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About me

I recently submitted my Ph.D. Thesis in Human-Computer Interaction at the Computer Science Department at Aarhus University. My research is about how voice controlled smart speakers that use complex sensors and behave ambiguously in homes can be designed to be understandable to users. My work draws on qualitative and quantitative methods to understand users' experiences with such complex technology, while also developing alternative designs for smart speakers to become transparent about their ambiguous state.

Education

PhD in Computer Science | Feb '18 - '21 (expected)

Aarhus University.

Supervisor: Jo Vermeulen

Co-supervisor: Susanne Bødker

MSc in IT Product Design | Sep '15 - Jun '17

University of Southern Denmark.

- Thesis: Exploring the Value of Fitness through Playful Prototyping and Field Work.

Supervisor: Robb Mitchell

- Semester abroad at Eindhoven University of Technology, Department of Industrial Design.

BEng in Interaction Design | Sep '11 - Jan '15

University of Southern Denmark at Mads Clausen Institute - Faculty of Engineering.

- Internship at Jørn Iversen Rødekro ApS

Poster presentations

What Smart Speakers Don't Tell You. **Mirzel Avdic** and Jo Vermeulen. Common Interactive Objects Symposium, Sandbjerg, Denmark, 28-30 January, 2019.

"The Mad Hatters Dinner Party": Enhancing the Dining Experience Through the Use of Game Thinking. Ferran Altarriba Bertran, **Mirzel Avdic**, Asbjørn Grangaard Erlendsson, Lennart Schlüter, Thomas Neville Valkær. NordiCHI, Gothenburg, Sweden, 23-27 October, 2016.

Languages

- Danish (Used daily)
- English (Used daily)
- Bosnian (Used weekly)
- German (Used yearly)

Skills

- Facilitate and organize workshops
- Communicate and collaborate
- Illustrate and sketch
- Rapid prototype and ideate
- Implement solutions
- Field studies and interviews
- Lab studies and questionnaires
- Research and fast learner
- Problem-solving
- Analytical

Papers

Machine Body Language: Expressing a Smart Speaker's Activity with Intelligible Physical Motion. **Mirzel Avdic**, Nicolai Marquardt, Yvonne Rogers and Jo Vermeulen. In Submission.

Two Cases for Traces: A Theoretical Framing of Mediated Joint Activity. **Mirzel Avdic**, Susanne Bødker, and Ida Larsen-Ledet. CSCW '21, Proceedings of the 2021 Conference on Computer-Supported Collaborative Work.

Intelligibility Issues Faced by Smart Speaker Enthusiasts in Understanding What Their Devices Do and Why. **Mirzel Avdic** and Jo Vermeulen. OzCHI '20, Proceedings of the 2020 Australian Conference on Human-Computer Interaction.

"The Mad Hatters Dinner Party": Enhancing the Dining Experience Through the Use of Game Thinking. Ferran Altarriba Bertran, **Mirzel Avdic**, Asbjørn Grangaard Erlendsson, Lennart Schlüter, Thomas Neville Valkær. 12th Student Interaction Design Research Conference 2016. 🏆

