

## CURRICULUM VITÆ

# Adrian Reetz

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## EDUCATION

### **Doctor Philosophiæ** **2008 – 2016**

Computer Science – Human-Computer Interaction  
University of Saskatchewan, Saskatoon, SK, Canada  
Dissertation topic: *Improving Command Selection in Smart Environments by Exploiting Spatial Constancy*  
Supervisor: Dr. Carl Gutwin

### **Diplom (TU)** **2001 – 2008**

Computer Science (major) & Business Administration (minor)  
Darmstadt University of Technology, Darmstadt, Germany  
Thesis topic: *Implementation and Evaluation of Novel Metaphors for Interaction in Ambient-Intelligent Environments*  
Supervisor: Dr. Dieter Fellner

## TEACHING EXPERIENCE

### *LECTURER*

#### **Cheriton School of Computer Science / University of Waterloo** **since 2018**

Course topic: *Elementary Algorithm Design and Data Abstraction (CS 136)*  
Course level: Undergraduate (1<sup>st</sup>-year)  
Terms taught: Winter 19, Winter 20, Spring 20, Fall 20, Winter 21  
Spring 21, Fall 21, Winter 22, Spring 23

Course topic: *User Interfaces (CS 349)*  
Course level: Undergraduate (3<sup>rd</sup>-year)  
Terms taught: Winter 22, Fall 22, Winter 23

Course topic: *Designing Functional Programs (CS 135)*  
Course level: Undergraduate (1<sup>st</sup>-year)  
Terms taught: Fall 18, Fall 19

## ADRIAN REETZ – CURRICULUM VITÆ

### SESSIONAL INSTRUCTOR

**Dept. of Management Sciences / University of Waterloo** **2017/18**

Course topic: *Introduction to Computer Programming (MSci 121)*

Course level: Undergraduate (1<sup>st</sup>-year)

**Dept. of Management Sciences / University of Waterloo** **2016/17**

Course topic: *Human-Computer Interaction (MSci 343)*

Course level: Undergraduate (3<sup>rd</sup>-year)

**Dept. of Computer Science / University of Saskatchewan** **2015/16**

Course topic: *Human-Computer Interaction (CMPT481/811)*

Course level: Undergraduate (4<sup>th</sup>-year), Graduate

**Dept. of Computer Science / University of Saskatchewan** **2014/15**

Course topic: *Design and Construction of Games and Interactive Systems (CMPT106)*

Course level: Undergraduate (1<sup>st</sup>-year)

## PROFESSIONAL EXPERIENCE

**Student Advisor – BBA/BCS Double Degree** **since 2020**

Cheriton School of Computer Science  
University of Waterloo & Wilfried-Laurier University  
Waterloo, ON, Canada

Head advisor: Dr. Bradley Lushman

Tasks: Advising students about CS courses and  
program-related policies  
Double-degree petition committee

**Student Advisor – General Computer Science** **2018 – 2020**

Cheriton School of Computer Science  
University of Waterloo  
Waterloo, ON, Canada

Head advisor: Dr. Bradley Lushman

Tasks: Advising students about CS courses and  
program-related policies

**Post-doctoral Research Fellow** **2016 – 2018**

Department of Management Science, The Games Institute  
University of Waterloo  
Waterloo, ON, Canada

Supervisor: Dr. Mark Hancock

Focus: Research statement available upon request

## ADRIAN REETZ – CURRICULUM VITÆ

### Research Assistant

the interaction lab  
University of Saskatchewan & Experience First Design  
Saskatoon, SK, Canada  
Supervisor: Dr. Carl Gutwin & David Callele  
Focus: Design, implementation, and evaluation of a  
game-based user study on mobile phones

**Jul 2015 –**

**Dec 2015**

### Research Assistant

Department of Interactive Multimedia Appliances  
Fraunhofer Institute for Computer Graphics Research  
Darmstadt, Germany  
Supervisor: Dr. Ali Nazari Shirehjini  
Focus: Design and implementation of a PDA-based  
3D room-control application

**Jun 2006 –**

**May 2008**

### Research Assistant

the interaction lab  
University of Saskatchewan  
Saskatoon, SK, Canada  
Supervisor: Dr. Carl Gutwin  
Focus: Design, implementation, and study of a gesture-based  
interaction technique for digital tabletop systems

**May 2005 –**

**Sep 2005**

## VOLUNTEERING EXPERIENCE

### *ACADEMIC REVIEWING*

Graphics Interfaces	Area Chair	<b>2020, 2021</b>
ACM CHI PLAY 2019	Area Chair	<b>2019</b>
ACM CSCW 2018	Area Chair	<b>2018</b>
ACM CHI 2018	Area Chair	<b>2018</b>
ACM SUI 2017	Area Chair	<b>2017</b>
NSERC GRAND NCE 2014	Area Chair	<b>2014</b>
NSERC GRAND NCE 2013	Area Chair	<b>2013</b>
ACM CHI, CHI PLAY, CSCW, ITS, and others	Reviewer	<b>since 2006</b>

