

## Education

Present  
10 / 2017

**PhD Candidate on Human-Computer Interaction for Digital Living**, Department of Computing and Information Sciences, Northumbria University, Newcastle, United Kingdom

Broadly focused on exploring the human-centered design and evaluation of future computationally-enhanced built environments. The project explores the use of Do-It-Together practices in the development of the Internet of Things. Updated projects on [www.davidverweij.com](http://www.davidverweij.com).

07 / 2017  
09 / 2015

**Master of Science in Human Computer Interaction**, Department of Industrial Design, Eindhoven University of Technology, Netherlands - Graduated with a 9 (out of 10).

Specialization in Constructive Design Research. Master thesis (research) conducted at both Eindhoven University of Technology and Edinburgh Napier University (Centre for Interaction Design), focused on novel interaction techniques. Courses followed include *Constructive Design Research*, *Design for Peripheral Interaction*, *User Experience Design*, *Insights into Statistics*, and *Biotope: developing individual cooperating artifacts*. Projects include, but are not limited to:

*Master Thesis: WaveTrace* is an interaction technique I developed and is currently tested both quantitatively (measuring performance) and qualitatively (measuring user experience). WaveTrace displays rhythmic moving targets which users, wearing a smartwatch, can follow and thereby select those targets, see [video](#); Intermediate results published at CHI '17 and a demo at TVX '17.

*Seamless Interaction Design for Everyday Life*: a research on the effects of distributing teachers' cognition in classrooms, using distributed 'pixels' on the pupils' desks. The 'pixels', together called FireFlies2, were developed and deployed during an 'in-the-wild' study for 7 weeks.

08 / 2015  
09 / 2010

**Bachelor of Science, Industrial Design**, Eindhoven University of Technology, Netherlands

Specialized in supportive technologies for education. Projects include, but are not limited to:

*Tools for Teaching*: to accelerate innovation in secondary education I developed CRiCP, a crowd-sourced planning tool for teachers to stimulate the reuse of educational materials, see [video](#);

*Motivating Arm-hand Use with Games*: together with a team of students, I developed RES, a playful rehabilitation platform for Cardiovascular accident (CVA) patients to re-learn fine hand-arm motor skills. RES uses a Microsoft Kinect, sensor vest and sensor glove to measure and give feedback on the position and performance of the user's movements.

01 / 2015  
02 / 2014

**Minor Science Education and Communication**, Eindhoven School of Education, Netherlands

Specialization in Physics. A one-year education on didactic and communicative skills, as well as classes and internships in teaching. Rewarded with a formal teaching qualification to teach physics in the first three grades of secondary education in the Netherlands.

08 / 2009  
09 / 2003

**Pre-University Education Atheneum**, Oosterlicht College Nieuwegein, Netherlands

Specialization in Physics, Mathematics, Biology and Chemistry.

## Work Experience

Present  
02 / 2018

**Tutor, Demonstrator and Teaching Assistant**, Northumbria University in Newcastle, UK

Assisting in Lab sessions of courses such as 'Object-Oriented Programming', hosting events on (family-focused) university events, and second marking and coaching on Bachelor Theses.

12 / 2017  
03 / 2015

**Founder and Designer**, Studio David Verweij, Eindhoven, Netherlands

Founded to develop the art of - and deliver - motion graphics. A portfolio can be found [here](#). Worked for a variety of customers, including, but not limited to:

*Eindhoven University of Technology*: explanatory animations about Feedback.Camp, a new feedback system for teachers and students at the Department of Industrial Design (see [video](#)).

*SmartHomes*: a promotional video on DoChange, a project to develop a life management ecosystem for improving health and wellbeing (see [video](#)).

- 09 / 2016  
10 / 2015 • **Student Advisor Department Board of Industrial Design**, *Eindhoven University of Technology, NL*  
Advising role within the Department Board as a student representative.
- 09 / 2016  
10 / 2014 • **Communication Assistant**, *Eindhoven University of Technology, Netherlands*  
A variety of student assistantships, such as policy and website support, coaching secondary school classes and promotion for Industrial Design amongst secondary schools.
- 08 / 2016  
07 / 2014 • **Owner and Course developer**, *BétaBoomen, Eindhoven, Netherlands*  
BétaBoomen offers students of pre-university schools the possibility to get in touch with academic research, by organizing and developing recurrent courses given by university students.
- 07 / 2016  
04 / 2016 • **Teaching Assistant Tangible and Embodied Interaction**, *Eindhoven University of Technology, NL*  
Assisting in part of the classes on TEI and lecturer on using video to convey conceptual interactions.

## Management Positions

- 08 / 2016  
08 / 2015 • **Secretary Bar Management**, *Study Association Industrial Design, Eindhoven, NL*  
Part-time managing the horeca facility at the association of Industrial Design. Including crew scheduling, event organization and inventory management.
- 12 / 2015  
09 / 2012 • **Student Representative Department Council**, *Department of Industrial Design, Eindhoven, NL*  
The council discusses issues raised by students and employees on education, research, finance, policy and communications with the department board each month.
- 08 / 2013  
09 / 2012 • **Vice-Chairman & Commissioner of Education**, *Study Association Industrial Design, Eindhoven*  
As full-time Commissioner of Education, I represented our students in multiple bodies throughout the university. The association offers students study material, workshops, leisure events and more.
- 11 / 2013  
11 / 2011 • **Foundation Hajraa Buitentoernooi**, *Eindhoven Student Volleyball Association, Eindhoven, NL*  
Responsible for organizing and running a two-day festival with an average of 4.000 visitors a day.

