

Markus Tatzgern

Curriculum Vitae

Personal Information

Position FH-Professor, Salzburg University of Applied Sciences
Nationality Austria
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Web <http://markustatzgern.com> Note: The webpage contains detailed information about my research including papers and videos.

Research Interest

Augmented/Virtual/Mixed Reality, Visualization, Human-Computer Interaction

Professional

- since 06/2018 **FH-Professor**, Mixed Reality and Game Development, Salzburg University of Applied Science, Austria
- since 09/2015 **Senior Lecturer**, Mixed Reality and Game Development, Salzburg University of Applied Science, Austria
- o Head of Game Development and Mixed Reality
 - o Research and development of interactive Virtual, Augmented and Mixed Reality applications, visualizations and interfaces
- 02/2009–08/2015 **Research Assistant**, Institute for Computer Graphics and Vision, Graz University of Technology, Austria
- o Researched and published Mixed and Augmented Reality interfaces that allow users to explore the real world
 - o Developed a mobile platform for remote collaboration in Augmented Reality
- 04/2006–11/2008 **Software Developer**, Institute of Applied Geosciences, Graz University of Technology, Austria
- o Developed software for documenting tunnel construction
 - o Coordinated a team of developers
 - o Engaged in all stages of software development from requirement specification to deployment and customer support

Education

- 2015 Doctor of Philosophy (**PhD**, Dr.techn.), with highest distinction, Graz University of Technology
- o Thesis: "Situating Visualization in Augmented Reality"
 - o Supervisor: Prof. Dr. Dieter Schmalstieg, Co-supervisor: Dr. Denis Kalkofen, Referee: Prof. Dr. Kiyoshi Kiyokawa
- 2008 Master of Science (**MSc**, DI) with highest distinction, Graz University of Technology
- o Thesis: "A Framework for Automatically Creating 3D Explosion Diagrams"
 - o Supervisor: Prof. Dr. Dieter Schmalstieg, Co-supervisor: Dr. Denis Kalkofen
- 2005 Bachelor of Science (**BSc**, Bakk.techn.), Graz University of Technology

Projects

- 12/2017–11/2020 **Ecomedicine VR Physiology Lab: Information and communication technology drives innovation for health products and services**
(Forschungs- und Transferzentrum Ecomedicine - IKT als Innovationsgrundlage für gesundheitsfördernde Produkte & Dienstleistungen)
Funded by Federal State Salzburg, Austria
Research partner: Paracelsus Medical Private University
Budget: 880.000 Euro
Role: Project acquisition, Technical Lead, Co-Investigator
- 03/2017–02/2019 **Optimizing the Online Shopping Experience using Virtual Reality**
(Digitalisierung bei KMU: Optimierung des Online-Vertriebs durch Virtual Reality)
Funded by Federal State Salzburg, Austria
Budget: 120.000 Euro
Role: Project acquisition, Technical Lead, Co-Investigator
- 03/2010–08/2015 **Christian Doppler Laboratory for Handheld Augmented Reality**
Funded by Christian Doppler Society
Industrial partner: Qualcomm Inc.
Role: Researcher
- 01/2008–12/2008 **IPCity**, Integrated Project on Interaction and Presence in Urban Environments
Funded by European Union under contract FP-2004-IST-4-27571
Role: Developer

Peer-Reviewed Publications

Der Einsatz von Virtual Reality im Marketing: Implikationen für die Entwicklung von neuen Vertriebsmodellen. Arno Kinzinger, Markus Tatzgern, Gerlinde Emsenhuber and Christine Vallaster, 12. Forschungsforum der österreichischen Fachhochschulen (**FFH'18**), 2018

Retargeting Video Tutorials Showing Tools With Surface Contact to Augmented Reality. Peter Mohr, David Mandl, Markus Tatzgern, Eduardo Veas, Dieter Schmalstieg and Denis Kalkofen, ACM Conference on Human Factors in Computing Systems (**CHI'17**), p. 6547-6558, 2017

Adaptive User Perspective Rendering for Handheld Augmented Reality. Peter Mohr, Markus Tatzgern, Jens Grubert, Dieter Schmalstieg, Denis Kalkofen, IEEE Symposium on 3D User Interfaces (**3DUI'17**), **Honorable Mention for Best Paper**, p. 176-181, 2017

Temporal Coherence Strategies for Augmented Reality Labeling. Jacob Boesen Madsen, Markus Tatzgern, Claus B. Madsen, Dieter Schmalstieg, Denis Kalkofen, IEEE Transactions on Visualization and Computer Graphics (**TVCG'16**), p. 1415-1423, 2016

Adaptive Information Density for Augmented Reality Displays. Markus Tatzgern, Valeria Orso, Denis Kalkofen, Giulio Jacucci, Luciano Gamberini, Dieter Schmalstieg, IEEE Virtual Reality (**VR'16**), p. 83-92, 2016

