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Arguably augmented reality : relationships between the virtual and the real

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Curriculum Vitae

Hanna Schraffenberger is a creative researcher working in the intersection between science, art and technology. Her research interests include human-computer interaction, augmented reality, interactive art as well as privacy and security.

Hanna Schraffenberger was born in Stuttgart (Germany) in 1983 and studied Audiovisual Media (BEng) from 2005 until 2008 at Stuttgart Media University. Subsequently, she has been a graduate student at Leiden University, The Netherlands. She completed the Media Technology MSc program with honors in 2011. In 2011, Hanna Schraffenberger has started her PhD research at the Media Technology research group at the Leiden Institute of Advanced Computer Science (Leiden University). Her research examines the fundamental characteristics and potential manifestations of augmented reality (AR). During the first three years of her PhD research, she has been working as a researcher in residence at the Augmented Reality Lab (formerly based at the Royal Academy of the Arts, The Hague, The Netherlands).

During the second half her PhD research, Hanna Schraffenberger has worked as a lecturer at the “Communication & Multimedia Design” program at The Hague University of Applied Sciences (2015-2016) and at the “Cognitive Science and Artificial Intelligence” group at Tilburg University (2016-2017). She now works as an Assistant Professor at the Artificial Intelligence department of Radboud University (Nijmegen) as well as at the Donders Institute for Brain, Cognition and Behaviour. In addition, she volunteers as a front-end developer and UX engineer for the Privacy by Design Foundation.

Hanna Schraffenberger has developed and taught courses on human-computer interaction, augmented and virtual reality, data visualization, app development, interaction design, usability and programming. In addition to conducting research and teaching students, she is interested in communicating science to a broader audience with both conventional and unconventional kinds of media. She has acted as the editor-in-chief of the AR[t] magazine, in which researchers from all over the world share their interest in augmented reality, discuss its applications in the arts and provide insight into the underlying technology.