

# Abdallah El Ali

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Google Scholar, GitHub, LinkedIn, Twitter, SlideShare

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## RESEARCH INTERESTS

Human-computer interaction, affective computing, mobile and ubiquitous computing, AR/VR/MR, wearables

## SELECTED PUBLICATIONS

1. Zhang, T., **El Ali, A.**, Wang, C., Hanjalic, A., & Cesar, P. (2020). RCEA: Real-time, Continuous Emotion Annotation for Collecting Precise Mobile Video Ground Truth Labels. In Proc. Human Factors in Computing Systems (CHI '20). Hawaii, USA.
2. **El Ali, A.**, Yang, X., Ananthanarayan, S., Rögglä, T., Jansen, J., Hartcher-O'Brien, J., Jansen, K. & Cesar, P. (2020). ThermalWear: Exploring Wearable On-chest Thermal Displays to Augment Voice Messages with Affect. In Proc. Human Factors in Computing Systems (CHI '20). Hawaii, USA.
3. **El Ali, A.**, Stratmann, T., Park, S., Heuten, W. & Boll, S. (2018). Measuring, Understanding, and Classifying News Media Sympathy on Twitter after Crisis Events. In Proc. Human Factors in Computing Systems (CHI '18). Montréal, Canada.

## EXPERIENCE

### Tenured Researcher

Amsterdam, NL

#### Centrum Wiskunde & Informatica (CWI)

Distributed & Interactive Systems group

Feb, 2018 - Present

- I am involved in (a) coordinating and helping write national, European ICT, and Public-Private research proposals (b) co-supervising doctoral and master's students.
- I carry out independent research at the intersection of HCI, Affective Computing, XR, and AI within the Distributed & Interactive Systems group (led by **Prof. Pablo Cesar**). Specifically, I focus on novel ground truth label acquisition techniques for emotion and behavior recognition, visualization of user affective states across environments (mobile, wearables, XR), and developing bio-responsive interactive prototypes and interaction techniques.
- I am a board member (Adjunct Treasurer) at CHI Nederland since August, 2020, where I manage the CHI NL website, and help co-organize local events such as Dutch Post-CHI 2021.

### Postdoctoral Researcher

Oldenburg, DE

#### University of Oldenburg / OFFIS

Media Informatics and Multimedia Systems group

Feb, 2015 - Jan, 2018

- I was involved in (a) coordinating and helping write national and European ICT research proposals (b) co-supervising doctoral, master's, and bachelor's students (c) co-teaching bachelor and master's HCI courses.

- I carried out independent HCI research (supervised by **Prof. Susanne Boll**), of which projects included: (a) designing and evaluating sensor-based behavior tracking technology (b) running studies to understand mobile users in developing countries (c) large-scale mining of social media data and crowdsourcing to understand global crises (d) smartphone emoji keyboard layout reorganization using facial expression emotion recognition and crowdsourcing.

## User Experience Designer

Amsterdam, NL

### Osudio

Jan, 2014 - Nov, 2014

- I helped win pitches, ran UX strategy sessions with clients, and designed e-commerce focused (responsive) digital experiences across web and other devices. This included market research, carrying out persona and Customer Experience Map sessions, conducting expert reviews, making concept designs, wireframing, and analyzing web analytics. Worked with agile, pure scrum, and waterfall processes.

## Research Intern

Berlin, DE

### Telekom Innovation Laboratories

Quality & Usability Lab

Apr, 2012 - Jun, 2012

- Designed and executed (with **Dr. Hamed Ketabdar**) (a) a usability study (part of the MagiThings Project) on magnet-based gesture interaction for music composition (El Ali et al., 2013) (b) a usability and security study on the use of magnet-based air signatures for user authentication (El Ali & Ketabdar, 2015).

