

AWARDS AND GRANTS

- Forbes 30 under 30 in Science and Healthcare 2018
- Award for Diversity Efforts in Teaching, TU Graz, 2017
- IGDA Women in Games Ambassador, GDC, San Francisco, 2017
- GOLC Award for Best Visualized Experiment for Maroon, 2017
- Nominated for Prize for Excellent Teaching, TU Graz, Austria 2016 Anita Borg Scholar (by Qualcomm) Scholarship, Grace Hopper Celebration, Tx, Houston, 2016
- Heidelberg Laureate Forum Scholar, Germany, 2016
- Best Paper Award IFIP ICEC, 2016
- Best Paper Award Learning Technology for Education in Cloud, 2016
- Global Game Jam Scholarship to attend GDC, San Francisco, 2016
- QS Reimagine Education Award (Shortlist), Philadelphia, 2016
- OEFG, International Communications Grant, FDG, Pacific Grove, CA, USA, 2015
- ACM-W Scholarship for CSCW 2015, Vancouver, BC, Canada, 2015
- Google Grant for JSConf EU 2014 Berlin, Germany, 2014
- ACM Grant for SIGCSE 2014 New Educators Workshop, Atlanta, US, 2014
- Named Scholarship of the Faculty of Computer Science, Graz University of Technology, 2012
- Named Scholarship Marshall Plan (Austrian Marshall Plan Foundation), 2011-2012

SELECTED CONFERENCE AND EVENT AFFILIATIONS

- Foundation of Digital Games Conference, (Programme Chair, 2019)
- International Conference on Game Jams, Hackathons, and Game Creation Events (ACM), (General Chair, 2018)
- Immersive Learning Research Network Conference, (Special Track Chair, 2016-2019)
- Game Dev Days, (General Chair and Founder, 2016-2018)
- Interspeech (Hackathons, 2019)
- ACM CHI
- ACM SIGCSE
- ACM ITICSE
- ACM CHI PLAY
- IFIP ICEC
- CEEC
- Game Days
- VEAI
- EA-TEL
- iCICS

SELECTED TEACHING AND WORKSHOP APPOINTMENTS

- Workshop Game Design for Humanities (Harvard University, MA-US and Humboldt University Berlin, Germany), 2017
- Spring and Summer School Digital Humanities (Georg-August University Goettingen, Germany), 2014-2016
- Social Media Technologies (TU Graz)
- Information Search and Retrieval (TU Graz)
- Game Design and Development (TU Graz)
- Game Design and Development II (TU Graz)
- Applications of Innovative Technologies (TU Graz)

SELECTED INVITED SPEAKER APPOINTMENTS

- Panel: VR for Hollywood, CGA Belgrade, Serbia, 2018
- Keynote: VR for HR, Zukunft Personal, Austria, 2018
- Talk: Games of the World, GameOn Conference, Lithuania, 2018
- Talk: Wir sind Zukunft (SOS Kinderdorf), Austria, 2018
- Talk: Slovenian Games Conference, Maribor, Slo, 2018
- Talk: Future of VR Games, Beijing, China, 2018
- Talk: VR Games and Education, WKO trendIT2018, Perchtoldsdorf, Austria, 2018
- Talk: VR Learning, Zukunftsakademie, Linz, 2018
- Talk: A Year of Playing the World at Game Developers Conference, San Francisco, CA, 2018
- Talk: Big Data and Small Data The Future of Data Analysis in Games, Game Developers Session, Prague, CZ
- Keynote: Games: The Future of Hollywood at ct-v conference, Austria, 2017
- Panel: How to survive in our industry European Games Executives Summit, Spain, 2017
- Talk: Social Network Analysis in Games and Communities Devcom, Cologne, Germany, 2017
- Talk: Designing Games for The World after Playing Games from the World Quo Vadis Conference, Berlin, Germany, 2017
- Talk: Crossing: Virtual Experiences, Games, and Teaching, SRI International, CA-US, 2016
- Talk: Harvard Ludics Seminar: Crossing: Virtual Experiences, Games, and Teaching, Cambridge MA-US, 2015

