

Personendetailseite (LSF Cache)

Prof. Dr. phil. Marc Oliver Korn

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Funktion

- Fakultät Medien und Informationswesen (M+I), Professor*in
- Institut für Angewandte Forschung, Mitglieder IAF

Lehrveranstaltungen (aktuelles und vorhergehendes Semester)

- Aspekte der Mensch-Computer- Interaktion, M+I129
- Game Development, M+I294
- HCI in Computerspielen, M+I736
- HCI Studien Seminar, M+I735
- Human-Computer-Interaction, M+I658w
- Kontextbewusste Systeme, M+I733
- Multimodale HCI. Perspektiven der Mensch-Computer-Interaktion (MCI), M+I335
- Perspektiven der HCI, M+I734
- Quantifying the Effects of Media, M+I416
- Quantifying the Effects of Media Lab, M+I417

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- Seminar Game Development, M+I293
- Serious Games und Gamification, M+I337
- Studien in der HCI. Qualitative und quantitative Methoden der MCI, M+I336

Aufgaben

Human Computer Interaction;
Context-Aware Systems;
Affective Computing; Game Design

Lebenslauf

Akademischer Werdegang

Prof. Dr. Oliver Korn ist Professor für Human Computer Interaction an der Hochschule Offenburg und Direktor des ACI (Affective & Cognitive Institute). Er ist Senior Member der Association of Computing Machinery (ACM), Professional Member des Institute of Electrical and Electronics Engineers (IEEE) und zertifizierter Projektmanager (IHK). Er ist Mitgründer der KORION GmbH, eines Spin-Offs der Fraunhofer Gesellschaft.

Er promovierte in Informatik am SimTech Exzellenz-Cluster der Universität Stuttgart am Institut für Visualisierung und Interaktive Systeme (VIS). Seine Arbeit über Assistenzsysteme mit Gamification wurde mit dem Gips-Schüler-Forschungspreis ausgezeichnet.

Seine Forschungs- und Arbeitsschwerpunkte sind:

- Assistive Technologies & Robotik
- Affective Computing
- Augmented, Virtual and Mixed Reality
- Gaming & Gamification

Die Vision ist es, unsere Umgebung anzureichern durch intuitive Interfaces sowie "intelligente" Assistenzsysteme und motivierende spielerische Anwendungen, welche sich dem Nutzer und dem Kontext anpassen.

Forschungsschwerpunkte

Forschungsprojekte

- **SUITCEYES (2018-2020)**
Intelligente Kleidungsstücke für Menschen mit Taubblindheit
<http://suitceyes.eu/>
Träger: Europäische Union (EU), Horizon 2020
- **incluMOVE (2017-2019)**
Assistenzsysteme für Menschen mit Behinderungen bei der beruflichen Wiedereingliederung
Träger: Bundesministerium für Bildung und Forschung (BMBF)
- **KoBeLU (2016-2019)**
Kontextbewusste Lernumgebung für Aus- und Weiterbildung, besonders Lernende in MINT-Fächern
<http://www.kobelu.de/>
Träger: Bundesministerium für Bildung und Forschung (BMBF): Erfahrbares Lernen
- **motionEAP (2013-2016)**
Assistenzsysteme für

Produktionsprozesse mit
Projektion und Gamification-
Elementen
Träger: Bundesministerium
für Wirtschaft und
Technologie (BMWi):
Konvergente IKT

- **motivotion60+ (2009-2012)**
System zur Sturzprävention
für Senioren, Einsatz von
Bewegungserkennung und
Gamification
Träger: Bundesministerium
für Bildung und Forschung
(BMBF): AAL-Programm

Publikationen

Bücher und Buchbeiträge

Korn, Oliver, Buchweitz, Lea, Rees, Adrian, Bieber, Gerald, Werner, Christian & Hauer, Klaus (2019). **Using Augmented Reality and Gamification to Empower Rehabilitation Activities and Elderly Persons. A Study Applying Design Thinking.** In *Advances in Artificial Intelligence, Software and Systems Engineering*. Cham: Springer International Publishing.
https://doi.org/10.1007/978-3-319-94229-2_21