## Research Intern

Tampere, FI

### Nokia Research Center (NRC)

Organic User Interfaces team

Apr, 2011 - Jul, 2011

- Helped in setting up, data analysis, and writing up (under supervision of **Prof. Andrés Lucero**) of a large-scale in-the-wild qualitative user study on mobile interaction with public interfaces (Holopainen et al., 2011).
- Designed and executed (with NRC Helsinki) a usability study (under supervision of **Dr. Johan Kildal**) that investigated effects of error on device-based gesture interaction (El Ali et al., 2012; best student paper award).

## Research Assistant

Amsterdam, NL

### Leibniz Center for Law (Research Institute)

Sep 4, 2007 - Dec 31, 2008

- Modeled Dutch legislation in the Web Ontology Language (OWL-DL), with the aim of providing Semantic Web compliant automated normative assessment services as part of the ESTRELLA EU project.

## EDUCATION

### PhD., Computer Science

Amsterdam, NL

#### University of Amsterdam

Information and Language Processing Systems group

Apr, 2009 - Nov, 2013

- My research (supervised by **Dr. Frank Nack** and **Prof. Lynda Hardman**) focused on context-awareness techniques and 3D gestural interaction input as means to minimize interaction with mobile devices.
- Thesis: Minimal Mobile Human Computer Interaction

### M.Sc., Cognitive Science

Amsterdam, NL

#### University of Amsterdam

Sept, 2006 - Aug, 2008

- Two-year program, Total ECTS: 124, Total Grade (Dutch Grading System): 8.4/10 (GPA: 3.71 or A)

- Thesis: Reproducing the Passage of Time: Effects of Stimulus Complexity, Quantity, and Cognitive Interference (Thesis Grade: 9.5/10)

**B.A., Linguistics (English Language)**

Beirut, LB

**American University of Beirut**

Sept, 2002 - Jun, 2006

- Four-year program (incl. Freshman year), Total Grade: 85/100 (GPA conversion = 3.63 or A); Graduated with distinction
- Minor in Cognitive Science, minor in Philosophy

**PROJECTS**

1. **ELSA - AI, Media, and Democracy Lab.** **Date:** 2022. **Budget:** ~ €2M. **Role:** Researcher.
2. **PPS Automotive:** Public-private project in the automotive domain. **Date:** 2019-2021. **Budget:** ~€470k. **Role:** Principal Investigator.
3. **SmartINSIDE:** The SmartINSIDE project aims at developing a complete integrated solution for indoor navigation services within large sites. Thanks to a unique technological hardware and software infrastructure, indoor navigation will be cheaper, more efficient, and accessible to any user with a standard mobile phone. **Date:** 2010-2012. **Budget:** €1,590,000. **Role:** Researcher.
4. **MOCATOUR:** The aim of the "Mobile Cultural Access for Tourists" (MOCATOUR) project is to provide personalized cultural information access to tourists. An overarching goal is to establish a network of culture servers in the centre of Amsterdam (around the Dam and Museumsplein), where tourists can access personalised cultural and historic information. **Date:** 2009-2011. **Budget:** €968,280. **Role:** PhD Student.
5. **ESTRELLA:** The European project for Standardized Transparent Representations in order to Extend Legal Accessibility (Estrella, IST-2004-027655) aims to develop and validate an open, standards-based platform allowing public administrations to develop and deploy comprehensive legal knowledge management solutions, without becoming dependent on proprietary products of particular vendors. **Date:** 2006-2008. **Budget:** €3,811,943. **Role:** Researcher.