List: <https://jpirker.com/speaking-and-events/>

EDITORIALS

- Beck, D., Allison, C., Morgado, L., Pirker, J., Pena-Rios, A., Ogle, T., ... & Guetl, C. (Eds.). (2018). Immersive Learning Research Network: 4th International Conference, iLRN 2018, Missoula, MT, USA, June 24-29, 2018, Proceedings (Vol. 840). Springer.
- Beck, D., Allison, C., Morgado, L., Pirker, J., Khosmood, F., Richter, J., & Guetl, C. (Eds.). (2017). Immersive Learning Research Network: Third International Conference, iLRN 2017, Coimbra, Portugal, June 26-29, 2017. Proceedings (Vol. 725). Springer.
- Pena Rios, A. C., Pirker, J., Guetl, C., & Gardner, M. (2016). Special Issue on Immersive Environments: Challenges, Research and New Developments. EAI Endorsed Transactions on Future Intelligent Educational Environments, 2(6).
- Allison, C., Morgado, L., Pirker, J., Beck, D., Richter, J., & Guetl, C. (Eds.). (2016). Immersive Learning Research Network: Second International Conference, iLRN 2016 Santa Barbara, CA, USA, June 27-July 1, 2016 Proceedings (Vol. 621). Springer.
- Ebner, M., Erenli, K., Malaka, R., Pirker, J., & Walsh, A. E. (Eds.). (2015). Immersive Education: 4th European Summit, EiED 2014, Vienna, Austria, November 24-26, 2014, Revised Selected Papers (Vol. 486). Springer.

SELECTED PUBLICATIONS

- Schiller, M. H., Wallner, G., Schinnerl, C., Calvo, A. M., Pirker, J., Sifa, R., & Drachen, A. (2018). Inside the Group: Investigating Social Structures in Player Groups and Their Influence on Activity. IEEE Transactions on Games.
- Pirker, J., Rattinger, A., Drachen, A., Sifa, R. (2018). Analyzing player networks in Destiny. Entertainment Computing, 25, 71-83, Elsevier.
- Pirker, J., Lesjak, I., Guetl, C. (2017, July) Maroon VR: A room-scale physics laboratory experience. In The 17th IEEE International Conference on Advanced Learning Technologies ICALT2017, IEEE.
- Pirker, J., Pojer, M., Holzinger, A., Gtl, C. (2017, July) Gesture-based Interactions in Video Games with the Leap Motion Controller, HCI International, Springer.
- Pirker, J., Lesjak, I., P, M., Guetl, C. (2017, March) An Educational Physics Laboratory in Mobile Versus Room Scale Virtual Reality A Comparative Study. In Remote Engineering and Virtual Instrumentation (REV), 2017 13th International Conference on. IEEE.
- Pirker, J., Griesmayr, S., Drachen, A., & Sifa, R. (2016, September) How Playstyles Evolve: Progression Analysis and Profiling in Just Cause 2, 15th International Conference on Entertainment Computing.
- Pirker, J., Economou, D., & Guetl, C. (2016, July). Interdisciplinary and International Game Projects for Creative Learning. In Proceedings of the 2016 ACM Conference on Innovation and Technology in Computer Science Education (pp. 29-34). ACM.
- Pirker, J., Riffnaller-Schiefer, M., & Guetl, C. (2014, June). Motivational active learning: engaging university students in computer science education. In Proceedings of the 2014 conference on Innovation & technology in computer science education (pp. 297-302). ACM.

(Full and updated list of publications available on <https://jpirker.com/publications/>)

