

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

1. Tollmar K., Marmolin H., and Sundblad Y. (1994): *The Collaborative Desktop - Collaboration and Information Building*, Formal demo at CHI'94, In proceedings of CHI'94, ACM Press.
2. Tollmar K., Sandor O. and Schömer A. (1996): *Supporting Social Awareness @Work - Design and Experience*, In proceedings of CSCW'96, ACM Press.
3. Tollmar K. (1997): *Participatory design techniques for CSCW*, In SIGGROUP Bulletin Vol 18/2, ACM Press.
4. Tollmar K. (1997): *Smarta ting & miljöer på CID*, Designjournalen, Vol 5 nr 1 / 98.
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,

- Organization, and Architecture". Proceedings of CoBuild'98, Darmstadt, Germany. Lecture Notes in Computer Science, Vol. 1370. Springer: Heidelberg.
6. Junestrand S. and Tollmar K (1999): *Video mediated communication for domestic environments*. In N. Streitz, S. Konomi, (Eds.), Cooperative Buildings – Integrating, Information, Organization, and Architecture. Proceedings of CoBuild'99, Pittsburgh, PA, Lecture Notes in Computer Science, Vol. 1670. Springer: Heidelberg, 1999.
 7. Tollmar K., Junestrand S. and Torgny O. (2000): *Virtually Living Together - Using Multiple-Method Design in the Search for Telematic Emotional Communication*. In conference proceedings of DIS'2000, ACM Press.
 8. Junestrand S., Lenman S., Thuresson B. and Tollmar K (2000): *Private and Public Spaces - Video Mediated Communication in a Future Home Environment*, Video paper at CHI'2000, ACM Press.
 9. Junestrand S, Keijer U. and Tollmar K (2001): *Design Patterns for Private and Public Digital Spaces in the Home Environment*. International Journal of Human-Computer Studies, Vol. 54, No. 5, May 2001, pp. 753-778.
 10. Junestrand S., Molin G., Tollmar K. and Keijer U. (2001): *User Study of VMC with Intellectually Disabled*, In conference proceedings of NordiCHI 2001 (accepted for publications in International Journal of Human-Computer Interaction).
 11. Tollmar K., Chincholle D., Klasson B. and Stephanson T. (2001): *VideoCafé – Exploring Mediaspaces in Public Places within Organisations*, Behavior and Information Technology, Volume 20, Number 2/March 1, Taylor & Francis.
 12. Tollmar K. (2001): *Towards CSCW Design in the Scandinavian Tradition*, Ph.D. Dissertation, NADA – KTH / SU, Oct 2001.
 13. Tollmar K. and Persson J. (2002): *Understanding Remote Presence*, In proceedings of NordiCHI 2002, ACM Press. (Finns även på svenska som Vinnova rapport: Användarstudie av artefakter för emotionell kommunikation)
 14. Darrell T., Tollmar K., Bentley F., Checka N, Morency LP, Rahimi A. and Oh A. (2002): *Face-responsive interfaces: from direct manipulation to perceptive presence*, In proceedings of UbiComp 2002: Ubiquitous Computing, Springer Verlag, Series: Lecture Notes in Computer Science. Volume. 2498.
 15. Tollmar K. (2002): *Perceptuella gränssnitt — vision eller kommande vardagsteknik?*, Friktion - Om mötet mellan olikheter i IT-forskning, Raster Förlag.
 16. Tollmar K., Demirdjian D. and Darrell T. (2002): *Gesture+Play*, Demo at UIST'2002, In proceedings of UIST'2002, ACM Press.
 17. Browall C., Tollmar K. and Petterson F. (2002): *Camelot - Rundabordsamtal och seminarier kring framtidens boende* (A workshop serie about domestic technologies), TELDOK / VINNOVA ISBN: 91-89588-61-4. (In Swedish)
 18. Tollmar K., Demirdjian D. and Darrell T. (2002): *Gesture+Play : full-body interaction for virtual environments*, Accepted for publication at CHI'2003.
 19. Demirdjian D., Tollmar K., Koile K., Checka N. and Darrell T (2002): *Activity maps for location-aware computing*, Accepted for publication at WACV'02, 2002.

Art / Exhibitions

- A:T Moderna Muset, Archives of Deleted Files, April 1995.
- The Global Tendency Machine, SoftAir Communication, April 1998.
- Comdex, SoftAir Communication, December 1998.

- 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.
- K/Haus – Kunstlerhaus Vienna, Global Tools, July 2001- Sept 2001.

News

- Dagens Nyheter – User-centered design in master programs at KTH, 12 April 1995 (in Swedish).
- Swedish Television – The smart technology project at KTH, 20 November 1997 (in Swedish).
- National Public Radio – Interactive chairs at Comdex, 28 November 1998.
- Dagens Nyheter – The smart technology project at KTH, 27 May 1999 (in Swedish).
- Dagens Nyheter – Smart Living, 20 February 2000.

Education

Supervising of masters student

- Marcus Hahn – KTH/1996
- Per Persson – KTH/1996
- Niklas Hirt – KTH/1998
- Niklas Alfredsson – KTH/ 1998
- Jon Person – KTH/1998
- Robert Mitell – Konstfack/1998
- 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.
- The smart home, The Swedish Association of Power supplier, February 2000.
- Ambient communication technologies, MIT, October 2000.
- The Future of Smart living, Stockholm International Furniture Fair, February 2001.
- Private and Public Spaces - Design Video Mediated Communication for Domestic Environments, MIT, May 2001.
- Smart spaces – combining the architecture and technology, Haward Design School (?), April 2002.
- 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

- Tollmar K. & Brown T., Scenario-based Design of Smart Things & Smart Environments, Ericsson Medialab, CID / KTH and IDEO, 1997.
- O'Brien J., Tollmar K. and Junestrand S, Understanding Professional Work and Technology in Domestic Environments, Workshop at CSCW'98.
- Tollmar, Darrell, Vision-based perceptual interfaces, Interactive Institute, KTH and MIT, 2001.

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)