CV Konrad Tollmar

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Born: 1963-Oct15

Bachelor’s degree Mathematics 1988
Master degree CS 1992
Ph.D. CS 2001
Examen matematiklinjen SU – KTH 1988
Doktorsexamen i datalogi SU – KTH 2001

Objectives
I'm a lecture / post-doc at MIT. My main research interest is to study how to incorporate into everyday objects computational capability that extends the practical use of interactive artifacts in imaginative and intelligible ways. Examples of activities include building and running a showcase of the future dwelling, prototype development and studies of smart communication devices as well as exploring innovative uses of computer vision. Here at AI Lab I participate within the Vision Interface Group and the Oxygen project.

Employments
1988-1989 Ericsson Information System
1989-1991 Naturens Hus (A multimedia production project KTH / Apple)
1992-1997 Ph.D. Student KTH
1997-1999 Research assistant KTH
1999-2001 Principle researcher scientist Interactiva Institutet
2001- Idag Post doc / lecture MIT / EECS - AI Lab

Publications

Papers
5. Tollmar K. and Junestrand S.(1998): The Dwelling as a Place for Work, in N. Streitz, S. Konomi, H. Burkhardt (Eds.), "Cooperative Buildings - Integrating Information,


**Art / Exhibitions**

• The World Expo, Entrances, Hannover 2000.
• Doors of perception – 4, The E-Cultural Exhibition, Amsterdam, November 2000.
• BO-01 City of Tomorrow, Smart living, May 2001 - Sept 2001.

**News**

- Dagens Nyheter – User-centered design in master programs at KTH, 12 April 1995 (in Swedish).

**Education**

**Supervising of masters student**

- Marcus Hahn – KTH/1996
- Per Persson – KTH/1996
- Lennart Andersson – Konstfack/2000
- Jakob Boije – Konstfack/2002
- Frank Bentley – MIT/2003

**Major courses**

My primary experience of education is from: (KTH ) / Stockholm University (SU) / Konstfack / Gävle Högskola / GI / MIT). Over the last five years, I have also give courses in through my own consulting company.

**The Royal Institute of Technology (KTH/NADA):**

- Computer Graphics (10p), Fall93, Fall94

**The Royal Institute of Technology / Stockholm University (NADA):**

- User-centered System Design (6p), Spring93-96 (Two times awarded by Apple).

**Gävle Högskola:**

- Human-Computer Interaction (5p), Spring95, Spring96

**GI (Grafiska Intitutet – SU):**

- Interactive Media (5p), Fall97, Fall98
- Interactive Media / User-centered Web Development (10p), Fall99-Spring00
Konstfack (Industrial Design):
- Digital Formgivning (10p), Fall99, Fall00.

MIT (EECS):
- Structure and Interpretation of Computer Programs (10p), Fall01, Spring02, Fall02.

Informator Computer Training:
- Computer training in Java Programming and User Interface Design, my clients have been Ericsson, SAAB, and several small and medium size companies.

Gest lectures
- Smart things and Environments, Stimidi98, Swedish SIGCHI, Aug 1998.
- Studies of communication and technology use in domestic environments, Stanford University, March 1999.
- Ambient communication technologies, MIT, October 2000.
- Looking for Smart Things (how to relate usability and usefulness), The MIT AI Labs Seminar on Dangerous Ideas, April 2002.

International Contacts / Awards / PI's

Reviewing
- ECSCW’95
- ECSCW’97
- CSCW’98
- CoBuild'99 - International Workshop On Cooperative Buildings
- CSCW’2000
- NordicCHI’2000
- OKIOS’2001 - Workshop on Design of Household Technologies

Workshops
**Awards**

- Apple Interface Design Project (1993 winner / 1994 educational support)
- Artz Electronica (2001 Brainball - Honorary Mentions)
- NordiCHI 2001 (Best paper - User Study of VMC with Intellectually Disabled)

**Principal Investigator**

- The Smarta Ting & Environments projectet – CID / KTH (Sponsored by CID)
- The ComHome projectet – CID / KTH (Sponsored by Telia)
- The Camelot projectet, a workshop about the domestic technologies – Interaktiva Institutet (Sponsored by KFB)
- “A User-study of Emotional Communication” - Interaktiva Institutet (Sponsored by Vinova)
- The SenSen project, Vision based perceptual interfaces – Interaktiva Institutet / MIT (Sponsored by SSF)