Exploring real world points of interest: Design and evaluation of object-centric exploration techniques for augmented reality. Markus Tatzgern, Raphael Grasset, Eduardo Veas, Denis Kalkofen, Hartmut Seichter, Dieter Schmalstieg, **Pervasive and Mobile Computing**, p. 55-70, 2015

Hedgehog Labeling: View Management Techniques for External Labels in 3D Space. Markus Tatzgern, Denis Kalkofen, Raphael Grasset, Dieter Schmalstieg, IEEE Virtual Reality (**VR'14**), p. 27-32, 2014

Transitional Augmented Reality Navigation for Live Captured Scenes. Markus Tatzgern, Raphael Grasset, Denis Kalkofen, Dieter Schmalstieg, IEEE Virtual Reality (**VR'14**), p. 21-26, 2014

Dynamic compact visualizations for augmented reality. Markus Tatzgern, Denis Kalkofen, Dieter Schmalstieg, IEEE Virtual Reality (**VR'13**), p. 3-6, 2013

Exploring Distant Objects with Augmented Reality. Markus Tatzgern, Raphael Grasset, Eduardo Veas, Denis Kalkofen, Hartmut Seichter, Dieter Schmalstieg, Joint Virtual Reality Conference of **EGVE\EuroVR'13**, p. 49-56, 2013

Image-driven view management for augmented reality browsers. Raphael Grasset, Tobias Langlotz, Denis Kalkofen, Markus Tatzgern, Dieter Schmalstieg, International Symposium on Mixed and Augmented Reality (**ISMAR'12**), p. 177-186, 2012

Multi-perspective Compact Explosion Diagrams. Markus Tatzgern, Denis Kalkofen, Dieter Schmalstieg, **Computers & Graphics**, p. 135-147, 2011

Embedded Virtual Views for Augmented Reality Navigation. Markus Tatzgern, Denis Kalkofen, Raphael Grasset, Dieter Schmalstieg, **Workshop on Visualization in Mixed Reality Environments**, International Symposium on Mixed and Augmented Reality (**ISMAR'11**), 2011

Compact explosion diagrams. Markus Tatzgern, Denis Kalkofen, Dieter Schmalstieg, Non-Photorealistic Animation and Rendering (**NPAP'10**), p. 17-26, 2010

Explosion Diagrams in Augmented Reality. Denis Kalkofen, Markus Tatzgern, Dieter Schmalstieg, IEEE Virtual Reality (**VR'09**), p. 71-78, 2009

Patents

- 2015 Hierarchical Clustering for View Management Augmented Reality. Markus Tatzgern, Denis Kalkofen, Dieter Schmalstieg, Raphael Grasset. WO Patent, Publication number 2015142576, September 2015
- 2013 Image-Driven View Management for Annotations. Raphael Grasset, Markus Tatzgern, Tobias Langlotz, Denis Kalkofen and Dieter Schmalstieg. WO Patent, Publication number 2013176830, November 2013
- 2012 Efficient Information Presentation for Augmented Reality. Markus Tatzgern, Denis Kalkofen and Dieter Schmalstieg. WO Patent, Publication number 2012033768, March 2012

Awards

- 2017 Honorable Mention for Best Paper at the 2017 IEEE Symposium on 3D User Interfaces (3DUI) for the paper "Adaptive User Perspective Rendering for Handheld Augmented Reality", Peter Mohr, Markus Tatzgern, Jens Grubert, Dieter Schmalstieg, Denis Kalkofen
- 2011, 2013, 2015 Recognized Inventor at Graz University of Technology

Professional Activities

Program Committee

- 2018 FH Forschungsforum, Chair: Digitized - Transformation durch Augmented und Virtual Reality
- 2016 IEEE Virtual Reality (VR)

Reviewing

- since 2017 Austrian Research Promotion Agency (FFG)
- since 2017 IEEE Transactions on Visualization and Computer Graphics
- since 2016 ACM Symposium on Virtual Reality Software and Technology (VRST)
- since 2011 IEEE Virtual Reality (VR)
- since 2009 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)
- 2015 ACM Symposium on Spatial User Interaction (SUI)
- 2015 International Conference on Mobile and Ubiquitous Multimedia (MUM)
- 2013 ACM Conference on Human Factors in Computing Systems (CHI)
- 2012 Eurographics
- 2012 ACM International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI)

2011, 2015 Computers & Graphics (C&G)

