

Curriculum vitae with track record (for researchers)

* **ROLE IN THE PROJECT** Project manager Work package leader Project partner

* PERSONAL INFORMATION

*Family name, First name:	Dugstad Wake, Jo		
*Date of birth:	22.06.1974	*Sex:	Male
*Nationality:	Norwegian		
Researcher unique identifier(s) (ORCID, ResearcherID, etc.):	https://orcid.org/0000-0002-2515-7720		
URL for personal website:	https://www.norceresearch.no/personer/jo-dugstad-wake		

* EDUCATION

	Name of faculty/department, name of university/institution, country
2013	Ph.D., Faculty for Social Sciences, Department for Information science and Media studies, University of Bergen, Norway
2002	Master's degree: Department for Information science and Media studies, University of Bergen, Norway

* **POSITIONS** (academic, business, industry, public sector, national or international organisations)

Current Position

	Job title/name of employer/country
2020-	Forsker II / Senior scientist, NORCE Energy & Technology, Digital Systems and Artificial Intelligence

Previous positions held (list)

	Job title/name of employer/country
2018-2019	Forsker II / Senior scientist, NORCE Technology, Technology for Health, Medicine and Learning, Norway
2014-2018	Forsker II, Uni Research AS, Uni Research Health, Technology for Practice, Norway
2011-2013	Forsker III, Uni Research AS, Uni Research Health, Technology for Practice, Norway
2006-2011	Research Fellow/PhD Candidate, Department for Information science and Media studies, University of Bergen, Norway
2005-2007	Research assistant, InterMedia, Aksis, Unifob AS, Norway

FELLOWSHIPS, AWARDS AND PRIZES

	Name of institution/country
2011	Outstanding paper award: Wake, J.D. & Wasson, B. (2011). Supporting creativity in teaching and learning of history through small-group production of mobile, location-based games. In: Proceedings of mLearn 2011. 10th World Conference on Mobile and Contextual Learning, pp. 180-188. Beijing, China, 18-21 October 2011.
2015	Best design paper award nominee: Wake, J.D., Guribye, F., & Wasson, B. (2015). Students' Design Decisions in Collaborative Design of Location-based Games for Learning. In O., Lindwall, P., Häkkinen, T., Koschmann, P., Tchounikine, S., Ludvigsen (Eds.). Exploring the Material Conditions for Learning. Proceedings of CSCL2015, (pp. 324-332). Gothenburg, Sweden. ISLS.
2011	Best design paper award nominee: Wake, J.D., Guribye, F. & Wasson, B. (2011). The Interactional Organisation of Location-based Gaming. In: H. Spada, G. Stahl, N. Miyake & N. Law (Eds.), Proceedings of CSCL 2011, Hong Kong, China, June 4 to 8, 2011, (pp. 136-143). ISLS.

PROJECT MANAGEMENT EXPERIENCE

Projects funded by Research Council of Norway, international research programmes, private or public organisations

	Project and role, funding from
2020-ong	VR for constructive bystander behaviour, co-leader, NORCE
2021-ong	Interim national coordinator for MIDDEL, JPND
2017-2018	TrinnVis, project manager, NFR Skattefunn
2010-2014	NEXT-TELL, WP leader, EU
2005-2005	Kids & Technology, project manager, Meltzer foundation

SUPERVISION OF GRADUATE STUDENTS AND RESEARCH FELLOWS

	No. of	Master's	Name of faculty/department/centre, name of university/institution/country
2009-2019	5	Master's	Department for Information science and Media studies, University of Bergen, Norway

TEACHING ACTIVITIES

	Teaching position – topic, name of university/institution/country
2008	INFO362: Master Course in Systems for Computer Supported Collaborative Work. Department of Information Science and Media Studies, UiB, Norway.
2009	INFOMEVI344 Master Course in Theories and Practices of Information and Media Technologies. Department of Information Science and Media Studies, UiB, Norway.

INSTITUTIONAL RESPONSIBILITIES

Member of a committee/graduate student advisor etc.

	Name of university/institution/country
2018	Review Board for selection of Ph candidate for SLATE Center for the Science of Learning & Technology, University of Bergen, Norway

COMMISSIONS OF TRUST IN ACADEMIC, PUBLIC OR PRIVATE ORGANISATIONS (selection)

Scientific advisory board/review board/review panel member/editorial board/scientific advisory board/reviewer/scientific evaluation/etc.

	Name of university/institution/country – and role
2018-ong.	Program, committee member, Conversations: International workshop on chatbots
2011-2018	Program committee member, Computer Supported Collaborative Learning conf.
2013-2018	Program committee member, EC-TEL conference
2019- ong.	Program committee member, Computers and Humans in Interaction conference
2014-2019	Program committee member, ICALT/WMUTE conference
2014-2019	Program committee member, ICCE/CUMTEL conference
2009-2015	Program committee member, IADIS mLearning conference

MEMBERSHIPS OF ACADEMIES / SCIENTIFIC SOCIETIES / NETWORKS (selection)

	Name of academies, scientific societies, networks
2017-2020	SOLAR – Society for Learning Analytics Research
2019-ong.	ACM SIGCHI
2010-2015	IADIS Mobile Learning

Track record

Total number of publications during career: 58

Top 10 publications:

Wake, J.D., Rabbi, F., Inal, Y. & Nordgreen, T. (2022). User-centered design of clinical dashboards for guided iCBT. *Innovations in Systems and Software Engineering*. <https://doi.org/10.1007/s11334-022-00454-6>.