### *ACADEMIC VOLUNTEERING*

ACM CHI 2011, Vancouver, Canada	Student Volunteer	<b>2011</b>
ACM CHI 2009, Boston, USA	Student Volunteer	<b>2009</b>
ACM CHI 2006, Montréal, Canada	Student Volunteer	<b>2006</b>

## **AWARDS**

NSERC SurfNet	Best Madness	<b>2014</b>
NSERC GRAND NCE	Best Presenter (HM)	<b>2014</b>
University of Saskatchewan	Student Travel Award	<b>2014</b>

## **TEACHING & PERSONAL DEVELOPMENT**

### *TEACHING DEVELOPMENT*

<b>Teaching Excellence Academy</b>	<b>2023</b>
Centre for Teaching Excellence University of Waterloo, Waterloo, ON, Canada	
Topic: Redesigning <i>User Interfaces (CS349)</i> within the <i>Course Design Framework</i> by Ellis, <i>et. al.</i>	

### *TEACHING CERTIFICATIONS*

<b>Teaching Development Seminar Series</b>	<b>2017</b>
Centre for Teaching Excellence University of Waterloo, Waterloo, ON, Canada	

## **REFERENCES**

Available upon request

## PUBLICATIONS

### FULL PAPERS

**Reetz, A.**, Valtchanov, D., Barnett-Cowan, M., Hancock, M., and Wallace, J. 2021. Nature vs. Stress: Investigating the Use of Biophilia in Non-Violent Exploration Games to Reduce Stress. In *Proceedings of the ACM on Human-Computer Interaction*, 5: CHI PLAY, 1 – 13. <https://doi.org/10.1145/3474674>

Tondello, G., Valtchanov, D., **Reetz, A.**, Whebe, R., Orji, R., and Nacke, L. Towards a Trait Model of Video Game Preferences. In *International Journal of Human-Computer Interaction*, 34:8, 732–748. <https://doi.org/10.1080/10447318.2018.1461765>

**Reetz, A.** and Gutwin, C. Making big gestures: effects of gesture size on observability and identification for co-located group awareness. In *Proceedings of the 32<sup>nd</sup> conference on Human factors in computing systems – CHI '14*. ACM Press, New York, NY, USA, 4087–4096. <http://doi.org/10.1145/2556288.2557219>

Genest, A., Gutwin, C., **Reetz, A.**, Mandryk, R., Pinelle, D., and Doucette, A. Looking ahead: a comparison of page preview techniques for goal-directed web navigation. In *Proceeding of the 12<sup>th</sup> conference on Human-Computer Interaction – Interact '09*. Springer, Berlin / Heidelberg, Germany, 378–391. [http://doi.org/10.1007/978-3-642-03655-2\\_42](http://doi.org/10.1007/978-3-642-03655-2_42)

**Reetz, A.**, Gutwin, C., Stach, T., Nacenta, M., and Subramanian, S. Superflick: a natural and efficient technique for long-distance object placement on digital tables. In *Proceedings of the 25<sup>th</sup> conference on Graphics Interfaces – GI '06*. Canadian Information Processing Society, 163–170. <http://dl.acm.org/citation.cfm?doid=1143079.1143106>

### NOTES, POSTERS, AND CONTESTS

**Reetz, A.**, Gutwin, C. Big gestures?: factors that influence gesture visibility. *GRAND NCE annual workshop 2014*, Ottawa, Canada

**Reetz, A.**, Gutwin, C. World pointing: improving natural pointing interaction with real-world landmarks. *GRAND NCE annual workshop 2013*, Montréal, Canada

Doucette, A., **Reetz, A.** The Interaction Tweet. *Student Innovation Contest of the 23<sup>rd</sup> annual ACM symposium on User Interface Software and Technology – UIST '10*. ACM Press, New York, NY, USA.

## **ADRIAN REETZ – CURRICULUM VITÆ**

### *THESES*

**Reetz, A.** Improving Command Selection in Smart Environments by Exploiting Spatial Constancy. Ph.D. Thesis, University of Saskatchewan, Saskatoon, SK, Canada, 2016.  
<http://hdl.handle.net/10388/ETD-2015-11-2389>

**Reetz, A.** Implementation and Evaluation of Novel Metaphors for Interaction in Ambient-Intelligent Environments. Diplom Thesis, Darmstadt University of Technology, Darmstadt, Germany, 2008.

### *INVITED ACADEMIC TALKS*

David R. Cheriton School of Computer Science, **Jun 2018**  
University of Waterloo, Waterloo, ON, Canada

Department of Applied Computer Science, **Mar 2018**  
University of Winnipeg, Winnipeg, MB, Canada

Faculty of Information – iSchool, **Jan 2018**  
University of Toronto, Toronto, ON, Canada

Faculty of Business & IT, **Mar 2017**  
Ontario Tech University, Oshawa, ON, Canada

Department of Computer Science, **Nov 2014**  
University of Saskatchewan, Saskatoon, SK, Canada

The Games Institute, **Oct 2014**  
University of Waterloo, Waterloo, ON, Canada

Natural Media & Engineering Group at HumTec, **Apr 2011**  
RWTH Aachen University, Aachen, Germany