver, Canada, 2008
Journal Reviewer	▸ Human-Computer Interaction Journal. Taylor & Francis. 2010
	▸ International Journal of Arts and Technology. 2010
	▸ International Journal of Computer Games Technology. 2010
	▸ Interacting with Computers. Elsevier. 2010
	▸ Perspectives in Public Health Journal. Sage. 2010
	▸ Recent Patents in Mechanical Engineering. 2010
	▸ Engineering of Mixed Reality Systems. Book chapter reviews. 2009
	▸ Personal and Ubiquitous Computing Journal. Springer. 2009
	▸ Evaluating User Experiences in Games. Book chapter reviews. 2009
	▸ Digital Technology and Sport. Book chapter reviews. 2008
	▸ International Journal of Arts and Technology. 2008
	▸ Interacting with Computers. Elsevier. 2008

	‣ Personal and Ubiquitous Computing Journal. Springer. 2005
Conference Reviewer	‣ CHI 2011: Conference on Human Factors in Computing Systems, Vancouver, Canada 2011
	‣ Interact 2011: International Conference on Human-Computer Interaction, Lisbon, Portugal, 2011
	‣ CSCW 2011: Conference on Computer Supported Cooperative Work, Hangzhou, China 2011
	‣ Siggraph 2011: International Conference and Exhibition on Computer Graphics and Interactive Techniques, Vancouver, Canada 2011
	‣ CHI 2010: Conference on Human Factors in Computing Systems, Atlanta, USA 2010
	‣ ACE 2010: International Conference on Advances in Computer Entertainment Technology, Tapei, Taiwan, 2010
	‣ Siggraph 2010: International Conference and Exhibition on Computer Graphics and Interactive Techniques, Los Angeles, USA 2010
	‣ EuroITV 2010: European Conference in Interactive TV and Video, Tampere, Finland, 2010
	‣ Fun'N'Games 2010: Leuven, Belgium (FNG), 2010
	‣ Futureplay 2010: Vancouver, Canada, 2010
	‣ Nime 2010: International Conference on New Interfaces for Musical Expression. Sydney, Australia, 2010
	‣ Ubicomp 2010: ACM International Conference on Ubiquitous Computing. Copenhagen, Denmark, 2010
	‣ UIST 2010: ACM Symposium on User Interface Software and Technology. New York, USA, 2010
	‣ TEI 2010: Tangible, Embedded and Embodied Interaction Conference (TEI), Cambridge, USA, 2010
	‣ ACE 2009: International Conference on Advances in Computer Entertainment Technology, Athens, Greece, 2009
	‣ FDG 2009: Foundations of Digital Games, Florida, USA, 2009
	‣ Interact 2009: International Conference on Human-Computer Interaction, Uppsala, Sweden, 2009
	‣ Intetain 2009: International Conference on Intelligent Technologies for Interactive Entertainment. Amsterdam, the Netherlands, 2009
	‣ MobileHCI 2009: International Conference on Human-Computer Interaction with Mobile Devices and Services. Bonn, Germany, 2009
	‣ TEI 2009: Tangible, Embedded and Embodied Interaction Conference, Cambridge, UK 2009
	‣ OZCHI 2009: Australian Human-Computer Interaction Conference (OZCHI), Melbourne, Australia 2009
	‣ CHI 2009: Conference on Human Factors in Computing Systems, Boston, USA 2009
	‣ CHI 2008: Conference on Human Factors in Computing Systems, Florence, Italy 2008
	‣ OZCHI 2008: Australian Human-Computer Interaction Conference (OZCHI), Cairns, Australia 2008
	‣ CSCW 2008: Conference on Computer Supported Cooperative Work, San Diego, USA 2008
	‣ FNG 2008: Fun'N'Games, Eindhoven, The Netherlands, 2008
	‣ Futureplay 2008: Futureplay, Vancouver, Canada, 2008
	‣ CHI 2007: Conference on Human Factors in Computing Systems, San Jose, USA 2007
	‣ ACE 2007: International Conference on Advances in Computer Entertainment Technology, Salzburg, Austria, 2007
	‣ DIMEA 2007: International Conference on Digital Interactive Media in Entertainment and Arts, Perth, Australia, 2007