**AWARDS**

- ICT.Open 2019 poster award (2nd prize)
- Best paper honorable mention at SUI 2017
- CHI 2016 excellent reviewer
- Won the FNWI (Faculty of Science) 2nd Science Slam (2013) for most exciting research. Certificate available
- Best student paper award at ICMI 2012
- Best workshop paper at Please Enjoy workshop at MobileHCI 2011
- Awarded National Science Foundation (NSF) travel grant for ICMI-MLMI 2010 (Beijing, China)
- Dean's Honor List (American University of Beirut): Spring (2003, 2004, 2005), Fall (2005, 2006)

**PRESS**

- Sensors (2020) CorrNet paper featured on Empatica news. What influences a user's selection of videos to watch at any given time?
- VapeTracker in the VapingPost. New Technology: A cessation tool for vapers

## INVITED TALKS

- 2021: “Affective Interactive Systems”, Invited (virtual) talk. Instituto de Telecomunicações (Lisbon), December 10, 2021.
- 2020: Invited to present our CHI 2020 paper “ThermalWear: Exploring Wearable On-chest Thermal Displays to Augment Voice Messages with Affect” virtually at GermanCHI 2020, DutchCHI 2020, and Smell, Taste, Temperature (STT) Symposium 2020.
- 2020: Gave invited guest lecture on temporal challenges in HCI and Affective Computing to Vrije Universiteit (VU) HCI course students.
- 2020: Served on an expert panel (June 20, 2020) at the Veem House reflecting on “I, Phone” mime performance by mimi artist Rob Smorenberg.
- 2020: “Temporal Challenges in Eliciting, Capturing, and Predicting Human Emotions”. Invited talk (May 27, 2020) to Cognito UvA for symposium ‘Brain Bytes: Neuroscience, Artificial Intelligence, and beyond’.
- 2019: Uncovering Perceived Identification Accuracy of In-Vehicle Biometric Sensing. Invited poster presentation for Amsterdam Data Science, 5 year anniversary meetup (Amsterdam, NL).
- 2019: Addressing the Temporal Resolution Challenge in Eliciting, Capturing, and Predicting Human Emotions. University of Amsterdam, Information and Language Processing Systems (ILPS) group (Amsterdam, NL).
- 2016: Challenges in measuring and understanding cross-cultural crisis news media bias on Twitter. 3rd GESIS Computational Social Science Winter Symposium 2016 (Cologne, DE).
- 2015: Urban data and wayfinding in developing countries. Centrum Wiskunde & Informatica (CWI) - Information Access (Amsterdam, NL).
- 2015: Leveraging Flickr photos to build exploration-based route planners. Pervasive Interaction Technology (PIT) Laboratory (Copenhagen, DK)
- 2011, 2012: Introduction to multimodal interaction (slides here.) University of Amsterdam (NL)

## SERVICE

- **CHI Nederland** - 2020-present - Board Member (Co-Treasurer)
- **AutomotiveUI 2022** - Associate Chair
- **ACM CHI 2022** - Associate Chair
- **ACM ICMI 2021** - PC Member
- **CHI NL - Dutch Post-CHI (2021)** - Co-organizer
- **ACM ISS 2021** - Tutorials Co-chair
- **ACM CHI 2021** - LBW Associate Chair
- **CWI Scientific Meetings** - 2019, 2020 - Co-organizer
- **IEEE AIVR 2020** - Demo and Videos Co-chair
- **ACM MobileHCI 2020** - Associate Chair
- **ACM CHI 2020** - Associate Chair
- **ACM MobileHCI 2019** - Associate Chair
- **ACM CHI 2019** - LBW Associate Chair
- **ACM MobileHCI 2018** - Associate Chair
- **ACM Multimedia Systems 2018** - Local Chair
- **HCI Oldenburg Website** - Web Developer
- **ACM AutomotiveUI 2017** - Local Chair
- **Inventors Workshop (2016)** - Co-organizer, Web Developer
- **Google NL Startup Week (2015)** - UX Mentor
- **CareerFoundry UX Hackathon (2015)** - UX Mentor
- **AWESOME IT (2011)** - Program Chair
- **Conference & Journal reviewer:** CHI (2022, 2021, 2020, 2019, 2018, 2017, 2016, 2013, 2012); MobileHCI (2020, 2019, 2018, 2017, 2016, 2015, 2013); AutomotiveUI (2020, 2019, 2017, 2015); IMWUT/UbiComp (2019, 2018); CSCW (2018, 2017, 2016, 2015, 2013); DIS (2018, 2017, 2012); TVX/IMX (2018); CHI Play (2015); UIST (2013); ICMI (2021, 2020, 2011); CIE