SELECTED PRESS

- Forbes Oct 2018: "A Year Of Playing The World' Showcases Game Development's Diversity And Culture" <https://www.forbes.com/sites/melissabrinks/2018/10/02/a-year-of-playing-the-world-showcases-game-developments-diversity-and-culture/#7f0075627afc>
- Venturebeat April 2018: GDC Indie Soapbox: Design questions, call-to-actions, and sausages: <https://venturebeat.com/2018/03/27/gdc-indie-soapbox-design-questions-call-to-actions-and-sausages/>
- Forbes: "From Dinosaurs To Bionic Limbs: The 2018 Europe 30 Under 30 In Science And Healthcare": <https://www.forbes.com/sites/elliekincaid/2018/01/21/from-bionic-limbs-to-dinosaurs-30-under-30-europe-in-science-and-healthcare/#50b9bc601616>
- APA Science: "TU Graz researcher on Forbes 30 under 30 list" https://science.apa.at/rubrik/natur_und_technik/TU_Graz_researcher_on_Forbes_30_under_30_list
- Forbes Magazine: "LERNEN MIT VIRTUAL REALITY" <https://www.forbes.at/artikel/lernen-mit-virtual-reality.html>
- Austrian Newspaper Kleine Zeitung: Grazer Forscherin ist auf der Forbes-Liste "30 under 30" http://www.kleinezeitung.at/steiermark/5361196/TU-Graz_Grazer-Forscherin-ist-auf-der-ForbesListe-30-under-30
- Austrian Newspaper "Krone: Grazerin schafft es auf begehrte Forbes-Liste" <http://www.krone.at/1624448>
- TU Graz: TU Graz-Forscherin ist auf Forbes 30 under 30-Liste <https://www.tugraz.at/tu-graz/services/news-stories/tu-graz-news/einzelansicht/article/johanna-pirker-ist-auf-der-forbes-30-under-30-liste/>
- Spiegel Online: 5 Thesen zur Zukunft des Gaming <http://www.spiegel.de/netzwelt/games/videospiele-fuenf-thesen-zur-zukunft-des-gaming-a-1148779.html>
- Austrian Newspaper Die Presse: Die Schmankerln der Informatik <http://diepresse.com/home/bildung/weiterbildung/5282476/Die-Schmankerln-der-Informatik>
- Red Bull: Game Dev Days 2017: <https://www.redbull.com/at-de/game-dev-days-graz-2017>
- Austrian Newspaper Wiener Zeitung: "Eintauchen in die Welt des Wissens" https://austriaforum.org/af/AEIOU/Virtual_Reality
- Austrian Newspaper Der Standard: "Die Gamification der Welt" <http://derstandard.at/2000045715077/Die-Gamification-der-Welt>
- German Journal Spektrum/SciLogs: "Spotlight on Johanna Pirker: PhD Student Researching HCI, VR, and Games" <http://scilogs.spektrum.de/hlf/spotlight-johanna-pirker-phd-student-researching-hci-vr-games/>
- Austrian Blog "Informatik Austria": "Informatikerin der Woche" <http://www.informatikaustria.at/blog/2016/06/08/johanna-pirker-informatikerin-der-woche/>
- Austrian Webmagazine Futurzone: "Vortrag: Wie man ein Videospiel für die Massen entwickelt" <https://futurezone.at/games/vortrag-wie-man-ein-videospiel-fuer-die-massen-entwickelt/179.044.518>

Full List: <https://jpirker.com/press/>

PUBLICATIONS

- [1] Andrews, K., Pirker, J., and Sabol, V. (2014). Future directions for visualisation. *Vis 2014 Workshop on Death of the Desktop - Envisioning Visualization without Desktop Computing*, pages 1–4.
- [2] Beck, D., Allison, C., Morgado, L., Pirker, J., Khosmood, F., Richter, J., and Gütl, C. (2017). Immersive learning research network: Third international conference, ilrn 2017, coimbra, portugal, june 26–29, 2017. proceedings.
- [3] Cheong, C., Filippou, J., Cheong, F., Pirker, J., and Gütl, C. (2016). Using persuasive system design principles to evaluate two next generation digital learning environments. In *International Conference on Interactive Collaborative Learning*, pages 255–268. Springer.
- [4] Fowler, A., Pirker, J., Pollock, I., de Paula, B. C., Echeveste, M. E., and Gómez, M. J. (2016). Understanding the benefits of game jams: Exploring the potential for engaging young learners in stem. In *Proceedings of the 2016 ITiCSE Working Group Reports*, pages 119–135. ACM.
- [5] Gütl, C., Cheong, C., Cheong, F., Chang, V., Nau, S. Z., and Pirker, J. (2015). Expectations of the generation next in higher education: Learning engagement approaches in information sciences subjects. In *Interactive Collaborative Learning (ICL), 2015 International Conference on*, pages 205–214. IEEE.
- [6] Gütl, C. and Pirker, J. (2011). Implementation and evaluation of a collaborative learning, training and networking environment for start-up entrepreneurs in virtual 3d worlds. In *Interactive Collaborative Learning (ICL), 2011 14th International Conference on*, pages 58–66. IEEE.
- [7] Gütl, C., Tomes, L. M., Pirker, J., and Chang, V. (2016). Exploratory and collaborative learning experience in immersive environments. In *Immersive Learning Research Network: Second International Conference, iLRN 2016 Santa Barbara, CA, USA, June 27 – July 1, 2016 Proceedings*, pages 3–16. Springer, Springer International Publishing.
- [8] Hutzler, A., Wagner, R., Pirker, J., and Gütl, C. (2017). Mythhunter: Gamification in an educational location-based scavenger hunt. In *International Conference on Immersive Learning*, pages 155–169. Springer.
- [9] Kunzmann, C., Schmidt, A., and Pirker, J. (2016). Pattern-oriented approaches for design-based research in collaborative research projects: a knowledge maturing perspective. In *Proceedings of the 21st European Conference on Pattern Languages of Programs*, page 19. ACM.
- [10] Morales, M., Amado-Salvatierra, H. R., Hernández, R., Pirker, J., and Gütl, C. (2016). A practical experience on the use of gamification in mooc courses as a strategy to increase motivation. In *International Workshop on Learning Technology for Education in Cloud*, pages 139–149. Springer.
- [11] Pena Rios, A., Pirker, J., Christian, G., and Gardner, M. (2016). Preface to the special issue on immersive environments: Challenges, research and new developments. *EAI Endorsed Transactions on Future Intelligent Educational Environments*, 2(6):creators–Pena.Rios.
- [12] Pirker, J. (2013). Master thesis: The virtual teal world—an interactive an collaborative virtual world environment for physics education, graz university of technology.
- [13] Pirker, J., Berger, S., Gütl, C., Belcher, J., and Bailey, P. H. (2012). Understanding physical concepts using an immersive virtual learning environment. *Proceedings of the 2nd European Immersive Education Summit, Paris*, pages 183–191.
- [14] Pirker, J., Economou, D., and Gütl, C. (2016a). Interdisciplinary and international game projects for creative learning. In *Proceedings of the 2016 ACM Conference on Innovation and Technology in Computer Science Education*, pages 29–34. ACM.