- IE 2007: Australasian Conference on Interactive Entertainment. Australia, Melbourne, Australia, 2007
- MobileHCI 2007: International Conference on Human-Computer Interaction with Mobile Devices and Services. Singapore, 2007
- OZCHI 2007: Australian Human-Computer Interaction Conference, Adelaide, Australia 2007
- TABLETOP 2007: IEEE International Workshop on Horizontal Interactive Human-Computer Systems, Trier, Germany, 2007
- CHI 2006: Conference on Human Factors in Computing Systems, Montreal, Canada 2006
- CHI 2005: Conference on Human Factors in Computing Systems, Portland, USA 2005
- CHI 2004: Conference on Human Factors in Computing Systems, Vienna, Austria 2004

Citizenship

- Dual citizenship:
- Germany and
- Australia

Publications

Book chapters & Journals

- Mueller, F., Agamanolis, S. Interaction Design in Sports. In Cereijo Roibás, A., Stamatakis, E., Black, K. (eds.) Design for Sport. Ashgate, Surrey, UK. 2011
- Mueller, F., Gibbs, M. R., & Frank, V. Towards Understanding how to Design for Social Play in Exertion Games. Personal and Ubiquitous Computing, 14(5), 417-424. Springer, New York, USA. 2010 (Impact factor 1.6, rank 14 of 76 in subject category telecommunications)
- Mueller, F., Gibbs, M. R., Vetere, F. An Exploration of Exertion in Mixed Reality Systems via the "Table Tennis for Three" Game. In Dubois, E., Gray, P., Nigay, L. (Eds.) Engineering of Mixed Reality Systems. Springer, New York, USA. 2010
- Mueller, F., Berthouze, N. Evaluating Exertion Games - Experiences from Investigating Movement-Based Games. In Bernhaupt, R. (Ed.) Evaluating User Experiences in Games. Springer, New York, USA. 2010
- Wulf, V., Mueller, F., Moritz, S., Stevens, G., Gibbs, M. Computer Supported Collaborative Sports: An Emerging Paradigm. In Digital Sport for Performance Enhancement and Competitive Evolution: Intelligent Gaming Technologies. 2009
- Mueller, F. Digital Sport: Merging Gaming with Sports to Enhance Physical Activities Such as Jogging. In Digital Sport for Performance Enhancement and Competitive Evolution: Intelligent Gaming Technologies. 2009
- Mueller, F., Gibbs, M., Vetere, F., "Design Space of Networked Exertion Games Demonstrated by a Three-Way Physical Game Based on Table Tennis", ACM Journal: Computers in Entertainment, 6, 1-31. 2008. **Selected "One of the best papers of CiE journal"**.
- Mueller, F., Long-distance sports, in Computers in Sports book, Dabnichki, P., Baca, A. (eds.), WIT Press, UK, 2008.
- Mueller, F., Connecting Cities via Distributed Physical Activity, in Computer Games, Architecture and Urbanism: the Next Level book, Borries, F., Walz, S., Böttger, M. (eds.), Birkhäuser, 2007.
- Mueller, F., Games over a Distance: Playing Together Although Apart Using Exertion Interfaces in Concepts and Technologies for Pervasive

Games - A Reader for Pervasive Gaming Research, Magerkurth, C., R öcker, C. (eds.), Shaker, Germany, 2007.

▸ Mueller, F., Stevens, G., Thorogood, A., O'Brien, S., Wulf, V. Sports over a Distance. Journal of Personal and Ubiquitous Computing, Special Issue on Movement Based Interaction. Springer Publisher 2007.

▸ Mueller, F., Auf Die Harte Tour, i-com Journal, Special Issue on Playful Computing. Oldenbourg Wissenschaftsverlag, Vol. 5, Issue 3, pp. 19–24. 2006.