Invited Talks

- 2018 Digitalization in Architecture and Construction - Use Cases of Virtual and Augmented Reality, Brennpunkt Alpinen Bauen, Austria
- 2018 Virtual and Augmented Reality - Technological Maturity and Applications in Tourism, Brennpunkt eTourism, Austria
- 2018 State-of-the-Art of Virtual and Augmented Reality Technology and Applications, Austrian Armed Forces, Austria
- 2018 Virtual Reality in E-commerce, Marketing Club Salzburg, Austria
- 2018 Augmented and Virtual Reality for Medical Education and Health Care, 1. Salzburger Forum für Medizin und Digitalisierung, Paracelsus Medical University, Salzburg, Austria
- 2017 Augmented and Virtual Reality: A building block of industry 4.0 / Augmented und Virtual Reality: Ein Baustein von Industrie 4.0, Alles Holz 4.0 oder was, Holzcluster, Salzburg, Austria
- 2017 Virtual and Augmented Reality in Education / Virtual und Augmented Reality für den Bildungsbereich, eEducation Praxistagung, Pädagogische Hochschule Salzburg, Salzburg, Austria
- 2015 Augmented Reality Technology and Applications, Center for Human-Computer Interaction, University of Salzburg, Salzburg, Austria
- 2015 Next Generation Augmented Reality Games, Extended Games Day, Hochschule der Medien, Stuttgart, Germany

Press

- 2018 "Virtual Reality in Education" / "Kommt die Bildung bald per Brille", Pädagogisches Magazin für Schule, Beruf und Gesellschaft, Nr. 2/4, Austria
- 2018 "Virtual Reality in Education" / "Kommt die Bildung bald per Brille", Salzburger Nachrichten, 10 March, Austria
- 2018 Project Online Shopping using Virtual Reality featured in article "FH Salzburg: Knowledge and Specialists for Businesses" / "FH Salzburg: Mehr Fachwissen und Fachleute für die Wirtschaft", Salzburger Wirtschaft, Nr. 3/44, Austria
- 2018 Project Online Shopping using Virtual Reality featured in article "FH Salzburg - Review of 2017" / "FH Salzburg - Ein Rückblick ins Jahr 2017", Salzburg Magazin, Regional TV Salzburg, Austria
- 2017 Digital Innovation in the Wood Industry / Digitalisierung in der Holzbranche, Salzburger Wirtschaft, Nr. 34/44, Austria

Teaching Experience

Salzburg University of Applied Sciences

- since 2015 Game Development 1 (Lecture and Lab)
- since 2016 Game Development 2 (Lecture and Lab)

- since 2016 Computer Graphics (Lecture and Lab)
- since 2016 Study&Presentation Skills
- since 2017 Real-Time Visualization (Lecture and Lab)
- since 2017 Mixed Reality Technologies (Lecture and Lab)
- 2016 Advanced Topics of Game Development and Augmented Reality (Lecture and Lab)
- 2016 Mixed Reality Interaction (Lecture and Lab)

Supervision

Master's Theses

- 2018 Master's Thesis by Manuel Fleck
Evaluating Mouse, Gaze and Gestures in Augmented Reality Desktop Application Contexts
- 2018 Master's Thesis by Lucas Weitgasser
Effect of Avatar Realism on User Embodiment in Virtual Reality
- 2017 Master's Thesis by David Kikelj (co-supervision with Dr. Denis Kalkofen)
Remote Instructions for Mobile Augmented Reality
- 2014 Master's Thesis by Simon Kendler (co-supervision with Dr. Denis Kalkofen)
Overview and Detail in Augmented Reality Browsers

Bachelor's Theses

- 2018 Bachelor's Thesis by Kevin Hinker
Automatized Photogrammetric Reconstruction Pipeline for Generating 3D Objects
- 2018 Bachelor's Thesis by Julia Daxenbichler
Adaptive Text Visualization for Dynamic Scenes in Augmented Reality
- 2018 Bachelor's Thesis by Simon Ignaz Steiner
Leporello: Multi-layer X-ray Visualization in Augmented Reality
- 2018 Bachelor's Thesis by Christoph Birgmann
Simulating Texting Distractions in a Virtual Reality Driving Simulation
- 2017 Bachelor's Thesis by Stefan Schwab
Evaluating the Effect of Field of View on Augmented Reality Support Systems
- 2017 Bachelor's Thesis by Tom Langer
Comparison of Augmented Reality Visualizations for Order Picking Tasks
- 2017 Bachelor's Thesis by Bostian Kamnik
Time-warped Sunlight Simulation on Building Architecture
- 2016 Bachelor's Thesis by Franz Rest
Evaluation of Temporal Coherence for View Management in Augmented Reality
- 2016 Bachelor's Thesis by Stefan Niedermüller
Evaluating the Use of Abstract Commodity Items for Augmented Reality Interaction

- 2016 Bachelor's Thesis by Admir Karisik
Diegetic Interfaces: Boosting Immersion and Flow in Video Games
- 2016 Bachelor's Thesis by Marius Hartl
Player Behavior-dependent Procedural Level Generation for 2D Games
- 2016 Bachelor's Thesis by Jakob Brunner
Virtual Workspaces: From 2D Desktop Applications to 3D AR Work Environments
- 2014 Bachelor's Thesis by Dominik Widnig
3D Animation Editor for Augmented Reality Applications
- 2009 Bachelor's Thesis by Matthias Hofer
View Dependent Texturing