


<b>KUNZ, Andreas</b>		
Present Position	Titular Professor / Adjunct Professor	
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ResearchID: ORCID:	B-9241-2008 orcid.org/0000-0002-6495-4327	Web: <a href="https://www.icvr.ethz.ch/index">https://www.icvr.ethz.ch/index</a> EN
<b>Degrees/Higher Education</b>		
1989	Diploma, Electrical Engineering, Technical University Darmstadt	
1998	Dr. sc. techn., ETH Zurich	
2004	Habilitation, ETH Zurich.	
<b>Professional Career</b>		
1989-1990	Guest researcher Technical University Darmstadt	
1990-1994	Industrial experience in research and development of electronic components and networks, Texscan GmbH	
1998-	Head of research group 'ICVR' (Innovation Center Virtual Reality)	
1998-2004	Oberassistent ETH Zurich	
2004-	Private Docent ETH Zurich	
2006-	Adjunct Professor Blekinge Technical University (BTH) / Sweden	
2016-	Titular Professor ETH Zurich	
<b>Other Activities</b>		
Co-organizer of VRST 2018; Co-organizer of VRST 2017; Co-organizer of Mechatronics 2010; Co-chair of IEEE Tabletops and Interactive Surfaces 2009; Co-chair of IEEE Tabletops and Interactive Surfaces 2008; Co-chair and editor of "VR/AR-Technologien für die Produktion" 2008; Organizer of International Conference in Virtual Reality 2003; Session organizer of international conference Virtual Reality for Design 2004; Member of review boards for 42 international conferences and journals; Set-up of the VR Visualization Center 'VisDome' at ETH; Responsible for blue-c I+II hardware setups; Head of "VisDome"; Reviews for multiple journals and conferences Reviews for SNF and ETH-internal research projects Hosting and supporting the ETH Fellowship "inspacion" (Thomas Nescher)		
<b>Additional information</b>		
Involved in basic students' education in mechanical engineering Guest stay at Clemson University, USA (1/11-30/11, 1999) Guest stay at Technical University Clausthal, Germany (2/12-16/12, 2001) Guest stay at Chalmers University, Sweden (3/10-24/10, 2005)		
<b>Publications</b>		
Has published 2 books, 6 book chapters, 32 papers in refereed journals, and 188 papers in conference proceedings. Holds 6 patents in the VR field.		

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### Conference/Journal Activities:

3DUI; CHI; CIE; Computergraphics; CSCW; DETC; DIS; Eurographics; ISMAR; JCISE; NordiCHI; Siggraph; ITS; TEI; TMCE; VES; VR, VRST, ICCHP, VRST

### Research (keywords)

Virtual Reality for the interaction with digital data ('Digital Product', 'Digital Factory'): Product visualization systems, Development of haptic interfaces; Redirected Walking  
Virtual Reality for supporting collaboration: Support systems for early stages of product development, Tele-collaboration systems, Tangible User Interfaces (TUI)

### Teaching

Virtual Reality I (Bachelor), Virtual Reality II (Master) at ETH  
Human Computer Interaction at UZH  
Virtual Reality in Sustainable Product Development at BTH  
PhD student block courses at Chalmers Technical University Gothenburg  
Informationsvisualisierung UOAS St. Gallen  
Bachelor- and Master projects  
Supervision of the 'Innovationsprojekt'

Supervised students (Semester-, Diploma-, Bachelor- and Master thesis) since 1994: 190  
Referee or co-referee on doctoral dissertations since 2003: 34

### Achievements (since 1998)

1. Improving psychological treatments by means of VR: dementia, phobia, sleep walking, etc. → Best presentation award at VRST 2018
2. Applying VR in medical training scenarios at the University of Zurich in the field of hand hygiene → Quality prize 2018 of the University Hospital Zurich
3. Using VR for helping with special needs
4. Applying VR in the context of "Industry 4.0": Optimizing MTM methods by the integration of real walking in an early stage.
5. Redirected Walking in Large-scale Virtual Environments
6. Applying VR technologies for accessibility to tabletops
7. Applying VR technologies to the Factory of the Future
8. Development of highly immersive systems integrating real humans into virtual environments.
9. Development of a new force feedback device based on EAP.
10. Development of tangible user interfaces (TUI) for brainstorming scenarios
11. Development of an environment for creative & innovative communication
12. Development of an optical multiple-device tracking system
13. Organization of the new research Field "Virtual Reality"

### Collaboration (excerpt)

Research institutes: Chalmers University, Sweden; Blekinge University, Sweden; Clemson University, USA; Technical University Cluj/Napoca, Romania; University Zurich; UOAS St. Gallen and Rapperswil; University of Nottingham, UK; Technical University Darmstadt, Germany; JKU Linz; Bergen University/Norway  
Industry: Bosch, ABB, Siemens, BMW, DaimlerChrysler, Volvo, Rieter, Airbus, ThyssenKrupp, Pilatus, Mikron, SMART Technologies, Rolls Royce, Autoeuropa, Reishauer