

Name Art der Arbeit Titel der Arbeit Datum

Alinaghian, Moein

Bachelor

Interaction Techniques using Multi-Touch Interfaces for Social Network Friend Grouping

01.02.2018

Altmeyer, Maximilian

Bachelor

The Trash Game - Ein gamifizierter und crowd-basierter Ansatz zur Motivation bewusster Mülltrennung

2013

Master

Expense Control: A Gamified, Semi-Automated, Crowd-Based Approach for Receipt Capturing

2016

Anwar, Hamza

Master

Factors and Effects of Immersiveness in Driving Simulators

2014

Aptsiauri, Zezva

Bachelor

Sturzerkennung mit einer (Android-) Smartwatch

18.10.2018

Aruchamy, Ramkumar

Master

Design of flexible dialogue management strategies for interactive dialogue systems

2019

Bachynskyi, Myroslav

Master

Innovative Mobile Payment Concepts at Point-of-Sale

28.01.2016

Backes, Christian

Bachelor

Geskriptete Unterstützung der Analyse und Bewertung von Nachrichten und Informationen in internetbasierten Diskussionsplattformen

14.06.2018

Baron, Yannick

Bachelor

UbisGames - Ubiquitous Game Assistants

2014

Barth, Marvin

Bachelor

Invisible Codes as Enhancement of Retailing Processes - Information Overlaying using Invisible Inks

2012

Barth, Sebastian
Bachelor
PASS Positionsabhängiges Android-Spiel für Supermärkte
2014

Barz, Michael Johannes
Master
Computational Modeling and Prediction of Gaze Estimation Error for Head-mounted Eye Trackers
2019

Baumann, Sebastian
Bachelor
Konzeption und Entwicklung einer grafischen Benutzeroberfläche zur manuellen und automatisierten Geschäftsprozessmodellabstraktion
06.10.2016

Bender, Patrick
Bachelor
RFID-basiertes Framework zur Einkaufsunterstützung mittels Gestensteuerung
2013

Berdin, Johannes
Bachelor
Mobiplan - Darstellung von Gebäudeplänen auf mobilen Endgeräten
2012

Bergmann, Henrik
Bachelor
Developing a Framework for Rapid 3D User Interface Evaluation
17.05.2016

Bhansali, Bhavesh
Master
Offline Product Recommendation Based on Customer Trajectories
2018

Bhatti, Omair Shahzad
Bachelor
EyeLogin - Calibration-free Authentication Method For Public Displays Using Eye Gaze
01.03.2019

Biehl, Lucas
Bachelor
Dual-Smartwatch. Untersuchung von Interaktionskonzepten für zwei kooperierende Smartwatches
14.09.2017

Bienias, Jens
Bachelor
Konzeption und Entwicklung einer curriculum-basierten Navigationskomponente für Blended Learning Systeme
2011

Bies, Pascal

Master

Detecting Memorable Real-World Experiences in Egocentric Video

2019

Bock, Thierry

Bachelor

Modeling 3D-printed haptic guidance structures for Human-Computer Interaction

14.01.2018

Bozkurt, Nisa

Master

Interacting with Five Fingernail Displays Using Hand Postures

2019

Braun, Michael

Bachelor

Exploring depth-camera based interaction techniques für mobile projectors

2014

Braun, Michael

Master

A clustering approach for queue prediction in retail scenarios based on location tracking

2019

Brauner, Nicolas

Bachelor

Crowdjump Untersuchung des Prozesses der nutzer-gesteuerten Entwicklung eines Plattformer Spiels

01.10.2015

Buchheit, Dominic

Master

Measuring the Effect of User Designed Gamification in an Image Annotation Setting

2016

Bürckert, Christian

Master

Echtzeitentscheidungen durch Trajektorien simulation in Dual Reality

2020

Castelino, Akash Joseph

Master

Virtual Realiy robot teleoperation using multiple RGBD camera 3D reconstruction

2016

Cheikh el Wely Ould Sidi Mohamed

Bachelor

semi-automatische Wissensakquisition in der Produktion: Extraktion und domänenspezifische
Bewertung von Sinnrelationen

