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# KHALIL KLOUCHE, M.A.

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## Profile

An interaction designer and a doctoral researcher in human-computer interaction (HCI). My current research focuses on the design, development and evaluation of adaptive user interfaces for fluid information exploration. My background includes design and prototyping of playful systems, tangible devices, interactive installations, as well as graphic design and typography.

## Education

**Aalto School of Arts, Design and Architecture, Media Department, Helsinki**  
PhD candidate, Human-Computer Interaction, supervisor: Lily Diaz, since 2014.

**University of Applied Sciences of Western Switzerland (HES-SO), Geneva**  
Master of Arts in Design, Media Design, 2013.

**Geneva University of Arts and Design (HEAD-Genève)**  
Bachelor of Arts in Design, Visual Communication, 2006.

## Work Experience

**Computer Science department, University of Helsinki** 2014-Present  
Doctoral Researcher – Research in HCI at Helsinki Institute for Information Technology HIIT, Ubiquitous Interaction group. Supervisor: Prof. Giulio Jacucci.

**Etsimo LTD, Helsinki** 2014-Present  
Designer – R&D on user interfaces for search and information discovery. UX/UI Design and implementation of demonstration systems.

**CPNV Professional school, Yverdon-les-Bains** 2013-2014  
Teacher – Weekly lectures with assignments and evaluation, on photo, video and typography to five classes (75+ students).

**Apple, Geneva** 2012-2013  
Sales Associate – Trainer on workshops and One to One sessions for customers on Apple devices. Technical support on devices.

**Freelance as Interaction and Media Designer, Geneva** 2010-2012  
Interactive installations for public exhibitions and stage engineering for choreographer Cindy Van Acker.

**Geneva University of Art and design** 2010-2012  
Research Assistant – User interface development. Supervisor: Jérôme Baratelli

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**Freelance as Graphic Designer, Geneva**

**2008-2010**

Responsible for the whole visual communication needs of OSR, symphonic orchestra of Western Switzerland. Editorial design for local publishing houses.

### **Academic Teaching**

**University of Helsinki, Computer Science, Post-Graduate School**

Lectures and tutorials on interactive information visualization (D3.JS, Processing P5) and hardware prototyping (Arduino), 2015-2016. (25 students).

**University of Helsinki, Computer Science, Graduate School**

Lectures on User Interface Design, Human-Computer Interaction, 2014-2015. (25 students).

Project tutoring *Advanced pen inputs*, Interactive Technologies, 2014. (3 students).

### **Organizational Experience**

**Associate Chair for Late Breaking Work category submissions**

Conf. on Human Factors in Computing Systems (CHI '16), San Jose, 2016.

**Organization chair**

3rd International Workshop on Symbiotic Interaction, Helsinki, 2014.

### **Publications**

**Designing for Exploratory Search on Touch Devices**

Khalil Klouche, Tuukka Ruotsalo, Diogo Cabral, Salvatore Andolina, Andrea Bellucci and Giulio Jacucci. 2015. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). ACM, New York, NY, USA, 4189-4198.

**IntentStreams: Smart Parallel Search Streams for Branching Exploratory Search**

Salvatore Andolina, Khalil Klouche, Jaakko Peltonen, Mohammad Hoque, Tuukka Ruotsalo, Diogo Cabral, Arto Klami, Dorota Glowacka, Patrik Floréen and Giulio Jacucci. 2015. In Proceedings of the 20th International Conference on Intelligent User Interfaces (IUI '15). ACM, New York, NY, USA, 300-305.

**InspirationWall: Supporting Idea Generation Through Automatic Information Exploration**

Salvatore Andolina, Khalil Klouche, Diogo Cabral, Tuukka Ruotsalo and Giulio Jacucci. 2015. In Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition (C&C '15). ACM, New York, NY, USA, 103-106.

**Harnessing Imperfections in Continuous Speech Recognition for Creative Design Sessions (Extended Abstract)**

Salvatore Andolina, Khalil Klouche, Antti Jylhä and Giulio Jacucci. 2016. In CHI Workshop on Designing Speech and Language Interaction for Mobile and Wearable Computing (DSL1 2016).

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### **Interaction Techniques for Wall-Sized Screens (Workshop)**

Lars Lischke, Jürgen Grüninger, Khalil Klouche, Albrecht Schmidt, Philipp Slusallek and Giulio Jacucci. 2015. In Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces (ITS '15). ACM, New York, NY, USA, 501-504.

### **Talks and Presentations**

#### **Designing for Fluid Information Discovery**

Design Department Winter School, Aalto, Helsinki, 2016.

#### **Relevance Mapping and Re-Ranking**

HCI Helsinki seminar, 2016.

#### **Designing for Exploratory Search on Touch Devices**

Conference on Human Factors in Computing Systems (CHI '15), Seoul, 2015.

#### **Exploration through Interactive Mapping of the Information Space**

HCI Helsinki seminar, 2015.

#### **Designing Interfaces for Information Exploration**

Medialab seminar, Aalto School of Arts, Design and Architecture, 2015.

#### **Sensemaking in HCI: A State of the Art**

Helsinki Institute for Information Technology HIIT, Frameworks Workshop, 2015

### **Featured Work and Exhibitions**

#### **Drift. Stage Engineering.**

Skycam-like installation for a dance show in Geneva, 2013. With Victor Roy. Choreographer: Cindy Van Acker. Engineering and software development.

#### **Knock-Knock. Installation.**

Featured on (selection):

[Creative Applications](#), [Gizmodo.com](#), [FastCo](#), [RollingStone Russia](#), [It's Nice That](#), [Design Boom](#), [Prote.in](#), and [Nouvo](#), RTS, 2013.

Seen at:

Lift conference, Geneva, 2013.

Exhibition *Touch!*, MUDAC, Lausanne, 2012.

#### **Laser Cabinet, a Chalet Arcade. Installation.**

Seen at:

Horizon, MoCA Los Angeles, 2013.

*UCLA Game Festival* in Los Angeles, 2013.

*Game Gazer* exhibition at Swissnex in San Francisco, 2013.

Lift conference in Geneva, 2012.

Featured on Swiss TV (Nouvo, RTS, 2012).

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