## TEACHING

### Courses Co-taught

- 2015, 2016: Bsc course 'Interaktive Systeme'; Msc course 'Human Computer Interaction'; Msc course 'Wearable Computing'
- 2010, 2011, 2012: Msc Information Science course 'Intelligent Interactive Systems'. Designed and executed entire practical course syllabus from scratch.
- 2009, 2010: Bsc course 'Human-Centered Multimedia'
- 2009, 2010: Bsc course 'Knowledge-based Media Systems'

### Student (Co-)supervision

#### PhD Students

- 2019+: Tong Xue (Visiting PhD student - Beijing Institute of Technology) || *Investigating Continuous Emotion Annotation Techniques for Video Watching in 360 HMD-based Virtual Reality* - ongoing
- 2018+: Tianyi Zhang (PhD student - CWI/ TU Delft) || *Fine-grained Emotion Recognition for Video Watching using Physiological Signals* - ongoing

#### Master's & Bachelor's students

- 2022+: Simone Ooms (Msc Industrial Design - TU/e) || Internship || *Haptic Stimulation of News Videos* - ongoing
- 2022+: Rayna Ney (Msc Cognitive Science - UvA) || Internship || *Interoception in Virtual Reality* - ongoing
- 2022: Mihir Kapadia (Msc Electrical Engineering - TU Delft) || *Few-Shot Learning for Emotion Recognition: Learning from few samples of Speech and Physiological Signals*
- 2021+: Shalvi Palande (Msc Interaction Technology - U Twente) || *Designing and Evaluating Wearable Visual and Vibrotactile Displays for Collocated Breathing Synchronization* - ongoing
- 2021: Sueyoon Lee (Msc Industrial Design Engineering - TU Delft) || *Designing and Evaluating Avatar Biosignal Visualization Techniques in Social Virtual Reality*
- 2021: Sabrina Wirjopawiroi (Msc Artificial Intelligence - TU Delft) || *Super-resolution to enhance low-resolution thermal facial expression images for facial emotion recognition*
- 2020: Andrei Furdui (Msc Artificial Intelligence - UvA) || *Intelligent Data Augmentation for Physiological Signals using Conditional Generative Attention Models*
- 2019: Liam Ashby (Msc Behavioral Data Science - UvA) || *Biometric Privacy: Quantifying privacy and monetary costs of personal biometric data*
- 2019: Xingyu Yang (Msc Industrial Design Engineering - TU Delft) || *Thermotion: An exploration of facilitating emotion perception with wearable thermal displays*
- 2018: Shashank Rao (Msc Artificial Intelligence - TU Delft) || *DeepSleep: A sensor-agnostic approach towards modelling a sleep classification system*
- 2016: Rieke Von Bargaen (Bsc Informatics - Uni Oldenburg) || *Wearable Vibro-tactile Pedestrian Navigation*
- 2013: Michael Wolbert (Msc Information Science - UvA) || *Improving the Waiting Time Experience Through a Pervasive Collaborative NFC-enabled Mobile Game*
- 2013: Patrick Mast (Msc Artificial Intelligence - UvA) || *Applying Sequence Alignment Techniques to Give Personalized Travel Suggestions*
- 2013: Bardia Khalesi (Msc Artificial Intelligence - UvA) || *Using Social Network Analysis Techniques on Foursquare data for Location-Based Recommendations*
- 2011: Theresa Kriese (Msc Information Science - UvA) || *Measuring User Experience of User-defined Cross-domain Motion Gestures*
- 2011: Haska Steltenpohl (Bsc Information Science - UvA) || *Visualizing Route Information on Mobile Devices*
- 2010: Sicco van Sas (Bsc Artificial Intelligence - UvA) || *Generating route recommendations using geotagged Flickr photos and sequence alignment*
- 2009: Jan Overgoor, Philo van Kemenade, Bastiaan van der Weij (Bsc Artificial Intelligence - UvA) || *Narranotation: Mobile storytelling using a context-free grammar*