2014

Chen, Xi

Master

A Framework for Mixed Reality Augmented with Haptic Feedback

2014

Chernov, Andrey

Bachelor

A method for 3D reconstruction of a foot with Kinect

2013

Cucerca, Sebastian

Bachelor

Developing a prototype of a dynamically constructed virtual reality environment for E-Commerce experiences

20.08.2018

Cullmann, Alexander

Master

Motion Wallet: Motion Gestures for Mobile Payment

2020

Daiber, Florian

Promotion

Touching the 3rd Dimension - Interaction with Stereoscopic Data On and Above Interactive Surfaces

31.01.2019

Dernbecher, Kathrin

Master

Gamification in Online Advertising

2014

Domke, Alla

Master

An interaction concept for performance support using smart glasses

2019

Donia, Jonas

Bachelor

Learning Business Process Model Representations Using Triplet Loss

01.10.2015

Düwel, Tim

Bachelor

TAROC - A Tangible Augmented Reality System for Object Configuration

01.10.2015

Ehrlich, Jan

Bachelor

Exploring Mid-air Interaction for Menu Control in Virtual Reality with regard to Task Performance and User's Performance

11.12.2018

Falk, Eric

Master

Multi-touch Selection Techniques for Stereoscopic 3D Content

29.03.2019

Fando, Chrispo

Master Energy disaggregation: Case of households with low sampling rate

2016

Farooq, Umar

Master

Multimodal Presentation to support Human for Resolving Semi-Autonomous Agent Failures using mixed Reality and Transfer of Control

2015

Fehringer, Benedict C.O.F.

Master

Analyse des Potenzials der Kalibrierungsanpassung eines am Kopf befestigten Eye Trackers an einen neuen Nutzer

26.09.2017

Feit, Anna Maria

Master

Piano Text: Transferring Musical Expertise to Text Entry

21.09.2017

Felten, Felix

Bachelor

Climbing Tracker - Using forearm EMG-and IMU-data

09.06.2015

Fey, Stefan

Bachelor

Augmented Reality Spiel für langzeitstationäre Kinder

2014

Master

Biosignale und Intertialsensoren für die Steuerung sekundärer Aufgaben im Automobil

2019

Framer, Matthias

Bachelor

Geeolock-Paths as Passwords

03.11.2018

Freund, Andreas

Bachelor

MobiCube: A Novel Approach to 3 D Menus on Mobile Devices

2013

Freund, Andreas

Master

A machine learning Toolbox for Recognizing Individual human activities on smartphones

2016

Ganev, Lyubomir

Master

Framework for Evaluation of Recommender Systems that Suggest Mobile Applications

26.02.2019

Geiser, Johannes

Bachelor

Exploring Reading Performance and User Preference on Paper, iPad and Google Daydream

08.11.2016

Geßner, Peter

Bachelor

Meetpeople - an App to bring people together

2012

Giannopoulos, Ioannis

Master

An Eyetracking Framework for Persuasive Interaction with Virtual Shelves in an Instrumented Retail Environment

28.02.2018

Gillenberg, Benedikt

Bachelor

Ein Framework für digital gesteuerte Escape Rooms mit dynamischer Schwierigkeitsanpassung

04.05.2015

Gläser, Valentin

Bachelor

Virtual Surveillance

2012

Gottwalles, Dominic

Bachelor

Socialized Club System - Ein gamifiziertes System zur Verbesserung der Kommunikation und der Übersicht in Großraumdiskotheken

2013

Master

Eingabe diskreter numerischer Werte in Virtual Reality

2018

Graus, Moritz

Bachelor

Privacy Circles: Interactive Area-Based Recipient Selection for Facebook Posts

2011

Gressung, Eva Maria

Bachelor

Regelbasierte Empfehlungsdienste für Kunden im Offline-Handel Basierend auf Automatisch Geplanten Teilsortimenten

2012

Groß, Julian

Master

Efficient GPU-based Nearest Neighbor Search in Particle Simulations using Shared Memory
2016

Grün, Amelie

Bachelor

Generating 3D Roadmaps with Braille Labels for Visually Impaired People
19.06.2017

Hanzelka, Jan

Bachelor

Inferring Finite State Machines in a Robotic Task Learning Scenario
2014

Hanzelka, Jan

Master

Development of a universal input/output device program architecture, implementation and device embodiment
2019