- [15] Pirker, J., Griesmayr, S., Drachen, A., and Sifa, R. (2016b). How playstyles evolve: Progression analysis and profiling in just cause 2. In *International Conference on Entertainment Computing*, pages 90–101. Springer.
- [16] Pirker, J. and Gütl, C. (2012). Iterative evaluation of a virtual three-dimensional environment for start-up entrepreneurship in different application scenarios. In *Interactive Collaborative Learning (ICL), 2012 15th International Conference on*, pages 1–6. IEEE.
- [17] Pirker, J. and Gütl, C. (2014). Motivational active learning for computer science education. In *SIGCSE*, page 711.
- [18] Pirker, J. and Gütl, C. (2015a). Educational gamified science simulations. In *Gamification in Education and Business*, pages 253–275. Springer International Publishing.
- [19] Pirker, J. and Gütl, C. (2015b). *Virtual Worlds for 3D Visualizations.*, pages 265–272.
- [20] Pirker, J., Gütl, C., and Astatke, Y. (2015a). Enhancing online and mobile experimentations using gamification strategies. In *2015 3rd Experiment International Conference (exp. at'15)*, pages 224–229. IEEE.
- [21] Pirker, J., Gütl, C., Belcher, J. W., and Bailey, P. H. (2013a). Design and evaluation of a learner-centric immersive virtual learning environment for physics education. In *Human factors in computing and informatics*, pages 551–561. Springer Berlin Heidelberg.
- [22] Pirker, J., Gütl, C., and Kappe, F. (2014a). Collaborative programming exercises in virtual worlds (abstract only). In *Proceedings of the 45th ACM Technical Symposium on Computer Science Education, SIGCSE '14*, pages 719–719, New York, NY, USA. ACM.
- [23] Pirker, J., Gütl, C., and Löffler, J. (2017a). Ptd: Player type design to foster engaging and playful learning experiences. In *International Conference on Interactive Collaborative Learning*, pages 487–498. Springer.
- [24] Pirker, J., Gütl, C., and Weghofer, P. (2014b). Application scenarios of interactive science fiction prototyping in virtual worlds for education.
- [25] Pirker, J., Gütl, C., Weghofer, P., and Feichtner, V. (2014c). Interactive science fiction prototyping in virtual worlds: Fundamentals and applications. *iJES*, 2(3):46–52.
- [26] Pirker, J., Gütl, C., Weiner, P., and Garcia-Barrios, V. (2015b). Application domains for a location-based mobile application creator. *International Journal of Interactive Mobile Technologies*, 9(3).
- [27] Pirker, J., Gütl, C., Weiner, P., Garcia-Barrios, V. M., and Tomintz, M. (2014d). Location-based mobile application creator creating educational mobile scavenger hunts. In *Interactive Mobile Communication Technologies and Learning (IMCL), 2014 International Conference on*, pages 160–164. IEEE.
- [28] Pirker, J., Holly, M., Hipp, P., Koenig, C., Jeitler, D., and Gütl, C. (2017b). Improving physics education through different immersive and engaging laboratory setups. In *Interactive Mobile Communication Technologies and Learning (IMCL), 2017 International Conference on*, page under review. Springer.
- [29] Pirker, J., Khosmood, F., and Gütl, C. (2017c). Social network analysis of the global game jam network. In *Proceedings of the Second International Conference on Game Jams, Hackathons, and Game Creation Events*, pages 10–14. ACM.
- [30] Pirker, J., Kultima, A., and Gütl, C. (2016c). The value of game prototyping projects for students and industry. In *Proceedings of the International Conference on Game Jams, Hackathons, and Game Creation Events*, pages 54–57. ACM.