## SKILLS

### User Research

User-centered design, usability testing (controlled, field), remote testing (A/B, MVT), contextual inquiry, participatory design, heuristic evaluation, card sorting, Wizard-of-Oz, interviews (+ open coding), surveys, affinity diagramming

### Data Science

Social media data (Twitter, Flickr) crawling, cleaning and analysis; facial emotion expression recognition using deep convolutional neural networks (TensorFlow, Keras); crowdsourcing; descriptive and inferential statistics (incl. correlation, regression, ANOVA, t-test, chi-square, factor analysis); applied machine learning (supervised, unsupervised); R (incl. ggplot2), Python (incl. Pandas, NumPy, SciPy, OpenCV, ScikitLearn), iPython, SQL

### Physical Prototyping

Arduino, ESP8266, soldering

### Soft Skills

Mentoring colleagues / students, coordinating and writing grant proposals, scientific and non-scientific presentations

### Languages

Arabic (native), English (fluent), Dutch (intermediate), German (basic)

## COURSES & WORKSHOPS

- YellowResearch - H2020 Research and Innovation Actions workshop.
- 2nd Summer School on Computational Interaction. Certificate available.
- R Programming. Johns Hopkins University (Coursera). Grade: 97%. Certificate available
- Google Analytics - Digital Analytics Fundamentals - Score: 94%
- Information Visualization (Master's AI course)
- Teaching Skills for Science Teaching Assistants. Certificate available
- Machine Learning: Pattern Recognition (Master's AI course)
- SIKS Summer School on Data Mining
- UBI Summer School 2010 on Ubiquitous Computing. Grade: 5/5. Workshop 'Urban Social Network Analysis'
- 2nd NIRICT-SIKS Spring School - Social Interaction Computing
- Cognitive Modeling. CSCA summer school

## PUBLICATIONS

### Journal

1. Montagud, M., Li, J., Cernigliaro, G., **El Ali, A.**, Fernández, S., & Cesar, P. (2022). Towards SocialVR: Evaluating a Novel Technology for Watching Videos Together. To be published in Springer Virtual Reality.
2. Zhang, T., **El Ali, A.**, Hanjalic, A., & Cesar, P. (2022). Few-shot Learning for Fine-grained Emotion Recognition using Physiological Signals. To be published in IEEE Transactions on Multimedia.
3. Zhang, T., **El Ali, A.**, Wang, C., Hanjalic, A., & Cesar, P. (2022). Weakly-supervised Learning for Fine-grained Emotion Recognition using Physiological Signals. In IEEE Transactions on Affective Computing. doi preprint
4. Xue, T., **El Ali, A.**, Zhang, T., Ding, G., & Cesar, P. (2021). CEAP-360VR: A Continuous Physiological and Behavioral Emotion Annotation Dataset for 360° Videos. In IEEE Transactions on Multimedia.
5. Zhang, T., **El Ali, A.**, Wang, C., Hanjalic, A., & Cesar, P. (2021). CorrNet: Fine-Grained Emotion Recognition for Video Watching Using Wearable Physiological Sensors. In Sensors 2021, 21(1), 52.



6. Park, S., Oshan, T. M., **El Ali, A.**, & Finamore, A. (2021). Are we breaking bubbles as we move? Using a large sample to explore the relationship between urban mobility and segregation. In *Computers, Environment and Urban Systems (CEUS)*.
7. Matviienko, A., Feld, Y, **El Ali, A.**, Heuten, W., & Boll, S. (2018). Designing Metaphor-based Ambient Tangible Artifacts to Support Workspace Awareness. In *i-com - Journal of Interactive Media*.
8. **El Ali, A.** & Ketabdar, H. (2013). Magnet-based Around Device Interaction for Playful Music Composition and Gaming. In the *International Journal of Mobile Human Computer Interaction (IJMHCI)*, 5, 4, p.56-80.
9. **El Ali, A.**, Nack, F. & Hardman, L. (2011). Good Times?! 3 Problems and Design Considerations for Playful HCI. In the *International Journal of Mobile Human-Computer Interaction (IJMHCI)*, 3, 3, p.50-65.