Hartmann, Jannis

Bachelor

Konzeption und Implementierung eines Verfahrens zur prozessorientierten Bewertung der Gefahren chemischer Substanzen
03.09.2017

Haser, Mathias

Bachelor

Entwicklung eines Kontext-sensitiven Launchers für Android Mobilgeräte"
2012

Hatirnaz, Ali

Bachelor

Ein Interaktionsframework mittels Tiefenkamera am Beispiel Frischetheke
2014

Hauptenthal, Yannic

Bachelor

YAVA: Yet Another Vegan App
2014

Hell, Philip

Bachelor

Development and Evalutaion of a Virtual Reality Shopping Experience in a Virtual Apartment
16.10.2018

Hempel, Jonas

Bachelor

Lowering the impact of phone call interruptions on concurrent mobile application usage
2013

Henne, Justus Till

Bachelor

Nordlicht - Design and evaluation of a Point & Click Adventure Game
01.10.2015

Hennemann, Matthias

Master

Twitch Plays Hedgewars: A Case Study of the "Twitch Plays" Phenomenon
2019

Herbig, Nico

Bachelor

FrAPP-Framework for Automated Product Placement
2012

Master

DEPIaTa - A Digitally Enhanced Planning Table for Rough Factory Layouts
2019

Hirtz, Christoph

Bachelor

Hybrid Front-and-Back Touch Input on Large Mobile Devices
2014

Master

LED Watch. Extending Watches by Ambient Smart LED Frame
2019

Hnatovskiy, Vladislav

Bachelor

Development and Evaluation of a Multiplayer Game with Shared Game Control
08.11.2018

Hoffmann, Bastian

Master

Evaluation of Interaction Modalities Using Wearables During Cycling
2016

Hoppe, Sabrina

Bachelor

Exploring Ant Colony Optimisation for the Keyboard Arrangement Problem
2014

Hornberger, Lena

Bachelor

Training Assistant for Hobby Volleyball Players
03.08.2018

Hosseini, Seyedmostafa

Master

Silver Cycling: Evaluating the Effectiveness of Persuasive Strategies to Promote Physical Activity among Older Adults
2016

Hupperich, Fabian

Bachelor

Design and Evaluation of an Autonomous Agility Ladder Trainer using Interactive Projections
06.03.2017

Hussain, Syed Mehran

Master

Head-Mounted Eye Tracker Calibration using Smooth Pursuits
2015

Jäckel, Christian

Master

TwitSoccer - Automatic Soccer Tracking based on Twitter Feeds
2019

Jacob, Caspar

Master

Mixed Reality Collaboration in dynamisch rekonstruierten 3D-Umgebungen
2016

Jank, Oliver

Bachelor

Detection of Saccades and Fixations in OpenDS User Studies: Combining the Data from Virtual and Real Environments
2011

Jerhof Jochen

Bachelor

Entwicklung des immersive Virtual Memory Tasks zur Diagnostik der räumlichen Wahrnehmungsfähigkeiten
01.10.2015

Linz, Stephan

Bachelor

Android Smart: An Android Framework for Sensor Data Acquisition via Bluetooth
2011

Kaczmarczyk, Michael

Master

Plan generation processes and strategy detection on the example of a Real-Time Strategy Game
27.05.2018

Kapcari, Edite

Master

Parallel vs. Traditional Faceted Browsing: Comparing Studies and Proposed Enhancements
2019

Kattenhauser, Annika

Master

Quiri Analyzer - Visualisierung von Krankheitsverläufen chronischer Schmerzpatienten. User Experience Design interaktiver Informationsvisualisierungen
2019

Kerber, Frederic

Master

Smartphone-based capture of uninstrumented indoor environments

24.01.2019

Khalil, Rudy

Bachelor

Data Collection, Analysis and Neural Baseline for Graph Description Generation

05.03.2017

Khan, Arif

Master

Automatic Speech Recognition Techniques To Enhance Air Traffic Management

2020

Kiefer, Gian-Luca

Bachelor

Development and Evaluation of a Virtual Reality Furniture Arrangement Toolkit using different Interaction Techniques

2009

Master

Deep Learning based 3D Human Pose Recognition from real and synthesized images

2014

Kiefer, Tobias

Bachelor

PLUS Architektur Browser (PAB)