Inal, Y., Wake, J.D., Guribye, F., & Nordgreen, T. (2020). Usability Evaluations of Mobile Mental Health Technologies: A Systematic Review Study. *Journal of Medical Internet Research*, 21(12), 1-19. <https://doi.org/10.2196/15337>

Mukhiya S.K., Wake J.D., Inal Y., Pun K.I., Lamo Y. (2020). Adaptive Elements in Internet-Delivered Psychological Treatment Systems: Systematic Review. *Journal of Medical Internet Research*, 22(11):e21066. DOI: 10.2196/21066

Mukhiya, S., Wake, J.D., Inal, Y., & Lamo, Y. (2020). Adaptive systems for internet-delivered psychological treatments. *IEEE Access*, 8, 112220-112236. <https://doi.org/10.1109/ACCESS.2020.3>.

- Norberg, O., Wake, J.D., Nordby, E.S., Flobak, E., Nordgreen, T. Mukhiya, S. & Guribye, F.** (2020). Designing Chatbots for Guiding Online Peer Support Conversations for Adults with ADHD. In: Følstad A. et al. (eds) Chatbot Research and Design. CONVERSATIONS 2019. Lecture Notes in Computer Science, vol 11970, pp.113-126. Springer, Cham. https://doi.org/10.1007/978-3-030-39540-7_8
- Håvik, R., Wake, J.D, Flobak, E., Lundervold, A., & Guribye, F.** (2019). A Conversational Interface for Self-Screening for ADHD in Adults. In: Bodrunova, S.S., Koltsova, O., Følstad, A., Halpin, H., Kolozaridi, P., Yuldashev, L., Smoliarova, A., Niedermayer, H. (Eds.). Internet Science, INSCI 2018 International Workshops. Springer LINC. DOI: 10.1007/978-3-030-17705-8
- Wake, J.D., Wasson, B., Bjørgen, E.P., & Heimsæter, F.** (2019). Supporting firefighter training through visualising indoor positioning, motion and time use data. In: Z. Franco, J.J. Gonzales & J.H. Canos: Proceedings of the 16th ISCRAM Conference, (pp. 1173 - 1182), Valencia, Spain, May 2019.
- Flobak, E., Wake, J.D., Vindenes, J., Kahlon, S., Nordgreen, T., & Guribye, F.** (2019). Participatory Design of VR Scenarios for Exposure Therapy. In CHI Conference on Human Factors in Computing Systems Proceedings (CHI 2019), May 4–9, 2019, Glasgow, Scotland UK. ACM, New York, NY, USA, 12 pages. <https://doi.org/10.1145/3290605.3300799>
- Wake, J.D., Guribye, F., & Wasson, B.** (2018). Learning through collaborative design of location-based games. *International Journal of Computer-Supported Collaborative Learning*, 13(2). s. 167-187
- Wake, J.D., Guribye, F., & Wasson, B.** (2015). Students' Design Decisions in Collaborative Design Of Location-based Games for Learning. In O., Lindwall, P., Häkkinen, T., Koschmann, P., Tchounikine, S., Ludvigsen (Eds.). Exploring the Material Conditions for Learning. Proceedings of CSCL2015, (pp. 324-332). Gothenburg, Sweden. ISLS.

Research monograph:

Wake, J.D. (2013). *Mobile, location-based games for learning. Developing, deploying and evaluating mobile game technology in education.* PhD Thesis, University of Bergen.

Other publications (selection):

- Baker, F. A., Lee, Y. E. C., Sousa, T. V., Stretton-Smith, P. A., Tamplin, J., Sveinsdottir, V., Geretsegger, M., Wake, J. D., Assmus, J., & Gold, C.** (2022). Clinical effectiveness of music interventions for dementia and depression in elderly care (MIDDEL): Australian cohort of an international pragmatic cluster-randomised controlled trial. *The Lancet Healthy Longevity*, 3(3), e153–e165.
- Inal, Y. & Wake, J.D.** (2022). An old game, new experience: exploring the effect of players' personal gameplay history on game experience. *Universal access in the information society*. <https://doi.org/10.1007/s10209-022-00872-0>
- Wake, J.D. Baraldsnes, A., Vindenes, J. & Gulbrandsen, A.** (2021). Using immersive technologies to enable learning of effective bystander behaviour. *World Anti-bullying Forum 2021*. Stockholm, Nov. 1-3, 2021.
- Wake, J.D. Baraldsnes, A., Vindenes, J. & Gulbrandsen, A.** (2021). Virtual-Reality based intervention tools for bystanders to bullying behaviour in school. The 25th workshop on aggression. University of Turku, Nov. 4th – 6th, 2022. Turku, Finland.
- Nordgreen, T., Rabbi, F., Torresen, J., Skar, Y. S., Guribye, F., Inal, Y., Flobak, E., Wake, J. D., et al.** (2021). Challenges and possible solutions in cross-disciplinary and cross-sectorial research teams within the domain of e-mental health. *Journal of Enabling Technologies*, 15(4), 241–251.
- Wake, J.D., Guribye, F., & Wasson, B.** (2015). Students' Design Decisions in Collaborative Design Of Location-based Games for Learning. In O., Lindwall, P., Häkkinen, T., Koschmann, P., Tchounikine, S., Ludvigsen (Eds.). Exploring the Material Conditions for Learning. Proceedings of CSCL2015, (pp. 324-332). Gothenburg, Sweden. ISLS.
- Guribye, F, Wake, J.D., & Wasson, B.** (2014). The interactional accomplishment of location-based gaming. *International Journal of Mobile Human-Computer Interaction*, 6(3), 32-50.
- Wake, J. D., Dysthe, O., & Mjelstad, S.** (2007). New and Changing Teacher Roles in Higher Education in a Digital Age. *Educational Technology & Society*, 10(1), 40-51.