- [31] Pirker, J., Lesjak, I., and Gütl, C. (2017d). An educational physics laboratory in mobile versus room scale virtual reality—a comparative study (extended). *International Journal of Online Engineering (iJOE)*, 13(08):106–120.
- [32] Pirker, J., Lesjak, I., and Gütl, C. (2017e). Maroon vr: A room-scale physics laboratory experience. In *2017 IEEE 17th International Conference on Advanced Learning Technologies (ICALT)*, pages 482–484.
- [33] Pirker, J., Lesjak, I., Parger, M., and Gütl, C. (2018a). An educational physics laboratory in mobile versus room scale virtual reality—a comparative study. In *Online Engineering & Internet of Things*, pages 1029–1043. Springer.
- [34] Pirker, J., Lesjak, I., Punz, A., and Drachen, A. (2018b). Social aspects of the game development process in the global gam jam. In *Proceedings of the International Conference on Game Jams, Hackathons, and Game Creation Events*, pages 9–16. ACM.
- [35] Pirker, J., Pojer, M., Holzinger, A., and Gütl, C. (2017f). Gesture-based interactions in video games with the leap motion controller. In *International Conference on Human-Computer Interaction*, pages 620–633. Springer.
- [36] Pirker, J., Rattinger, A., Drachen, A., and Sifa, R. (2018c). Analyzing player networks in destiny. *Entertainment Computing*, 25:71–83.
- [37] Pirker, J., Riffnaller-Schiefer, M., and Gütl, C. (2014e). Motivational active learning: Engaging university students in computer science education. In *Proceedings of the 2014 conference on Innovation & technology in computer science education*, pages 297–302. ACM.
- [38] Pirker, J., Riffnaller-Schiefer, M., Tomes, L. M., and Gütl, C. (2016d). Motivational active learning in blended and virtual learning scenarios: Engaging students in digital learning. *Handbook of Research on Engaging Digital Natives in Higher Education Settings*, page 416.
- [39] Pirker, J. and Voll, K. (2015). Group forming processes-experiences and best practice from different game jams. *Workshop Proceedings of the 10th International Conference on the Foundations of Digital Games (Pacific Grove, California, Asilomar Conference Grounds)*.
- [40] Pirker, J., Weghofer, P., and Gütl, C. (2013b). *Science Fiction Prototyping: Flexible Settings in Immersive Environments*. International Conference on Interactive Computer Aided Blended Learning (ICBL).
- [41] Pürcher, P., Höfler, M., Pirker, J., Tomes, L., Ischebeck, A., and Gütl, C. (2016). Individual versus collaborative learning in a virtual world. In *Information and Communication Technology, Electronics and Microelectronics (MIPRO), 2016 39th International Convention on*, pages 824–828. IEEE.
- [42] Rattinger, A., Wallner, G., Drachen, A., Pirker, J., and Sifa, R. (2016). Integrating and inspecting combined behavioral profiling and social network models in destiny. In *International Conference on Entertainment Computing*, pages 77–89. Springer.
- [43] Scherer, R., Müller-Putz, G., Friedrich, E. V., Pammer-Schindler, V., Wilding, K., Keller, S., and Pirker, J. (2015). Games for bci skill learning. *Handbook of Digital Games and Entertainment Technologies*, pages 1–19.
- [44] Schiller, M. H., Wallner, G., Schinnerl, C., Calvo, A. M., Pirker, J., Sifa, R., and Drachen, A. (2018). Inside the group: Investigating social structures in player groups and their influence on activity. *IEEE Transactions on Games*.
- [45] Settgest, V., Pirker, J., Lontschar, S., Maggale, S., and Gütl, C. (2016). Evaluating experiences in different virtual reality setups. In *International Conference on Entertainment Computing*, pages 115–125. Springer.
- [46] Tomes, L. M., Gütl, C., Pirker, J., and Chang, V. (2015). Exploratory and social learning in 3d virtual worlds. *iLRN 2015 Prague*, page 46.

- [47] Wallner, G., Schinnerl, C., Schiller, M. H., Calvo, A. M., Pirker, J., Sifa, R., and Drachen, A. (2019). Beyond the individual: Understanding social structures of an online player matchmaking website. *Entertainment Computing*.
- [48] Weichhart, G., Pirker, J., Gütl, C., and Sary, C. (2014). 3d progressive education environment for s-bpm. In *International Conference on Subject-Oriented Business Process Management*, pages 188–197. Springer International Publishing.