2012

Master

Investigating Interaction Techniques for State-of-the-Art Smartwatches

2019

Kihm, Benjamin

Bachelor

An Investigation of three-dimensional spatially aware peephole display

2012

Klauck, Michaela

Bachelor

Exploring Design Spaces of Gaze-Contingent Notifications

2012

Kleber, Maximilian

Master

Simulation und Visualisierung von Systeminformationen zur Funktionsabsicherung bei Testfahrten

2019

Klingner, Sören

Mastee

Deep Emotional Decision Making: Action Selection based on Emotional Patterns

2016

Kochkarov, Furkat

Master

Designing a computational model of visual saliency for highly automated driving
2016

Kohler, Kevin Klaus

Master

Interactive 3D Audio Dramas - Exploring the Effects of Spatial Sound on Location-Based Audio Games
2014

Körber, Yannick

Bachelor

Filter Mechanisms for Event Processing in Cyber-physical Systems
2013

Kosmalla, Felix

Bachelor

BouldAR - Design and Evaluation of a Mobile Augmented Reality System for Collaborative Boulder
Training

2014

Master

ClimbSense-Automatic climbing route recognition using wrist-worn inertia measurement units
2019

Köster, Marcel

Bachelor

An Interactive Space Simulation For Media Facades

2014

Master

Adaptive Position-Based Fluids for Interactive Applications

2019

Kraus, Dennis

Bachelor

Prototyping environment for projector phones based on Microsoft PixelSense

2013

Kunzler, David

Master

ACES - Application and Controlling Framework for Electronic Shelf Labels

29.03.2019

Lander, Christian

Promotion

Ubiquitous Head-Mounted Gaze Tracking

30.05.2018

Lautemann, Nadine

Bachelor

Entwicklung einer mobilen Assistenzlupe zur Unterstützung von Supermarktmitarbeitern bei der
exakten Umsetzung von Planogrammen

2014

Master

ambiPad - Entwicklung und Evaluation eines mit ambientem Feedback erweiterten Mobilgeräts
2020

Leidinger, Tobias

Master

Mobile capturing and interpretation of product ingredient lists

28.02.2019

Leisering, Samuel

Master

Automatically Evaluating The Principle of Least Privilege on Websites

2016

Lessel, Pascal

Master

Personalized Digital Restaurant Menu

27.03.2018

Li, Lianchao

Master

Interaction with stereoscopic data displayed on mobile devices

28.12.2017

Liebemann, David

Master

On-the-fly Surface Reconstruction of Rigid Bodies and Deformable Objects for Unified Position-Based Dynamics

2014

Linz, Nicklas

Master

Using Neural Word Embeddings in the Analysis of the Clinical Semantic Verbal Fluency Task

2016

Loskyll, Matthias

Master

Ontology Development in the Upcoming Web 3.0 Era: Design and Implementation of Visualization, Search and Online Editing Tools

30.05.2017

Mammador, Tural

Master

A dataset for object recognition and tracking in robocentric RGB-D videos

2016

Marx, Martine

Bachelor

The Resonating Dark Room - Evaluating a Digital Arts Experience

02.01.2019

Mauderer, Michael

Master

Combining Touch and Gaze for Distant Selection in a Tabletop Setting

22.05.2018

Maurer, Julian

Master

Racetime prediction on historical training data for hilly and non-hilly courses

2016

Mehta, Vikram

Master

An Empirical Study of How People Use Skin as an Input Surface for mobile and Wearable Computing

2019

Meka, Abhimitra

Promotion

Live Inverse Rendering

30.10.2018

Merkel, Dieter

Bachelor

System für die Aufmerksamkeitsanalyse des Fahrers basierend auf Blickdaten

2011

Mickler, Christian

Master

FibreShelf - Event recognition on supermarket shelves

29.09.2016

Mohr, Andreas

Bachelor

Moveyaa - A smartphone application for finding relevant events in your city

2014

Müller, Dennis

Master

Gesture-Based Exploration and Selection of Projected 3D Particle Data

2014

Müller, Jens
Bachelor
Modellierung von Steuerbaren Projektoren und Projizierten Displays in Yamamoto
2014

Müller, Kevin
Bachelor
Smart Doorbell: Speech-Based Interaction with Artificially Intellegent Smart Devices
2010

