



# Luke Bölling

## Research Assistant

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📍 FernUniversität Hagen,  
Germany Allgemeine Psychologie  
Urteilen, Handeln, Entscheiden

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## About me

As an experimental psychologist I like to understand more about how we and machines are interacting in a digital world. Data-Science, User-Experience-Research and understanding social cognition with robots and virtual partners are my main topics. Understanding processes and optimization is my matter of the heart - UX and Human-Centered-Design is a universal approach to every challenge in our life.

### General Information

- Research focus on cognition in socio-technological system
- Exploring the intersection of psychology and software engineering
- Loves to program and optimize processes

### Education

- |            |   |                       |
|------------|---|-----------------------|
| 2013-2016  | Bachelor of Science Psychology  | University of Münster |
|            | • Thesis: Developing a virtual version of the non-spatial joint Simon effect                                      |                       |
| 2016-2020  | M. Sc. Psychology - Cognitive Neuroscience  | University of Münster |
|            | • Thesis: 'Geradeaus' neu kalibrieren: Adaptation in Redirected Walking über die Zeit                             |                       |
| since 2021 | Lecturer/Research Assistant (PhD student)   | University of Hagen   |
|            | • WIP: Joint Action in socio-technological systems: Impact of Social Cognition on Interactions in a Digital World |                       |

### Professional Experience

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|-----------|--|
| 2017-2020 | Trainer Consultant. Usability Academy, aventaurus GmbH |
| 2018-2021 | Co-Founder and CEO. Applysia GmbH                      |

### Educational Work and Travels

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|------------|---|
| 2014-2020  | Student Assistant / Tutor. Several positions in statistics courses, virtual reality lab and other research projects |
| 2016 06-08 | Internship. DLR Aerospace Center, Psychology  |
| 2018 01-04 | Research Scholar. Institute for Simulation and Training, Florida  |
| March 2019 | Attendee and Journal Award Nominee. IEEE VR 2019, Osaka   |

### Skills and Professional Interests

- Professional Data Science and Programming Experience:
  - R-(Shiny), Python, Data Dashboard Frameworks, Flutter, Ruby, C# (VR),
- Project- and Product-Management as CPO in own start-up
- Certified Professional for User Experience

### Publications

1. Porcu, E., Bölling, L., Lappe, M., & Liepelt, R. (2016). Pointing out mechanisms underlying joint action. *Attention, Perception, & Psychophysics*, 78(4), 972–977. <https://doi.org/10.3758/s13414-016-1093-8>
2. Norouzi, N., Bölling, L., Bruder, G., & Welch, G. (2019). Augmented rotations in virtual reality for users with a reduced range of head movement. *Journal of Rehabilitation and Assistive Technologies Engineering*, 6, 205566831984130. <https://doi.org/10.1177/2055668319841309>
3. Kim, K., Bölling, L., Haesler, S., Bailenson, J., Bruder, G., & Welch, G. F. (2018). Does a Digital Assistant Need a Body? The Influence of Visual Embodiment and Social Behavior on the Perception of Intelligent Virtual Agents in AR. *2018 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, 105–114. <https://doi.org/10.1109/ISMAR.2018.00039>
4. Bölling, L., Stein, N., Steinicke, F., & Lappe, M. (2019). Shrinking Circles: Adaptation to Increased Curvature Gain in Redirected Walking. *IEEE Transactions on Visualization and Computer Graphics*, 25(5), 2032–2039. <https://doi.org/10.1109/TVCG.2019.2899228>

### Professional Associations

- |      |   |
|------|---|
| 2018 | Member. German UPA - Professional association of the German Usability and User Experience Professionals |
| 2021 | Associate Member. German Psychological Society (DGPs)   |

### Miscellaneous

Fortunate father, #political, #woodworking, #maker, #sherlock, #whovian, #bouldering

A brilliant solution to the wrong problem can be worse than no solution at all: solve the correct problem. – Donald A. Norman