Korn, Oliver, Holt, Raymond, Kontopoulos, Efstratios, Kappers, Astrid M. L., Persson, Nils-Krister, & Olson, Nasrine (2018). **Empowering Persons with Deafblindness: Designing an Intelligent Assistive Wearable in the SUITCEYES Project.** In *Proceedings of the 11th PErvasive Technologies Related to Assistive Environments Conference*, 545-551. New York, NY, USA: ACM.
<https://doi.org/10.1145/3197768.3201541>

Korn, Oliver; Brenner, Florian; Börsig, Julian; Lalli, Fabio, Mattmüller, Maik & Müller, Andrea (2018). **Defining Recrutainment: A Model and a Survey on the Gamification of Recruiting and**

Human Resources. L. E. Freund & W. Cellary (Eds.), *Advances in The Human Side of Service Engineering* (Vol. 601, pp. 37–49). Cham: Springer International Publishing. https://doi.org/10.1007/978-3-319-60486-2_4

Gerbaulet, Damian & Korn, Oliver (2018). **Do Zenware Applications Reduce the Digital Distraction of Knowledge Workers? A Qualitative Study Based on Expert Interviews.** In F. Rebelo & M. Soares (Eds.), *Advances in Ergonomics in Design* (Vol. 588, pp. 115–126). Cham: Springer International Publishing. https://doi.org/10.1007/978-3-319-60582-1_12

Korn, Oliver & Tietz, Stefan (2017). **Strategies for Playful Design when Gamifying Rehabilitation. A Study on User Experience** *PETRA '17 Proceedings of the 8th International Conference on Pervasive Technologies Related to Assistive Environments*, ACM, New York, NY, USA, 209-214, DOI = 10.1145/3056540.3056550

Korn, Oliver; Stamm, Lukas & Möckl, Gerd (2017). **Designing Authentic Emotions for Non-Human Characters. A Study Evaluating Virtual Affective Behavior** *DIS '17: Designing Interactive Systems Conference 2017 Proceedings*, ACM, New York, NY, USA, DOI = 10.1145/3064663.3064755

Grote, Thomas & Korn, Oliver (2017). **Risks and Potentials of Affective Computing. Why the ACM Code of Ethics Requires a Substantial Revision** *CHI '17 Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems, CHI Workshop on Ethical Encounters in HCI*, ACM, New York, NY, USA

Korn, Oliver, Blatz, Michael, Rees, Adrian, Schaal, Jakob, Schwind, Valentin, & Görlich, Daniel (2017).

Procedural Content Generation for Game Props? A Study on the Effects on User Experience. *Computers in Entertainment*, 15(2), ACM, New York, NY, USA, 1:1–1:15, 2017, DOI = 10.1145/2974026

Korn, Oliver & Vauderwange, Oliver (2017). **Gamification in der Produktion – Anforderungen und Potenziale** in Henke, Michael & Kaczmarek, Sandra (Eds.): *Gamification in der Logistik. Effektiv und spielend zu mehr Erfolg*, Huss, München, 50-77

Blatz, Michael & Korn, Oliver (2017). **A Very Short History of Dynamic and Procedural Content Generation** in Korn, Oliver & Lee, Newton (Eds.): *Game Dynamics. Best Practices in Procedural and Dynamic Game Content Generation*, Springer, Heidelberg, 1-13, DOI = 10.1007/978-3-319-53088-8_1

Korn, Oliver; Rees, Adrian & Dix, Alan (2017). **Designing a System for Playful Coached Learning in the STEM Curriculum** *SmartLearn '17 Proceedings of the 2017 ACM Workshop on Intelligent Interfaces for Ubiquitous and Smart Learning*, 31-37, ACM, New York, NY, USA, DOI = 10.1145/3038535.3038538