## Conference

1. Ghosh, S., Pons Rodriguez, G., Rao, S., **El Ali, A.**, & Cesar, P. (2022). Exploring Emotion Responses toward Pedestrian Crossing Actions for Designing In-vehicle Empathic Interfaces. To be published in *Proc. CHI EA '22*.
2. Lee, S.\*, **El Ali, A.\***, Wijntjes, M., & Pablo Cesar (2022). Understanding and Designing Avatar Biosignal Visualizations for Social VR Entertainment. To be published in *Proc. Human Factors in Computing Systems (CHI '22)*.
3. Furdai, A., Zhang, T., Worring, M., Cesar, P., & **El Ali, A.** (2021). AC-WGAN-GP: Augmenting ECG and GSR Signals using Conditional Generative Models for Arousal Classification. In *Proc. UbiComp/ISWC '21 (Poster)*.
4. Verma, H., Constantinides, M., Zhong, S., **El Ali, A.**, & Alavi, H. (2021). SensiBlend: Sensing Blended Experiences in Professional and Social Contexts. In *Proc UbiComp/ISWC Adj '21 (workshop)*.
5. Xue, T., **El Ali, A.**, Ding, G., & Cesar, P. (2021). Investigating the Relationship between Momentary Emotion Self-reports and Head and Eye Movements in HMD-based 360° VR Video Watching. In *Proc. Human Factors in Computing Systems (CHI EA '21)*.
6. Xue, T., **El Ali, A.**, Zhang, T., Ding, G., & Cesar, P. (2021). RCEA-360VR: Real-time, Continuous Emotion Annotation in 360° VR Videos for Collecting Precise Viewport-dependent Ground Truth Labels. In *Proc. Human Factors in Computing Systems (CHI '21)*.
7. **El Ali, A.**, Perusquía-Hernández, M., Hassib, M., Abdelrahman, Y., & Newn, J. (2021). MEEC: Second Workshop on Momentary Emotion Elicitation and Capture. In *Proc. Human Factors in Computing Systems (CHI EA '21)*.
8. Daher, K., Capallera, M., Lucifora, C., Casas, J., Meteier, Q., El Kamali, M., **El Ali, A.**, Mario Grosso, G., Chollet, G., Abou Khaled, O., Mugellini, E. (2021). Empathic interactions in automated vehicles #EmpathicCHI. In *Proc. Human Factors in Computing Systems (CHI EA '21)*.
9. Xue, T., **El Ali, A.**, Ding, G., & Cesar, P. (2020). Annotation Tool for Precise Emotion Ground Truth Label Acquisition While Watching 360-degree VR Videos. In *Proc. IEEE AIVR '20 Demos*.
10. Pons Rodriguez, G., **El Ali, A.**, & Cesar, P. (2020). ET-CycleGAN: Generating Thermal Images from Images in the Visible Spectrum for Facial Emotion Recognition. In *Proc. ICMI '20 Companion*.
11. Xue, T., Ghosh, S., Ding, G., **El Ali, A.**, & Cesar, P. (2020). Designing Real-time, Continuous Emotion Annotation Techniques for 360° VR Videos. Late Breaking Work in *Proc. Human Factors in Computing Systems (CHI EA '20)*.
12. **El Ali, A.**, Yang, X., Ananthanarayan, S., Rögglä, T., Jansen, J., Hartcher-O'Brien, J., Jansen, K. & Cesar, P. (2020). ThermalWear: Exploring Wearable On-chest Thermal Displays to Augment Voice Messages with Affect. In *Proc. Human Factors in Computing Systems (CHI '20)*. Hawaii, USA.

