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✈️ **Willing to relocate.**

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Profile

I recently graduated as a Ph.D. in Human-Computer Interaction. 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 is characterized by qualitative and quantitative methods, while also focusing on designing technologies that are transparent about their automation.

Education

PhD in Computer Science | Feb '18 - '21

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

Skills

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

Languages

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

Academic Papers

Machine Body Language: Expressing a Smart Speaker's Activity with Intelligible Physical Motion. **Mirzel Avdic**, Nicolai Marquardt, Yvonne Rogers and Jo Vermeulen. DIS '21, Proceedings of the 2021 Conference on Designing Interactive Systems.

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. 🏆