Korn, Oliver & Dix, Alan (2016). **Educational Playgrounds: How Context-aware Systems Enable Playful Coached Learning.** *Interactions*, 24(1), 54–57, DOI = 10.1145/3012951

Korn, Oliver; Muschick, Peter & Schmidt, Albrecht (2016). **Gamification of Production? A Study on the Acceptance of Gamified Work Processes in the Automotive Industry** *Advances in*

Affective and Pleasurable Design.
Proceedings of the AHFE 2016 International Conference, Springer Berlin Heidelberg, New York, NY, USA, DOI = 10.1007/978-3-319-41661-8_42

Funk, Markus; Kosch, Thomas; Kettner, Romina; Korn, Oliver & Schmidt, Albrecht (2016). **motionEAP: An overview of 4 years of Combining Industrial Assembly with Augmented Reality for Industry 4.0** *Proceedings of the 16th international conference on knowledge technologies and data-driven business*, New York, NY, USA

Korn, Oliver; Tso, Leslie; Papagrigoriou, Christos; Sowoidnich, Yannic; Konrad, Robert & Schmidt, Albrecht (2016). **Computerized Assessment of the Skills of Impaired and Elderly Workers. A Tool Survey and Comparative Study** *PETRA '16 Proceedings of the 9th International Conference on PErvasive Technologies Related to Assistive Environments*, ACM, New York, NY, USA, DOI = 10.1145/2910674.2910675

Korn, Oliver; Lang, Johannes; Korge, Andreas; Causegic, Haris & Schmidt, Albrecht (2016). **Gamification of a Workday. A Study on the Effects in Sheltered Employment** *CHI '16 Extended Abstracts of the ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA, DOI = 10.1145/2851581.2892283

Schwind, Valentin; Wolf, Katrin; Henze, Niels & Korn, Oliver (2015). **Determining the Characteristics of Preferred Virtual Faces Using an Avatar Generator** *CHI Play '15 Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play*, ACM, New York, NY, USA, DOI = 10.1145/2793107.2793116

Behrendt, Hauke; Funk, Markus & Korn, Oliver (2015). **Ethical Implications Regarding Assistive Technology at Workplaces** in Misselhorn, Catrin (Ed.): *Collective Agency and Cooperation in Natural and Artificial Systems*, Springer, Heidelberg, 109-130, DOI = 10.1007/978-3-319-15515-9_6

Korn, Oliver; Boffo, Sandra & Schmidt, Albrecht (2015). **The Effect of Gamification on Emotions - The Potential of Facial Recognition in Work Environments** *Human-Computer Interaction: Design and Evaluation, Lecture Notes in Computer Science, Vol. 9169*, Springer, 489-499, DOI = 10.1007/978-3-319-20901-2_46

Korn, Oliver & Schmidt, Albrecht (2015). **Gamification of Business Processes: Redesigning Work in Production and Service Industry** *Procedia Manufacturing*, DOI = 10.1016/j.promfg.2015.07.616

Korn, Oliver; Funk, Markus & Schmidt, Albrecht (2015). **Design Approaches for the Gamification of Production Environments. A Study Focusing on Acceptance** *PETRA '15 Proceedings of the 8th International Conference on Pervasive Technologies Related to Assistive Environments*, ACM, New York, NY, USA, DOI = 10.1145/2769493.2769549

Funk, Markus; Bächler, Andreas; Bächler, Liane; Korn, Oliver; Krieger, Christoph; Heidenreich, Thomas & Schmidt, Albrecht (2015). **Comparing Projected In-Situ Feedback at the Manual Assembly Workplace with Impaired Workers.** *PETRA '15 Proceedings of the 8th International Conference on Pervasive Technologies Related to Assistive Environments*, New York, NY, USA, DOI = 10.1145/2769493.2769496