Müller, Kevin
Master
Explox: Personalized Route Recommendations for Recreational Cyclists Based on Past Activities and Popular Segments
2016

Muller, Linda
Bachelor
Personalizing Gamified, Persuasive Health Systems Using Behavior Change Intentions and Hexad User Types
01.10.2015

Murlowski, Christian
Master
Interactive Technology for Slackline Training
2016

Musayev, Ruslan
Master
Application based mobile Advertising
2019

Nassiri, Nima
Bachelor
Automatisierte Schadenerfassung und Interpretation von Tierarzt-Rechnungen mittels Image-Processing, Deep Learning und Optical Character Recognition
01.10.2015

Nayak, Santhosh
Master
Adaptive Virtual Reality in Acrophobia Research
2017

Ngoufack Yol, Daniel Hilaire
Bachelor
Visualizing Off-Screen Locations using Halo, Wedge and scaled-Arrows techniques
16.06.2018

Niu, He
Master
Off-page Visualization Strategies for Recommending Items in Leaflets
21.11.2017

Olimov, Amrullokhuj

Master

Dialogue System Optimization using the Keystroke-Level model

2020

Omyla, Daniel

Master

Analyse von Bewegungsprofilen in einer Smartphone-Server Architektur

28.02.2018

Palmieri, Valeria

Bachelor

Stylesheet Based Interface Adaption for Children

2012

Palmieri, Valeria

Master

IMOTA - Interactive Multi Omics Tissue Atlas

2018

Peller, Fabian

Bachelor

SafeLoc: Location obfuscation on mobile devices for third-party applications

2011

Pohle, Adina Chiara

Bachelor

Teaching Object Properties to a Robot Multimodally

04.2019

Puhl, Michael

Master

Hand Gesture Recognition Based on Electromyography

2019

Raber, Frederic

Master

Sensor-Based Interactive Editing of 3D Motion Paths for Character Animation

22.06.2017

Rau, Andreas

Master

Predicting Code Quality Using Automated GUI Testing

21.05.2018

Rauber, Thorsten

Master

A time-efficient re-calibration algorithm for improved long time accuracy of head-worn eye trackers

2019

Recktenwald, Pascal

Master

Entwurf und Implementierung eines Aktivitätseditors im Kontext von Yamamoto und UbiWorld

29.03.2019

Reindl, Anna

Bachelor

The Haptic Palette - Exploring Texture Interaction with a Dynamic Passive Haptic Feedback Device in Virtual Reality

01.10.2015

Reinert, Maximilian

Master

Automated Web Application Mapping

2019

Rekrut, Mathias

Bachelor

Writing Readable Tests with EXSYST

2013

Reszow, Sarah

Bachelor

A Hyper-Responsive Sequential Storytelling System

20.01.2016

Rolshausen, Felix

Bachelor

Multi User Interaction on Public Displays with Head and Eye Movements

2011

Rosenberg, Christoph Alexander

Master

Over There! Visual Guidance in 360-Degree Videos and Other Virtual Environments

2019

Ruiz Gallego, Lina Marcela

Master

Gathering Implications for the Design of Digital Shopping Lists

26.07.2017

Rupp, Thomas

Bachelor

ein skriptbasiertes Framework zur Simulationsunterstützung im Dualen Raum

2013

Rutsch, Nadja

Bachelor

Methoden zur Blickrichtungssteuerung am projizierten Einkaufsregal

2012

Rutsch, Nadja

Master

Evaluation of Map-Based Menus and Apartment Categories in Online Shops

2017

Ryzhova, Margarita

Master

The cost of pragmatic inferences triggered by informatically redundant utterances

2016

Sadasivam Nagarathinam, Sugavanesh

Master

Concept Classification Using Sequence Labeling Approaches in Air Traffic Controller Domain

2019

Sahner, Julian

Master

Boosting Viewer Influence in Gaming Live Streams using Biometrics and Gaming Environment

Manipulations

2015

Sander, Tobias

Bachelor

Investigating the Effect of a Gamified Public Display to Encourage Physical Activity

17.10.2017

Schäfer, Daniel

Bachelor

Development and Evaluation of Authentication Schemes for Mobile Virtual Reality

11.10.2018

Schäfer, Johannes

Bachelor

Interface zur Aufzeichnung und Analyse von Kundenläufen in Warenhäusern

2014

Schamper, Thorsten

Bachelor

Ambient Highlighter - A Toolkit for Ambient Notifications through Object Recognition in Real Time