▸ Mueller, F., Agamanolis, S. Sports over a Distance. ACM Journal: Computers in Entertainment, Vol. 3, 3, July 2005

Conference papers

Peer-reviewed long

▸ *Note on publication venues: the ACM Conferences on Human Factors in Computing Systems (CHI), the ACM Symposium on User Interface Software and Technology (UIST), the ACM Conference on Computer Supported Cooperative Work (CSCW) and ACM Siggraph are considered one of the best forums for dissemination of research results in my research area. Papers in these conferences are seen as equal if not superior to journal publications in the field due to their faster dissemination of results. They are refereed as full papers, and have an acceptance rate of around 15-25% each year.*

▸ Mueller, F., Vetere, F., Gibbs, M. R., Edge, D., Agamanolis, S., Bongers, B., Sheridan, J. (2010) Designing Sports: A Framework for Exertion Games. CHI '11: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. Conditionally accepted. ACM *(tier 1, acceptance rate 26%)*

▸ Mueller, F., Vetere, F., Gibbs, M. R., Edge, D., Agamanolis, S., Sheridan, J. (2010) Jogging over a Distance between Europe and Australia. ACM UIST 2010. ACM *(tier 1, **acceptance rate 18%**)*

▸ Mueller, F., Vetere, F., Gibbs, M. R., Agamanolis, S., Sheridan, J. (2010) Jogging over a Distance: The Influence of Design in Parallel Exertion Games. ACM Siggraph 2010. ACM *(tier 1)*

▸ Mueller, F., Agamanolis, S., Vetere, F. & Gibbs, M. R. (2009) Brute force interactions: leveraging intense physical actions in gaming**.** Proceedings of the 21th Australasian conference on Computer-Human Interaction. Melbourne, Australia, ACM. OzCHI 2009 *(tier 2)*

▸ Mueller, F., Agamanolis, S., Vetere, F. & Gibbs, M. R. (2009) A Framework for Exertion Interactions over a Distance. ACM SIGGRAPH 2009. ACM. *(tier 1)*

▸ Mueller, F, Gibbs, M & Vetere, F (2009) Design Influence on Social Play in Distributed Exertion Games. CHI '09: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. **Best Paper nomination.** ACM Press, New York, USA, 1539-1548. *(tier 1)*

▸ Mueller, F., Gibbs, M. & Vetere, F. (2008) Taxonomy of Exertion Games. OzCHI '08: Proceedings of the 20th Australasian Conference on Computer-Human Interaction. Cairns, Australia. ACM, 263-266.

▸ Mueller, F., Gibbs, M. A Physical Three-Way Interactive Game Based on Table Tennis. Australasian Conference on Interactive Entertainment. Australia. 2007. *(acceptance rate 50%, tier 2)*

▸ Mueller, F., Gibbs, M. Evaluating a distributed physical leisure game for three players. OzCHI '07 *(tier 2)*

▸ Mueller, F., Vetere, F., Gibbs, M. Design Experiences with Networked Exertion Games. PerGames '07-Pervasive Gaming Applications *(acceptance rate 50%)*

- O'Brien, S., Thorogood, A., Mueller, F. Jogging the Distance. Note CHI '07 *(acceptance rate 25%, tier 1+)*
- Mueller, F., Cole, L., O'Brien, S., Walmink, W. Airhockey Over a Distance – A Networked Physical Game to Support Social Interactions. ACE-Advances in Computer Entertainment ACM SIGCHI 2006 *(acceptance rate 12%, tier 1)*
- Mueller, F., Kethers, S., Alem, L., Wilkinson, R. From the Certainty of Information Transfer to the Ambiguity of Intuition. OzCHI '06 *(acceptance rate 51%, tier 2)*
- Vetere, F., Gibbs, M., Kjeldskov, J., Howard, S., Mueller, F., Pedell, S., Mecoles, K., Bunyan, M. Mediating Intimacy: Designing Technologies to Support Strong-Tie Relationships. CHI 2005 *(acceptance rate 25%, tier 1+)*
- Mueller, F., Agamanolis, S., Picard, R. Exertion Interfaces: Sports over a Distance for Social Bonding and Fun. CHI 2003 ***(Acceptance rate 16%, tier 1+, cited by 131, according to Google Scholar)***

Peer-reviewed interactive systems as short publications	

- *Note on peer-reviewed interactive systems documented as short publications: I believe my novel interaction techniques achieve maximum impact if demonstrated as interactive systems at conferences, which is often documented as short publications in the proceedings. My interactive systems have been accepted by the leading conferences in the field that have equally high-quality acceptance rates to their full paper publication counterparts.*