13. Zhang, T., **El Ali, A.**, Wang, C., Hanjalic, A., & Cesar, P. (2020). RCEA: Real-time, Continuous Emotion Annotation for Collecting Precise Mobile Video Ground Truth Labels. In Proc. Human Factors in Computing Systems (CHI '20). Hawaii, USA.
14. **El Ali, A.**, Perusquia-Hernández, M., Denman, P., Abdelrahman, Y., Hassib, M., Meschtscherjakov, A., Ferreira, D., & Henze, N. (2020). MEEC: First Workshop on Momentary Emotion Elicitation and Capture. In Proc. Human Factors in Computing Systems (CHI EA '20). Hawaii, USA.
15. **El Ali, A.**, Ashby, L., Webb, A. M., Zwitter, R. & Cesar, P. (2019). Uncovering Perceived Identification Accuracy of In-Vehicle Biometric Sensing. In Adj. Proc. AutomotiveUI 2019.
16. Zhang, T., **El Ali, A.**, Wang, C., Zhu, X., & Cesar, P. (2019). CorrFeat: Correlation-based Feature Extraction Algorithm using Skin Conductance and Pupil Diameter for Emotion Recognition. In Proc. ICMI 2019.
17. Rao, S., **El Ali, A.**, & Cesar, P. (2019). DeepSleep: A Ballistocardiographic Deep Learning Approach for Classifying Sleep Stages. In Proc. UbiComp 2019 Adjunct.
18. Rao, S., **El Ali, A.**, & Cesar, P. (2019). DeepSleep: A Ballistocardiographic Deep Learning Approach for Classifying Sleep Stages. In ICT.Open 2019.
19. De Simone, F., Li, J., **El Ali, A.**, Debarba, H., Gunkel, S., & Cesar, P. (2019). Watching videos together in social Virtual Reality: an experimental study on user's QoE. In IEEE VR (Poster).
20. Li, J., Kong, Y., Röggl, T., De Simone, F., Ananthanarayan, S., de Ridder, H., **El Ali, A.**, & Cesar, P. (2019). Measuring and Understanding Photo Sharing Experiences in Social Virtual Reality. In Proc. Human Factors in Computing Systems (CHI '19). Glasgow, UK.
21. Matviienko, A., Ananthanarayan, S., **El Ali, A.**, Heuten, W., & Boll, S. (2019). NaviBike: Comparing Unimodal Navigation Cues for Child Cyclists. In Proc. Human Factors in Computing Systems (CHI '19). Glasgow, UK.
22. Le, H. V., Meyer, S., **El Ali, A.**, & Henze, N. (2018). Machine Learning for Intelligent User Interfaces Using Keras. In Proc. MobileHCI '18 EA (Tutorial). Barcelona, Spain.
23. Domhoff, D., Krick, T., Huter, K., **El Ali, A.**, Stratmann, T. C., Wolf-Ostermann, K., & Rothgang, H. (2018). Digitale, automatisierte Analyse von Literaturdatenbanken in Public Health und Pflegewissenschaft? Quantitative Textanalyse großer Ergebnismengen mittels Topic Modeling. In Zukunft der Pflege, Tagungsband der 1. Clusterkonferenz 2018 – Innovative Technologien für die Pflege, 190–195. Retrieved June 18, 2018 from <http://oops.uni-oldenburg.de/3592/>
24. Grünefeld, U., **El Ali, A.**, Heuten, W., & Boll, S. (2018). Beyond Halo and Wedge: Visualizing Out-of-View Objects on Head-mounted Virtual and Augmented Reality Devices. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '18). Barcelona, Spain.
25. Grünefeld, U., Stratmann, T., **El Ali, A.**, Heuten, W., & Boll, S. (2018). RadialLight: Exploring Radial Peripheral LEDs for Direction Cues in Head-Mounted Displays. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '18). Barcelona, Spain.
26. **El Ali, A.**, Stratmann, T., Park, S., Heuten, W. & Boll, S. (2018). Measuring, Understanding, and Classifying News Media Sympathy on Twitter after Crisis Events. In Proc. Human Factors in Computing Systems (CHI '18). Montréal, Canada.
27. Grünefeld, U., Ennenga, D., **El Ali, A.**, Heuten, W., & Boll, S. (2017). EyeSee360: Designing a Visualization Technique for Out-of-view Objects in Head-mounted Augmented Reality. In Proc. Spatial User Interaction (SUI '17). Brighton, UK. **[Best paper honorable mention]**
28. Grünefeld, U., **El Ali, A.**, Heuten, W., & Boll, S. (2017). Visualizing Out-of-view Objects in Head-mounted Augmented Reality. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '17 EA). Vienna, Austria.