16.08.2016

Schardt, Philipp

Bachelor

Sensorbasierte Erkennung der Handhaltung zur Entwicklung dynamisch adaptiver
Benutzerschnittstellen für Smartphones

2013

Master

Towards an Ambient Assistive System Using Wrist-Worn Human Activity-Recognition

2016

Scherer, Laura

Bachelor

Ein digitaler Baukasten für die Erstellung von Spielen zur Förderung der Aufmerksamkeit 2013

Master

MDM & Data Storytelling: Two key elements for a competitive Information Architecture leading to
better decision-making processes

2019

Schlosser, Alexander

Master

Identifying Information Leaks in Cross-Platform Applications

2016

Schmeer, Lea

Bachelor

Enable or Disable Gamification? Investigating the Effect of Choice in a Gamified Setting

02.05.2018

Schmidt, Nikodemus

Bachelor

Fitness RPG Ein gamifiziertes System zur Motivation sportlicher Aktivität in Fitnessstudios

01.10.2015

Schmitz, Lukas

Bachelor

Georeferencing Climbing Topology on High Resolution Drone Imagery

11.04.2017

Schnabel, Nils

Master

Konzeption eines Ansatzes zur induktiven Referenzprozessmodellierung auf Basis der
Maschinensemantiken von Geschäftsprozessmodellen

22.01.2019

Schommer, Christopher

Bachelor

To-Do List Applications for Smartphones - Investigating the Current State of the Art and Developing
Design Guidelines in a Participatory Design Process

2012

Schommer, Christopher
Master
Using Virtual Reality to Manage Friend Lists in Social Networks
2015

Schönleben, Oliver
Master
A Class of Gestures for Mobile Environments
26.10.2017

Schubhan, Marc
Bachelor
Player Types 2 Go: Towards Predicting Hexad Player Types Using Smartphone Data
01.10.2015

Schuck, Tobias
Bachelor
Entwicklung und Evaluierung einer Benutzerschnittstelle zur Preiskalkulation von
Softwareprodukten2010

Schuffert, Winfried M.
Master
A Heuristic Approach to Adapting Gesture Recognition Models Based on Implicit Multimodal Driver
Feedback
2014

Schwitzgebel, Lukas
Bachelor
Analyse und Entwurf eines wissensbasierten Systems zur Erfassung und Visualisierung einer IT-
Landschaft in der Fertigung
06.03.2019

Sharifullaeva, Firuza
Master
Cognitive Task Modelling for Therapy Adherence Dialogues
2016

Sharma, Mansi
Master
Towards silent speech BCIs: Decoding semantic categories of imagined words from EEG activity
2016

Singh, Monika
Master
Predictive Model of Evolution Time from Menu to Hotkey
2019

Sirur, Mohammed Adnan
Master
IoT Enabled Indoor Positioning systems for Retail Stores
2016

Siweris, Marco
Bachelor
Entwicklung und Evaluierung einer neuen Methode zur Kategorisierung von Motion Sickness Typen für VR Anwendungen
01.03.2018

Soto Ortega, David
Master
A Framework for Integration of Printed Electronic Sensors on Deformable Surfaces
2019

Speicher, Marco
Master
Exploring 3D Interaction Techniques for Stereoscopic Content using Consumer Tracking Devices
2019

Speicher, Marco
Promotion
Measuring User Experience for Virtual Reality
30.08.2019

Spirescu, Adrian
Bachelor
Parallel Faceted Browsing - Entwurf, Implementierung und Evaluation
2013

Staudt, Daniel
Master
Ein kontext-basiertes Weinberatungssystem
28.02.2017

Steiger, Dominik
Master
Mining Test Data for Web Applications
2016

Stelling, Elisa
Master
Ein Word Embedding zur Produktsuche im Einzelhandel
2016

Sutaj, Brendon
Bachelor
Automated Graph Generation for Augmented Reality Applications
02.02.2018

Tabellion, Daniel
Bachelor
mobisaarWORLD: A Critical View on Security Aspects of Crowdsourcing Platforms
05.10.2018