- Sheridan, J.G. and Mueller, F. Fostering Kinesthetic Literacy through Exertion in Whole Body Interaction. CHI 2010. Proceedings of the Workshop on Whole Body Interaction. SIGCHI Conference on Human Factors in Computing Systems, ACM Press *(tier 1+)*
- Mueller, F. (2009) Exertion in Networked Games. Proceedings of the 4th International Conference on Foundations of Digital Games. Extended Abstracts. Orlando, Florida. ACM, 346-348.
- Mueller, F., Gibbs, M. R., & Vetere, F. (2009). The Mousegrip. CHI'09 27th International Conference on Human factors in Computing Systems, Extended Abstract. 3199-3204 *(tier 1+)*
- Mueller, F, Agamanolis, S, Gibbs, M & Vetere, F (2009) Remote Impact: Shadowboxing over a Distance. CHI'09: Proceedings of the 27th International Conference on Human Factors in Computing Systems, Extended Abstracts. Boston, MA, USA. ACM, New York, NY, USA, 3531-3532. *(tier 1+)*
- Mueller, F, Agamanolis, S, Gibbs, M & Vetere, F (2009) Brute Force Interface: Leveraging Intense Physical Exertion in Whole Body Interactions. Workshop on Whole-Body Interactions. CHI'09: Proceedings of the 27th International Conference on Human Factors in Computing Systems, Extended Abstracts. Boston, MA, USA *(tier 1)*
- Mueller, F., Agamanolis, S., Vetere, F. & Gibbs, M. R. (2008) Remote Impact: Shadowboxing over a Distance. ACM SIGGRAPH 2008 posters. Los Angeles, California, ACM. Siggraph '08 *(tier 1+)*
- Mueller, F., Agamanolis, S., Gibbs, M. and Vetere, F. Remote Impact - Shadowboxing over a Distance. CHI 2008 *(tier 1+)*
- Mueller, F. Exertion in Interactive Entertainment. Panel, Australasian Conference on Interactive Entertainment, Australia. 2007. *(tier 2)*
- Mueller, F., Gibbs, M. Table tennis over a distance. Demo, Australasian Conference on Interactive Entertainment, Australia. 2007. *(tier 2)*
- Mueller, F., Agamanolis, S., Vetere, F. & Gibbs, M. Brute Force as Input for Networked Gaming, OzCHI 2007 *(tier 2)*

	▸ Mueller, F. A Low-Cost Approach to Exertion Games. Poster PerGames'07-Pervasive Gaming Applications *(acceptance rate 50%)*
	▸ Mueller, F. O'Brien, S., Thorogood, A. Jogging over a Distance – Citywide. Demo PerGames'07-Pervasive Gaming Applications *(acceptance rate 50%)*
	▸ Mueller, F., Gibbs, M. Building a Table Tennis Game for Three Players. Short paper ACE '07-Advances in Computer Entertainment ACM SIGCHI *(tier 1)*
	▸ Mueller, F. How to Build a Hard-to-Use Mouse. Poster ACE '07-Advances in Computer Entertainment ACM SIGCHI 2007 *(tier 1)*
	▸ Mueller, F. Evaluating a Networked Exertion Game. Workshop ACE'07
	▸ Mueller, F., O'Brien, S., Thorogood, A. Jogging over a Distance. Interactivity CHI '07 *(tier 1)*
	▸ Mueller, F., Gibbs, M. Table Tennis for Three-the video. alt.chi CHI '07 *(tier 1+)*
	▸ Mueller, F., Cole, L., O'Brien, S., Walmink, W. Airhockey over a Distance – the video, CSCW '06- Computer Supported Cooperative Work ACM *(tier 1)*
	▸ Mueller, F., Kethers, S., Alem, L., Wilkinson, R. From Information Transfer to Ambiguity in Hospital Handovers, CSCW '06- Computer Supported Cooperative Work ACM *(tier 1)*
	▸ Mueller, F., Gibbs, M. A Table Tennis Game for Three Players. OzCHI '06 *(tier 2)*
	▸ O'Brien, S., Cole, L., Mueller, F. Holding Hands Over a Distance: Technology Probes in an Intimate, Mobile Context, OzCHI '06 *(tier 2)*
	▸ Mueller, F., Cole, L., O'Brien, S., Walmink, W. Airhockey over a Distance. CHI '06, ACM 2006, 1133-1138 *(tier 1)*
	▸ Mueller, F., Vetere, F., Gibbs, M., Kjeldskov, J., Pedell, S., Howard, S. Hug over a Distance. CHI 2005 *(tier 1)*
	▸ Mueller, F., Agamanolis, S. Breakout for Two. Ubicomp 2003-Ubiquitous Computing *(tier 1)*
	▸ Mueller, F., Agamanolis, S., Picard, R. Exertion Interfaces for Sports over a Distance. UIST 2002-ACM Symposium on User Interface Software and Technology *(tier 1)*
	▸ Mueller, F., Karau, M. Transparent Hearing. CHI 2002 **"Best Practice" recognition from CHI** *(tier 1)*
	▸ Lockerd, A., Mueller, F. LAFCam: Leveraging Affective Feedback Camcorder. CHI 2002 *(tier 1)*
	▸ Mueller, F., Lockerd, A. Cheese: Tracking Mouse Movement Activity on Websites, a Tool for User Modeling. CHI 2001 *(tier 1)*
	▸ Mueller, F., Thomaz, E. ImpactTV: Controlling Media with Physical Objects. HCI International 2001 *(tier 3)*
	▸ Mueller, F. Mediacaptain – a demo. ACM Multimedia 2000 *(tier 1)*
	▸ Mueller, F. Mediacaptain – an interface for browsing streaming media. ACM Multimedia 2000 *(tier 1)*
Workshop Organization & Panel Speaker	▸ Bernhaupt, R., IJsselsteijn, W., Mueller, F., Tscheligi, M., Wixon, D., Evaluating User Experience in Games, Workshop Co-Organizer. CHI '08.
	▸ Mueller, F., Agamanolis, S. Exertion Interfaces. Workshop Co-Organizer. CHI '08.
	▸ Mueller, F., Agamanolis, S. Exertion Interfaces. Workshop Co-Organizer. CHI '07.
	▸ Invited panel speaker at CHI '07
	▸ Member of Interactivity Jury for CHI '07
Fellowships	▸ 2009: American-Australian Fulbright Fellowship. Received the only Telstra (Australia's premier telecommunications organization)