29. **El Ali, A.**, Wallbaum, T., Wasmann, M., Heuten, W. & Boll, S. (2017). Face2Emoji: Using Facial Emotional Expressions to Filter Emojis. In Proc. Human Factors in Computing Systems (CHI '17 EA). Denver, Colorado, USA.
30. Koelle, M., **El Ali, A.**, Heuten, W., Cobus, V., & Boll, S. (2017). All about Acceptability? - Identifying Factors for the Adoption of Data Glasses. In Proc. Human Factors in Computing Systems (CHI '17). Denver, CO, USA.
31. Meyer, J., Wasmann, M., Heuten, W., **El Ali, A.**, & Boll, S. (2017). Identification and Classification of Usage Patterns in Long-Term Activity Tracking. In Proc. Human Factors in Computing Systems (CHI '17). Denver, CO, USA.
32. Cobus, V., Bräuer, N., Pistor, A., Precht, H., **El Ali, A.**, & Boll, S. (2016). Badum Tss! - A Paper-based Interaction to Augment Everyday Situations with Sound Effects. In Adj. Proc. Nordic Conference on Human-Computer Interaction (NordiCHI '16). Gothenburg, Sweden.
33. Sadeghian, S., **El Ali, A.**, Heuten, W., & Boll, S. (2016). Peripheral Light Cues for In-Vehicle Task Resumption. In Proc. Nordic Conference on Human-Computer Interaction (NordiCHI '16). Gothenburg, Sweden.
34. **El Ali, A.**, Bachour, K., Heuten, W. & Boll, S. (2016). Technology Literacy in Poor Infrastructure Environments: Characterizing Wayfinding Strategies in Lebanon. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '16). Florence, Italy.
35. Matviienko, A., Loecken, A., **El Ali, A.**, Heuten, W. & Boll, S. (2016). NaviLight: Investigating Ambient Light Displays for Turn-by-Turn Navigation in Cars. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '16). Florence, Italy.
36. **El Ali, A.**, Matviienko, A., Feld, Y., Heuten, W. & Boll, S. (2016). VapeTracker: Tracking Vapor Consumption to Help E-cigarette Users Quit. In Proc. Human Factors in Computing Systems (CHI '16 EA). San Jose, CA, USA.
37. **El Ali, A.**, & Ketabdar, H. (2015). Investigating Handedness in Air Signatures for Magnetic 3D Gestural User Authentication. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '15 EA). Copenhagen, Denmark.
38. Wolbert, M. & **El Ali, A.** & Nack, F. (2014). CountMeIn: Evaluating Social Presence in a Collaborative Pervasive Mobile Game Using NFC and Touchscreen Interaction. In Proc. Advances in Computer Entertainment Technology (ACE '14). Madeira, Portugal.
39. Wolbert, M. & **El Ali, A.** (2013). Evaluating NFC and Touchscreen Interactions in Collaborative Mobile Pervasive Games. In Proc. Human-Computer Interaction with Mobile Devices and Services (MobileHCI '13 EA). Munich, Germany.
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