## Publications

- TBD  
Full Paper • **Verweij, D.**, Kirk, D., Rogage, K., Durrant, A. *Do-It-Together as an End User Development Process: Engaging Families in Iterative and Reflective IoT Creation*. Submitted to the ACM Conference on Human Factors in Computing Systems (CHI '19) - [under review](#).
- TBD  
Full Paper • **Verweij, D.**, Kirk, D., Rogage, K., Durrant, A. *Domestic Widgets: Co-creating the Future of IoT for Families through Open Design*. Accepted Abstract for the Research Through Design Conference (RTD '19) - [full paper in progress and to be reviewed](#).
- TBD  
Full Paper • **Verweij, D.**, Esteves, A., Bakker, S., Khan, V.J. *Designing Motion Matching for Real-World Applications: Lessons from Realistic Deployments*. Submitted to the ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI '19) - [under review](#).
- Expected  
Article • **Verweij, D.**, Kirk, D., Rogage, K., Durrant, A., 2018. *Domestic Widgets*. Demo hour. Interactions 25, 6 (November 2018) (Expected)

- 2017  
Full Paper • **Verweij, D.**, Bakker, S., Eggen, B. (Best paper award) *FireFlies2: Interactive Tangible Pixels to enable Distributed Cognition in Classroom Technologies*. In ACM International Conference on Interactive Surfaces and Spaces (ISS 2017). <https://doi.org/10.1145/3132272.3134122>
- 2017  
Full Paper • Esteves, A., **Verweij, D.**, Suraiya, L., Islam, R., Lee, Y., Oakley, I. *SmoothMoves: Smooth Pursuits Head Movements for Augmented Reality*. In Proceedings of the 30th Annual ACM Symposium on User Interface Software & Technology (UIST '17). <http://doi.org/10.1145/3126594.3126616>
- 2017  
Demo • **Verweij, D.**, Khan, V.J., Esteves, A., Bakker, S. *Multi-User Motion Matching Interaction for Interactive Television using Smartwatches*. In TVX '17 Adjunct Proceedings on Interactive Experiences for Television and Online Video. <http://dx.doi.org/10.1145/3084289.3089906>
- 2017  
Work in Progress • **Verweij, D.**, Esteves, A., Khan, V.J., Bakker, S. *WaveTrace: Motion Matching Input using Wrist-Worn Motion Sensors*. In CHI '17 Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). <https://doi.org/10.1145/3027063.3053161>
- 2012  
Full Paper • Delbressine, F., Timmermans, A., Beursgens, L., De Jong, M., Van Dam, A., **Verweij, D.**, Janssen, M., Markopoulos, P. *Motivating arm-hand use for stroke patients by serious games*. In *Proceedings of the 34th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC 2012)*. <https://www.ncbi.nlm.nih.gov/pubmed/23366697>

## Reviewing Experience

- Present  
2018 • TEI (2019), IMWUT (UbiComp) 2018, DIS Work-In-Progress, DIS 2018

## Invited Workshops and Talks

- April 2018 • **Closing Presentation for the Interaction Design Course**, Edinburgh Napier University, Edinburgh, UK. Invited to present the development of WaveTrace and subsequent designs, and exemplify the process and learning informative for Interaction Design Bachelor students..
- May 2018 • **Designing Smart Objects as Embodied Agents in Everyday Life**, Lorentz Centre, Leiden, the Netherlands. The 5-day workshop aimed to develop an interdisciplinary research agenda on smart objects to help frame future work in interaction design.
- July 2015 • **BENQ Future Light International Design Workshop**, Tawian TECH University Taipei, Taiwan  
Invited participant for a 9-day product design workshop on the future of BENQ product.

## Visiting Positions

- 12 / 2016  
09 / 2016 • **Visiting Researcher, Centre for Interaction Design, Edinburgh Napier University, UK**  
The first half of my Master Thesis was conducted at the Edinburgh Napier University.

## Awards and Grants

- 2018 ● Main-Applicant | £ 300  
**PGR Research Impact Scheme**, Verweij, D., *Northumbria University, United Kingdom*. The Impact scheme offers PhD students up to 300 pounds to motivate impact activities. This grant allowed me to develop an engaging experience for the Annual UK Maker Faire 2018 hosted in Newcastle.
- 2017 ● Co-Applicant | € 5.000 | Ref. C2E1707  
**Design United / 4TU Demonstrator Grant**, Bakker, S., Khan, V.J., Verweij, D., *Design United / 4TU, Netherlands*. Demonstrator projects are intended to provide access to expertise and research results on the Design United topics, thereby advancing the interaction between science and industry. The results are intended for the exhibition 'Mind the Step' during Dutch Design Week, 21-29 October 2017.
- 2017 ● Main-Applicant | \$ 1.370 | SSTG - May\_2017 #130  
**Student Travel Grant for ISS 2017**, *SIGCHI*. The SIGCHI Student Travel Grant (SSTG) program is intended to enable students to attend SIGCHI sponsored or co-sponsored conferences to support students whose intention is to present, not only attend.

## Languages and (Computer) Skills

- Languages ● Dutch (native), English (C2: mastery), German (reading: basic)
- Software ● Java, C++, HTML, PHP, CSS, JSON, JavaScript,;
- Prototyping ● Paper prototyping, Cardboard Modeling, Circuit Design, Interactive Electronics (e.g. Actuators/sensors), (No)SQL databases, API development, IoT solutions;
- Graphic ● Adobe Premiere Pro, Adobe After Effects, Adobe InDesign, Adobe Illustrator;
- Other ● MS Office, SPSS.

## More information

Up to date projects and publications can be found on [www.davidverweij.com](http://www.davidverweij.com)