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Employment

Assistant Professor

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Digital Design
IT University of Copenhagen
1 Aug 2021 → 31 Jul 2024

Digital Societies and Participation Section

IT University of Copenhagen
1 Aug 2021 → present

Human-Centered Data Science

IT University of Copenhagen
1 Aug 2021 → present

Research outputs

A Systematic Review and Meta-Analysis of the Effectiveness of Body Ownership Illusions in Virtual Reality

Mottelson, A., Muresan, A., Hornbæk, K. & Makransky, G., 1 Apr 2023, In: A C M Transactions on Computer - Human Interaction. p. 1-43 43 p.

Body-Based User Interfaces

Strohmeier, P., Pohl, H., Mcintosh, J., Mottelson, A., Knibbe, J., Jansen, Y., Bergström, J. & Hornbæk, K., Nov 2022, *Routledge Handbook of Bodily Awareness*. Alsmith, A. & Longo, M. (eds.). 1 ed. United Kingdom: Routledge, Vol. 1. p. 478 24 p. 31

Virtual reality reduces COVID-19 vaccine hesitancy in the wild: a randomized trial

Vandeweerdt, C., Luong, T., Atchapero, M., Mottelson, A., Holz, C., Makransky, G. & Böhm, R., Mar 2022, In: Scientific Reports. 12, 1

Hafnia Hands: A Multi-Skin Hand Texture Resource for Virtual Reality Research

Pohl, H. & Mottelson, A., 2022, In: *Frontiers in Virtual Reality*. 3

Immersive virtual reality in STEM: is IVR an effective learning medium and does adding self-explanation after a lesson improve learning outcomes?

Elme, L., Jørgensen, M. LM., Dandanell, G., Mottelson, A. & Makransky, G., 2022, In: *Educational technology research and development*. p. 1-26 26 p.

A self-administered virtual reality intervention increases COVID-19 vaccination intention

Mottelson, A., Vandeweerdt, C., Atchapero, M., Luong, T., Holz, C., Böhm, R. & Makransky, G., 2021, In: *Vaccine*.

Conducting Unsupervised Virtual Reality User Studies Online

Mottelson, A., Petersen, G. B., Lilija, K. & Makransky, G., 2021, In: *Frontiers in Virtual Reality*. 2, p. 66 1 p.

Pedagogical Agents in Educational VR: An in the Wild Study

Petersen, G. B., Mottelson, A. & Makransky, G., 2021, *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. New York, NY, USA: Association for Computing Machinery

Disseminating Scientific Development Through Artistic Practice: The HCI History Poster

Mottelson, A. & Djurslev, A. T., 2020, *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*. New York, NY, USA: Association for Computing Machinery, p. 1–7

Investigating Representation of Text and Audio in Educational VR Using Learning Outcomes and EEG

Baceviciute, S., Mottelson, A., Terkildsen, T. & Makransky, G., 2020, *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. New York, NY, USA: Association for Computing Machinery, p. 1–13

Investigating the effect of teaching as a generative learning strategy when learning through desktop and immersive VR: A media and methods experiment

Klingenberg, S., Jørgensen, M. LM., Dandanell, G., Skriver, K., Mottelson, A. & Makransky, G., 2020, In: *British Journal of Educational Technology*. 51, 6, p. 2115-2138 24 p.

What Do We Mean by “Interaction”? An Analysis of 35 Years of CHI

Hornbæk, K., Mottelson, A., Knibbe, J. & Vogel, D., 1 Jul 2019, In: *ACM Transactions on Computer - Human Interaction*. 26, 4

How We Guide, Write, and Cite at CHI

Pohl, H. & Mottelson, A., 2019, *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*. New York, NY, USA: Association for Computing Machinery, p. 1–11

Resized Grasping in VR: Estimating Thresholds for Object Discrimination

Bergström, J., Mottelson, A. & Knibbe, J., 2019, *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology*. New York, NY, USA: Association for Computing Machinery, p. 1175–1183 (UIST '19).

Tool Extension in Human-Computer Interaction

Bergström, J., Mottelson, A., Muresan, A. & Hornbæk, K., 2019, *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*. New York, NY, USA: Association for Computing Machinery, p. 1–11

Algoritmik-etik

Mottelson, A., 2018, *De skjulte algoritmer: Teknoantropologiske perspektiver*. Birkholm, K. (ed.). København: Djøf Forlag

Veritaps: Truth Estimation from Mobile Interaction

Mottelson, A., Knibbe, J. & Hornbæk, K., 2018, *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*. New York, NY, USA: Association for Computing Machinery, p. 1–12

VMotion: Designing a Seamless Walking Experience in VR

Sra, M., Xu, X., Mottelson, A. & Maes, P., 2018, *Proceedings of the 2018 Designing Interactive Systems Conference*. New York, NY, USA: Association for Computing Machinery, p. 59–70 (DIS '18).

Your Place and Mine: Designing a Shared VR Experience for Remotely Located Users

Sra, M., Mottelson, A. & Maes, P., 2018, *Proceedings of the 2018 Designing Interactive Systems Conference*. New York, NY, USA: Association for Computing Machinery, p. 85–97 (DIS '18).

Virtual Reality Studies Outside the Laboratory

Mottelson, A. & Hornbæk, K., 2017, *Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology*. New York, NY, USA: Association for Computing Machinery, (VRST '17).

An Affect Detection Technique Using Mobile Commodity Sensors in the Wild

Mottelson, A. & Hornbæk, K., 2016, *Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing*. New York, NY, USA: Association for Computing Machinery, p. 781–792 (UbiComp '16).

Invisiboard: Maximizing Display and Input Space with a Full Screen Text Entry Method for Smartwatches
Mottelson, A., Larsen, C., Lyderik, M., Strohmeier, P. & Knibbe, J., 2016, *Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services*. New York, NY, USA: Association for Computing Machinery, p. 53–59 (MobileHCI '16).

Awards