Korn, Oliver; Funk, Markus & Schmidt, Albrecht (2015). **Towards a Gamification of Industrial Production. A Comparative Study in Sheltered Work Environments** *EICS '15 Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, ACM, New York, NY, USA, DOI = 10.1145/2774225.2774834

Korn, Oliver; Rees, Adrian & Schulz, Uwe (2015). **Small-Scale Cross Media Productions. A Case Study of a Documentary Game** *TVX '15 Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video*, ACM, New York, NY, USA, 149-154, DOI = 10.1145/2745197.2755516

Funk, Markus; Korn, Oliver & Schmidt, Albrecht (2015). **Enabling End Users to Program for Smart Environments** *CHI '15 Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems, Workshop End-User Development in the Internet of Things Era (EUDITE)*, ACM, New York, NY, USA

Korn, Oliver; Funk, Markus & Schmidt, Albrecht (2015). **Assistive Systems for the Workplace: Towards Context-Aware Assistance** *Assistive Technologies for Physical and Cognitive Disabilities*, chapter 6, Information Science Reference / IGI Global, Hershey, PA, USA, 120-134, DOI = 10.4018/978-1-4666-7373-1.ch006

Korn, Oliver; Funk, Markus; Abele, Stephan; Schmidt, Albrecht & Hörz, Thomas (2014). **Context-aware Assistive Systems at the Workplace. Analyzing the Effects of Projection and Gamification** *PETRA '14 Proceedings of the 7th International Conference on PErvasive*

Technologies Related to Assistive Environments, ACM, New York, NY, USA, DOI = 10.1145/2674396.2674406

Funk, Markus; Korn, Oliver & Schmidt, Albrecht (2014). **An Augmented Workplace for Enabling User-Defined Tangibles** *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA, DOI = 10.1145/2559206.2581142

Funk, Markus & Korn, Oliver (2014). **Assistive Augmentation at the Manual Workplace using In-Situ Projection** *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA, DOI = 10.1145/2559206.2581142

Korn, Oliver; Abele, Stephan; Schmidt, Albrecht & Hörz, Thomas (2013). **Augmentierte Produktion. Assistenzsysteme mit Projektion und Gamification für leistungsgeminderte und leistungsgewandelte Menschen** Boll, S.; Maaß, S. & Malaka, R. (Eds.): *Tagungsband Konferenz Mensch & Computer 2013*, Oldenbourg Verlag, München, 119-128

Korn, Oliver; Schmidt, Albrecht & Hörz, Thomas (2013). **Augmented Manufacturing: A Study with Impaired Persons on Assistive Systems Using In-Situ Projection** *PETRA '13 Proceedings of the 6th International Conference on Pervasive Technologies Related to Assistive Environments*, ACM, New York, NY, USA, DOI = 10.1145/2504335.2504356

Korn, Oliver; Brach, Michael; Hauer, Klaus & Unkauf, Sven (2013). **Exergames for Elderly Persons: Physical Exercise Software Based on Motion Tracking within the Framework of Ambient Assisted Living** Bredl, Klaus &

Bösche, Wolfgang (Eds.): *Serious Games and Virtual Worlds in Education, Professional Development, and Healthcare*, chapter 16, Information Science Reference / IGI Global, Hershey, PA, USA, 258-268, DOI = 10.4018/978-1-4666-3673-6.ch016

Korn, Oliver; Schmidt, Albrecht & Hörz, Thomas (2013). **The Potentials of In-Situ-Projection for Augmented Workplaces in Production. A Study with Impaired Persons** *Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA, DOI = 10.1145/2468356.2468531

Korn, Oliver; Schmidt, Albrecht; Hörz, Thomas & Kaupp, Daniel (2012). **Assistive system experiment designer ASED: A Toolkit for the Quantitative Evaluation of Enhanced Assistive Systems for Impaired Persons in Production** *Proceedings of the 14th international ACM SIGACCESS conference on Computers and accessibility*, ACM, New York, NY, USA, 259-260, DOI = 10.1145/2384916.2384982