sponsored Fulbright fellowship to investigate networked computer games for health
- 2009: Awarded Ubicomp Grand Challenge together with Jennifer Sheridan, University of London, UK
- 2009: School of Graduate Studies Academic Activity Grant, The University of Melbourne, Australia
- 2009: Cultural and Community Relations Grant, The University of Melbourne, Australia
- 2008: Microsoft Research Asia Fellowship, Microsoft
- 2008: Overseas Research Experience Scholarship, The University of Melbourne, Australia
- 2008: Melbourne Abroad Travelling Scholarship, The University of Melbourne, Australia
- 2008: Foundations of Digital Games grant, Microsoft
- 2008: Presence Research Peach Summer School grant, Presence, Portugal
- 2008: Department of Information Systems travel grant, The University of Melbourne, Australia
- 2008: Department of Information Systems studying overseas grant, The University of Melbourne, Australia
- 2007: HCSNet travel grant, HCSNet, Sydney, Australia
- 2007: HCSNet Network Award, HCSNet, Sydney, Australia
- 2007: John and Betty McCreery Scholarship, The University of Melbourne, Australia
- 2007: Australian Postgraduate Scholarship, Australian government
- 2003: Media Lab Europe Fellowship, Ireland
- 2003: Prestigious German Academic Exchange Service Scholarship, Germany
- 2002: Prestigious German Academic Exchange Service Scholarship, Germany
- 2000: FXPal: Senior management nomination: Start-up award, USA
- 2000: FXPal: Significant Achievement Award, USA
- 1998: Fulbright Fellowship but decided to go to Australia instead
- 1998: Prestigious German Academic Exchange Service Scholarship

Impact, Achievements, and other Awards

- Represented CSIRO at ICT Outlook Forum Australia
- Semi-Finalist of MIT's 50K Entrepreneurship Competition
- Co-organized interaction design seminar at the University of Melbourne, secured speakers such as Stelarc
- Organized Human-Computer Interaction doctoral consortium cluster at the University of Melbourne, Australia
- Initiated exchange program between Furtwangen University, Germany and Griffith University, Australia
- Elected project manager of one-year Virtual Reality project
- Co-founded Germany's first university Web Radio
- Organized a university function for 1500 students
- In University student committees in Australia, Germany and USA
- Semi-finalist of state basketball competition
- In the top 8% on the GMAT (Management Test) of all test-takers worldwide
- Holiday camp supervisor for underprivileged teenagers in Italy