Tasch, Corinna
Bachelor
Foot Tracking in Mixed Reality Climbing Environments
01.10.2015

Theis, Rafael
Bachelor
Tatort VR: Eine Entwicklungsumgebung für Virtual Reality
2011

Thirunavukkarasu, Sathesh
Master
Visual Guiding in Retail Environments
22.01.2018

Tiab, John
Master
Design and Evaluation Techniques for Cuttable Multi-touch Sensor Sheets
2019

Timm, Christoffer
Bachelor
Eine IDE für die grafische Entwicklung von Cordova-Apps mit Storyboard, Data Binding und Sensor Logging
2011

Unger, Adrien
Master
Trailrunning navigation through skin drag and shape change
2017

Unterdörfer, Sandra
Master Entity Aware Input Generator for Semantic Crawler
2016

Vasilaki, Viktor
Master
Für ein Citizen Science Modellvo Barrierefreiheit im ÖPNV - Bushaltestellen-Kartierung mit Hilfe von Semantischer Bild-Segmentierung
2015

Vielhauer, Alexander
Bachelor
Enriched Livestream Experience: Expanding Hearthstone Livestreams with New Communication Channels
2011
Master
Go&Get: An Intelligent Shopping List for Everyday Goods
2014

Viets, Hanjo

Master

Synchronized Multi-Stream Transport of Stereoscopic HDTV

27.05.2018

Voitenko, Oleksii

Master

Objective comparison of text-to-speech systems for Russian language using automatic speech recognition

2016

von Radziewsky, Luisa

Master

Scarfy Augmenting Human Fashion Behaviour with Self-Actuated Clothes

2019

Vossebein, Nils

Bachelor

Privatspähre im smarten Supermarkt

14.06.2018

Vujic, Marko

Master

Immotion - An Exergam for Warmup Guidance

2016

Wagner, Alexander

Bachelor

DRESS - Ein grafisches Tool zum Erstellen und Bearbeiten von Geschäftsregeln

2014

Wagner, Alexander

Master

Landmark-Based Indoor Navigation Using Convolutional Neural Networks

2016

Walter, Tobias

Master

Design Patterns und Evaluationsheuristiken zur Unterstützung der Gestaltung von Mixed Reality-Applikationen für Microsofts HoloLens

2019

Wang, Tengfei

Master

Hidden Markov Model Based Recognition of German Finger Spelling Using the Leap Motion

2019

Waxweiler, Daniel

Bachelor

AppScrobbler - A mobile application giving users insight into their app usage

2013

Waxweiler, Daniel

Master

Making Chromium's Certificate Transparency Integration More Accessible

2019

Weigel, Martin

Master

Easing Rapid Prototyping of Interactive Applications for Mobile Projectors

21.06.2018

Wiehr, Frederik

Bachelor

Modeling Spatial Familiarity, A Tool to Explore Travel Behavior of Humans Based on Spatio-temporal Clustering

2014

Master

Passively Collecting Location and Activity Data for Measuring Spatial Familiarity

2019

Wolff, Christian

Bachelor

Analyzing Crowd interaction within a collaborative gaming scenario

2012

Master

Motivating Useres with Bottom-Up Gamification in a Microtask Setting

2016

Woll, Robin

Bachelor

Anforderungen und Architektur einer webbasierten Lösung zur Integration von Quiz-Fragen in Lernvideos

2012

Yalamareddy, Chaitanya

Master

Predicting Critical Measure of Facebook Friends

2018

Zacharias, Jan

Bachelor

Automatic User Identification in Retail

17.12.2016

Zapp, Manuel

Bachelor

ProGeM - Konzepte zur produktiven Geschäftsprozessmodellierung auf mobilen Endgeräten

2013

Zenner, André

Bachelor

Concepts, Implementation and Evaluation of spatio-temporal Visualizations of Bushfires
2014

Zenner, André

Master

Investigating weighted Distribution in Virtual Reality Proxy Interaction
2019

Ziegler, Pascal

Bachelor

Monsters in the Box: Engaging Pedestrians with Media Facades Through Gaming
2012

Master

Emperical Analysis of Selection Based Text Entry in Virtual Reality
2018

Ziegler, Sven

Bachelor

Autonomous Depending Detection and Rules Recommendation for Smart Home Systems
18.10.2016