Korn, Oliver; Brach, Michael; Schmidt, Albrecht; Hörz, Thomas & Konrad, Robert (2012). **Context-Sensitive User-Centered Scalability: An Introduction Focusing on Exergames and Assistive Systems in Work Contexts** Göbel, Stefan; Müller, Wolfgang; Urban, Bodo & Wiemeyer, Josef (Eds.): *E-Learning and Games for Training, Education, Health and Sports*, Lecture Notes in Computer Sciences, 7516, Springer, Berlin, 164-176, DOI = 10.1007/978-3-642-33466-5_19

Korn, Oliver (2012). **Industrial Playgrounds. How Gamification Helps to Enrich Work for Elderly or Impaired Persons in Production** *Proceedings of the*

4th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, ACM, New York, NY, USA, 313-316, DOI =10.1145/2305484.2305539

Brach, Michael & Korn, Oliver (2012). **Assistive Technologies at Home and in the Workplace – A Field of Research for Exercise Science and Human Movement Science** *EURAPA* (European Review of Aging and Physical Activity), 9, DOI=10.1007/s11556-012-0099-z

Korn, Oliver; Schmidt, Albrecht & Hörz, Thomas (2012). **Assistive Systems in Production Environments: Exploring Motion Recognition and Gamification** *PETRA '12 Proceedings of the 5th International Conference on PErvasive Technologies Related to Assistive Environments*, ACM, New York, NY, USA, DOI = 10.1145/2413097.2413109

Brach, Michael; Hauer, Klaus; Korn, Oliver; Konrad, Robert; Unkauf, Sven; Hardy, Sandro & Göbel, Stefan (2012). **Entwicklung eines computeranimierten Systems zum Kraft- und Balancetraining für Senioren** *Technik für ein selbstbestimmtes Leben (AAL 2012): 5. Deutscher AAL- Kongress mit Ausstellung*, Berlin, 1-9

Brach, Michael; Hauer, Klaus; Rotter, Lisa; Korn, Oliver; Konrad, Robert & Göbel, Stefan (2012). **Modern Principles of Training in Exergames for Sedentary Seniors: Requirements and Approaches for Sport and Exercise Sciences** *International Journal of Computer Science in Sport (IJCSS)*, vol. 11, Wien

Korn, Oliver (2011). **Serious Game Design: Potenziale und Fallstricke bei der spielerischen Kontextualisierung von Lernangeboten** Metz, Maren; Theis,

Fabienne (Eds.): *Digitale Lernwelt – Serious Games: Einsatz in der beruflichen Weiterbildung*, Bielefeld, 15-26

Korn, Oliver (2010). **Unternehmen interaktiv** Siepmann, Frank; Müller, Peter (eds.): *Jahrbuch eLearning & Wissensmanagement 2011. Bildung in Zeiten von Web 2.0*, Albstadt, 116f

Korn, Oliver (2009). **Serious Games in 2D und 3D – Neue Entwicklungen in einem jungen Markt** dotGAMES. *GameDays*, 14

Korn, Oliver (2007). **Spielend lernen – Simulationen in der Berufsbildung** Dotzler, Gerhard (ed.): *Computer Art Faszination*, Mühlheim, 84f

Korn, Oliver (2007). **Simulationen in der Praxis** dotGAMES. *Serious Integrated Learning*, 84f

Korn, Oliver (2007). **Authentische Lernarrangements mit Simulationen: Betriebliche Kompetenzentwicklung anhand eines Best-Practice-Beispiels** Schulz, Manuel; Neusius, Andrea (Eds.): *Fernausbildung geht weiter. Neue Beiträge zur Weiterentwicklung technologiegestützter Bildung aus pädagogisch-didaktischer Perspektive*, Augsburg

Korn, Oliver (2007). **Kompetenzerwerb mit Simulationen in der Praxis – Erfahrungen mit der Simulationsengine learn2work** *Kompetenzentwicklung in realen und virtuellen Arbeitssystemen. Bericht zum 53. Kongress der Gesellschaft für Arbeitswissenschaft*, Magdeburg, 829-832

Korn, Oliver (2006). **Business Process Simulations – Hands-on skill-development as a means to improve**

business performance Karapidis, Alexander (Ed.): *Proceedings from the ICL Workshop and the Professional Training Facts 2005 Conference*, Stuttgart

Korn, Oliver (2005). **learn2work – Spiel der Arbeit. Eine spielbasierte Unternehmenssimulation zum Erwerb beruflicher Kompetenzen** Spath, Dieter; Haasis, Klaus & Klumpp, Dieter (Eds.): *Aktuelle Trends in der Softwareforschung. Tagungsband zum doIT Software-Forschungstag 2004*, Stuttgart, 188-200

Reviewed Papers

- Korn, Oliver; Muschick, Peter & Schmidt, Albrecht: **Gamification of Production? A Study on the Acceptance of Gamified Work Processes in the Automotive Industry.** *Advances in Affective and Pleasurable Design. Proceedings of the AHFE 2016 International Conference*, Springer Berlin Heidelberg, New York, NY, USA, 2016 DOI = 10.1007/978-3-319-41661-8_42
- Funk, Markus; Kosch, Thomas; Kettner, Romina; Korn, Oliver & Schmidt, Albrecht: **motionEAP: An overview of 4 years of Combining Industrial Assembly with Augmented Reality for Industry 4.0.** *Proceedings of the 16th international conference on knowledge technologies and data-driven business*, New York, NY, USA, 2016
- Korn, Oliver; Tso, Leslie; Papagrigoriou, Christos; Sowoidnich, Yannic; Konrad, Robert & Schmidt, Albrecht: **Computerized**

**Assessment of the Skills
of Impaired and Elderly
Workers. A Tool Survey
and Comparative Study.**

*PETRA '16 Proceedings of the
9th International Conference
on PErvasive Technologies
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Effects in Sheltered
Employment.** *CHI '16
Extended Abstracts of the
ACM SIGCHI Conference on
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Oliver: **Determining the
Characteristics of
Preferred Virtual Faces
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Proceedings of the 2015
Annual Symposium on
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Emotions-The Potential of
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- Korn, Oliver; Funk, Markus & Schmidt, Albrecht: **Towards a Gamification of Industrial Production. A Comparative Study in Sheltered Work Environments.** *EICS '15 Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, ACM, New York, NY, USA, 2015, DOI = 10.1145/2774225.2774834
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- Korn, Oliver; Funk, Markus; Abele, Stephan; Schmidt, Albrecht & Hörz, Thomas: **Context-aware Assistive Systems at the Workplace. Analyzing the Effects of Projection and Gamification.** *PETRA '14 Proceedings of the 7th International Conference on Pervasive Technologies Related to Assistive Environments*, ACM, New York, NY, USA, 2014, DOI = 10.1145/2674396.2674406
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- Korn, Oliver; Schmidt,
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Kaupp, Daniel: **Assistive
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for the Quantitative
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**Assistive Systems in
Production Environments:
Exploring Motion
Recognition and
Gamification**. *PETRA '12
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*Pervasive Technologies
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10.1145/2413097.241310

- Brach, Michael; Hauer,
Klaus; Rotter, Lisa; Korn,
Oliver; Konrad, Robert &
Göbel, Stefan: **Modern
Principles of Training in
Exergames for Sedentary
Seniors: Requirements
and Approaches for Sport
and Exercise Sciences.**
*International Journal of
Computer Science in Sport
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- Korn, Oliver:
**Kompetenzerwerb mit
Simulationen in der
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